CALCULATOR SOFTWARE .CO .UK

▶ Summary

This program has been written to assist a teacher in the marking of a class doing multiple choice questions. It will allow a teacher to spend their time in class helping students do maths, rather than become inundated with marking.

It also stemmed from the desire not to have the correct answer necessarily revealed to students when they got a question wrong. If the answers were written up on the board, this denies the students the challenge to correct their mistakes and find the right answer on their own.

▶ Features

The program can cope with between 1 and 25 questions inclusive.

The teacher can cite how many of the questions are True or False questions, and how many have responses A/B/C/D/E or, indeed "Pass".

Where True/False questions are included, they come first, followed by the multiple choice questions.

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1.T    6.C   11.
2.T    7.B   12.
3.F    8.D   13.
4.F   >9.?   14.
5.T   10.    15.
USE ARROW KEYS TO CORRECT
 2nd = Pass    ENTER = Done
A |  B  |  C  |  D  | E
```

The teacher can set how many points are awarded for a correct answer from +1 to +5, and how many are deducted for a wrong answer, from 0 to -5. If a student passes on a question, then no marks are added to or deducted from their score.

The teacher can also decide whether the students can have the correct answers revealed to them after checking, if they are wrong. If the teacher chooses not to have answers revealed, then in the case of True/False questions (where the options are somewhat limited!), the calculator will only tell the student how many questions were right, rather than the specific question numbers that were answered wrong.

▶ Suggestions

1. The teacher first runs the **Teacher Mode** of the program and chooses "enter answers". They then decide and enter the various scoring options, as described above.

2. Using the top row of 5 blue buttons (linked in to the bottom row of the screen), they then enter in what the correct answers are. The arrow keys can be used to move around the screen, to make any amendments.

3. The calculator then encodes all of the entered information into an alphanumeric code. eg. for 25 questions, this code is 16 characters long. And for 6 questions, this code is 7 characters long. In general the code is about the same length, or less than the number of questions.

4. When noting down this code, be careful not to confuse the number zero with the letter O, and the number one with the letter l.

5. After steps 1 to 4 have been completed (prior to the lesson), the students run the program and opt for **Student Mode**.

6. They will then have to enter the code supplied by the teacher. This code has a check-digit in it, so that mis-typing on the student's part won't go unnoticed by the calculator.

7. The calculator then decodes this information and the student can then enter their answers straight away. Alternatively, they can then switch the calculator off, or choose "Quit", and enter their answers

later on. Unless a new code is entered, or RAM is cleared, any previously entered code remains in the calculator.

8. The calculator expects an answer of T/F/A/B/C/D/E or "Pass" (indicated by a "-") for each question. If any question remains unanswered with one of the above options when they press **ENTER**, the calculator will highlight them and expect a response of some sort.

9. The calculator then scores their performance using the points scheme decided by the teacher (which was contained in the code that they entered) and displays their result.

10. Depending on whether the teacher decided for answers to be revealed or not, the subsequent screens inform the student where their mistakes were, and the correct answers (if reveal was chosen).