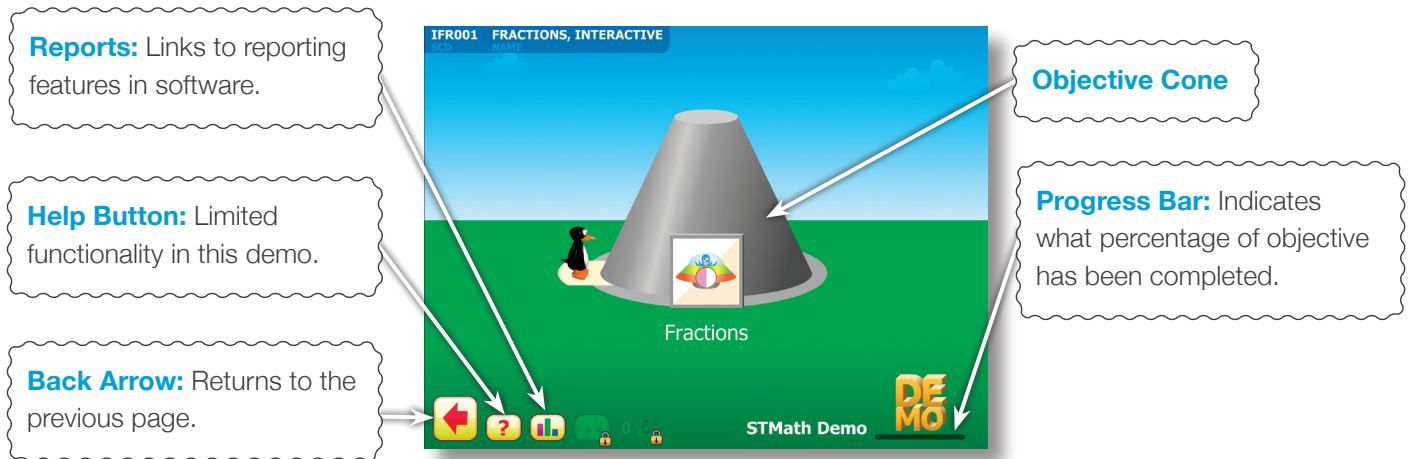


Fractions Demo Guide

- 1 Click on the gray cone, which represents an objective (Fractions). When a student passes an objective (or module, game or level), the cone turns green. Only when an objective has been completed will a student be able to proceed to the next objective.



- 2 Click on the first gray box (Figure A), which represents a module, then click on the first gray circle (Figure B), which represents a game. A series of levels will appear (Figure C): click on Level 1. The levels start out simply, increasing in complexity and difficulty; students must pass a previous level to get to the next one. For each puzzle, as depicted in Figures D and E, the objective is to get JiJi the penguin across the screen.

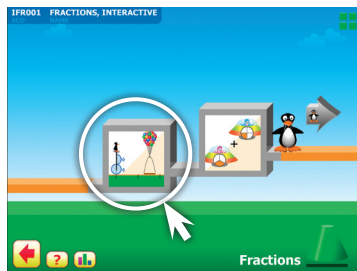


Figure A

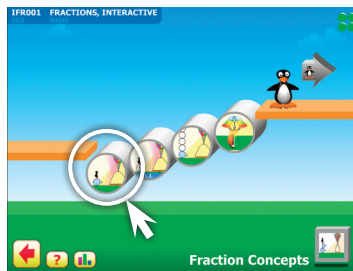


Figure B

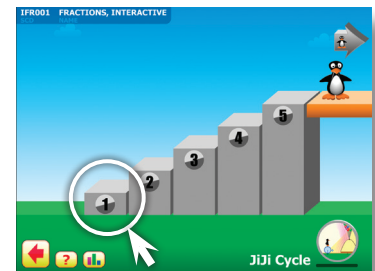


Figure C

Skip Tutorial Button: Bypasses the interactive game tutorial.

Back Arrow: Returns to the previous page.

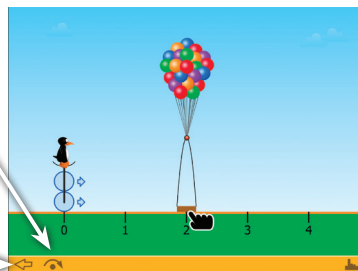


Figure D

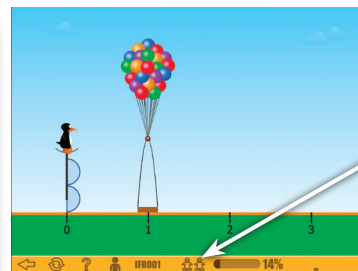


Figure E

JiJi Figures: Represents the number of "tries remaining for the level."

Progress Bar: Indicates what percentage of the level has been completed.

Refresh Button: Resets the puzzle so the student can start again without losing a JiJi.