

# EVERYDAY MATHEMATICS



## MATH MADE EASY

**EveryDay Mathematics** is a sophisticated courseware product for school students. It helps the student apply the theoretical knowledge taught in the classroom in order to solve everyday practical problems.

The **EveryDay Mathematics** library consists of:

Arithmetic • Pre-Algebra • Geometry • Basic Algebra • Algebra • Probability and Statistics • Trigonometry

### INTERACTIVE APPROACH

Hundreds of **EveryDay Mathematics** problems are presented to the student in graphic form. Help elements are provided to make the problems easier to understand and to solve. Help elements include:

- A glossary of terms
- A calculator
- Tips to indicate the relevance of data - and which formulas to use.

A step-by-step guide assists the student in solving the problem. The *instructor*, advises the student on problem solving, making suggestions to help him /her decide which concepts to apply. A review allows the student to explore the theoretical content of the topic.

### TEACHER MANAGEMENT SYSTEM

**EveryDay Mathematics** features a comprehensive Teacher Management System that enables the teacher to easily plan, manage and report on the studies of both individual students and entire classes. Report details include:

- List of problems solved.
- Time spent on problem solving.
- Problem solving history.
- Points received for correct answers.
- Points deducted for incorrect answers.
- Final grades.
- Class Evaluation Report.

## Random Problem Generator

**EveryDay Mathematics** includes a feature, which enables students to return to a problem and solve it again using new sets of data.

## Course Modules

The **EveryDay Mathematics** course modules are comprised as follows:

### Arithmetic

- Decimals & fractions
- Percent
- Estimating
- Rounding
- Length, area, volume, weight, time, speed
- Signed numbers
- Absolute value
- Opposite numbers
- Signed fractions
- Signed numbers
- Vectors

### Pre-Algebra

- Tables
- Circle graphs
- Bar & line graphs
- Data & charts
- Ratio & proportion
- Similar figures
- Powers, roots
- Scientific notation

### Geometry

- Line segments
- Squaring a circle
- Angles in a circle
- Supplementary angles
- Triangles
- Parallel lines
- Perimeter of a triangle
- Circumference & perimeter
- Area of triangle, rectangle, parallelogram, trapezoid & circle
- Volume, surface area and total area

- Basic Algebra
- Scaled drawings
- Precision, accuracy and tolerance
- Powers and roots
- Algebra
- Formulas: writing, deriving rearranging
- Equations and Algebraic Expressions
- Graphing data
- Non-linear equations
- Reading nonlinear graphs
- The quadratic formula
- Break even points
- Graphs of quadratics
- Probability & Statistics
- Number of arrangements
- Probability
- Events: intersection & union, certain & impossible
- Complementary events
- Mean and median
- Central tendency
- Range
- Standard deviations

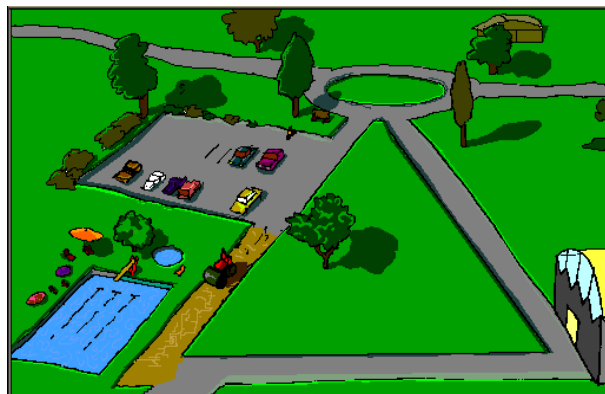
### Trigonometry

- Right-angled triangles
- Pythagorean formula
- Special right triangles
- Sine, cosine & tangent
- Trigonometric functions
- Law of sines & cosines

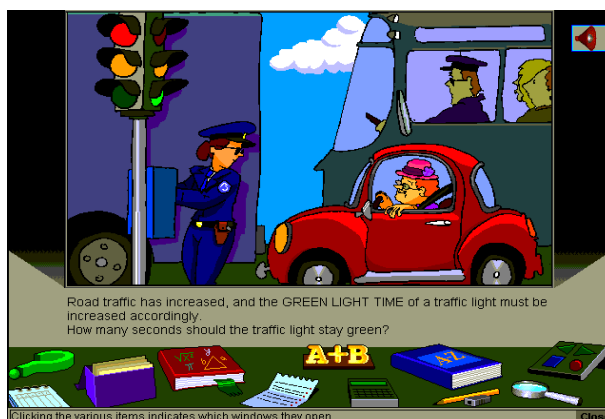
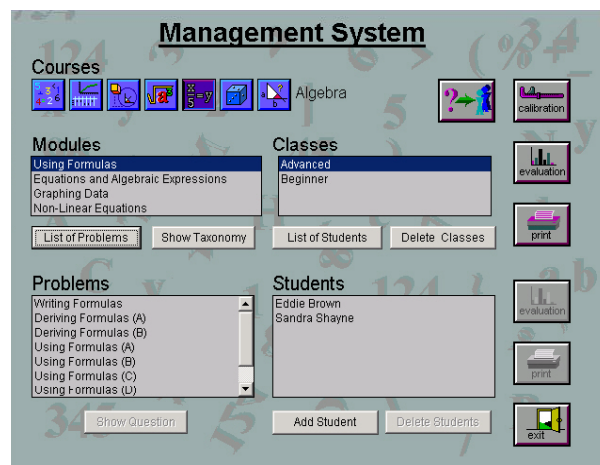
## System Requirements

Pentium CPU; 16 MB; (24 MB recommended) Windows 9x, 2000, XP, ME; CD-ROM drive (2X); VGA video card (640x480) 256 colors; Windows-compatible sound card 40 Mb of disk space (full installation); Speakers (or headphones); Standard keyboard; Mouse

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The road from the parking lot has to be extended to the swimming pool. What will be the angle between the new part of the road and the road leading from the hall to the swimming pool?



Road traffic has increased, and the GREEN LIGHT TIME of a traffic light must be increased accordingly. How many seconds should the traffic light stay green?

Clicking the various items indicates which windows they open. Close



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