

MENTALX (v2.0)

Category: Number (Mental Calculation/Estimation)
Year Level: Any (aimed mainly at lower/middle secondary)
ADD: mentalx.cat ([CasioEd Website](#))
Author: Harradine, Schmude & Morfey



Noel Baker Centre
for School Mathematics

Description: This ADD is in a game format. The user is presented with 10 randomly generated questions which they must enter the answer. At the conclusion of these ten questions, the ADD presents the results, as well as the time taken to complete the questions.

Instructions: The breakdown of the levels is as follows:

```
1: Beginner
2: Competent
3: Expert
What should the
level be?
```

- Beginner – times tables style questions.
- Competent – any 1 or 2-digit number multiplied by 5, 9 or 13.
- Expert – multiplication of any 2-digit numbers.

To accurately measure the time taken to complete the 10 questions, the user (once presented with the question) should not press the EXE button until they are ready to enter their answer.

If the answer is incorrect, the question cannot be reviewed and play will continue to the next question.

MENTAL+ (v2.0)

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Instructions: The breakdown of the levels is as follows:

```
1: Beginner
2: Competent
3: Expert
What should the
level be?
```

- Beginner – summation of three numbers (up to 2 digits long).
- Competent – summation of two numbers (2 and 3 digits long).
- Expert – summation of two numbers (4 digits long).

To accurately measure the time taken to complete the 10 questions, the user (once presented with the question) should not press the EXE button until they are ready to enter their answer.

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Instructions: The breakdown of the levels is as follows:

```
1: Beginner
2: Competent
3: Expert
What should the
level be?
```

- Beginner – subtraction of two numbers (2 digits long).
- Competent – subtraction of two numbers (2 and 3 digits long).
- Expert – subtraction of two numbers (4 digits long).

To accurately measure the time taken to complete the 10 questions, the user (once presented with the question) should not press the EXE button until they are ready to enter their answer.

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MENTALX (v3.0)

Category: Number (Mental Calculation/Estimation)
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Author: Harradine, Schmude & Morfey



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Description:

```
5 x 9
Question 1 of 10
Find the answer of the
Sum Shown on the screen.
(PRESS EXE to continue.)
```

```
IS the answer >
1: 45
2: 35
3: 55
(PRESS EXE to continue.)
```

This ADD is in a game format. The user is presented with 10 randomly generated questions. Each question also provides three possible answers. The user then enters the number that corresponds to the correct answer. At the conclusion of these ten questions, the ADD presents the results, as well as the time taken to complete the questions.

Instructions:

```
1: Beginner
2: Competent
3: Expert
What should the
level be?
```

The breakdown of the levels is as follows:

- Beginner – times tables style questions.
- Competent – any 1 or 2-digit number multiplied by 5, 9 and 13.
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MENTAL+ (v3.0)

Category: Number (Mental Calculation/Estimation)
Year Level: Any (aimed mainly at lower/middle secondary)
ADD: mental+.cat ([CasioEd Website](#))
Author: Harradine, Schmude & Morfey



Noel Baker Centre
for School Mathematics

Description:

```
156 + 101
Question 1 of 10
Find the answer of the
sum shown on the screen.
(PRESS EXE to continue.)
```

```
IS the answer>
1: 257
2: 367
3: 237
(PRESS EXE to continue.)
```

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Instructions:

```
1: Beginner
2: Competent
3: Expert
What should the
level be?
```

The breakdown of the levels is as follows:

- Beginner – summation of three numbers (up to 2-digit numbers long).
- Competent – summation of two numbers (2 and 3-digits long).
- Expert – summation of two numbers (4 digits long).

To accurately measure the time taken to complete the 10 questions, the user (once presented with the question) should not press the EXE button until they are ready to enter their answer.

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Description:

```
255 - 213
Question 1 of 10
Find the answer of the
sum shown on the screen.
(PRESS EXE to continue.)
```

```
Is the answer >
1: 22
2: 42
3: 32
(PRESS EXE to continue.)
```

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