# THE WIZARD'S REVENGE

## Teachers' Book

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# THE WIZARD'S REVENGE

A mathematical adventure for top infants
and lower juniors.

Program designed and written by Simon Hosler

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A sequel entitled 'The Wizard's Return'
is also available from Sherston Software.

# CREDITS AND COPYRIGHT

'The Wizard's Revenge' is a mathematical adventure for top infants and lower juniors.

Adventure design and program by Simon Hosler Children's Book by Sue Hosler Teacher's Booklet by Bill Bonham and Simon Hosler

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**The Wizard's Revenge**
**BBC Models B, B+, MS128 & Compact**     **(Disc Based)**
**Age Group: Top Infant/Lower Junior**

# INTRODUCTION

The Wizard's Revenge has been designed for children of approximately 8 and 9 years old and is in the form of an adventure, the purpose of which is to rescue the Dragon King. The program covers a wide range of mathematical areas, and there is particular emphasis on logical thinking and problem solving activities presented in an interesting and enjoyable way.

To give the children confidence the program begins with some simple number work interwoven with the story, and then moves on to a series of variable problems and logical thinking situations designed to stretch the children. The mathematical areas covered include shape, symmetry, coordinates, time and timetables, and to progress to the next stage of the adventure correct answers must be given to the problems encountered. These problems change each time the program is loaded, when a new adventure begins, or because the program has gone back to an earlier section of the adventure because of failure to answer problems correctly. This means that although through familiarity with the program children may know the type of problem they will next meet, the actual problem cannot be anticipated and the value of the adventure as a learning aid does not diminish with repeated use.

It is important that the children first read the accompanying short booklet to enable them to understand the background to the story but once the adventure has started there is a continuous and easy to understand dialogue between the children and the computer and no reference to external notes is necessary. Some children may find it helpful to have a pencil and paper available during the adventure.

The adventure should take between 40 and 90 minutes to complete. Although children should have no trouble in completing the adventure at one sitting, this may not always be desirable, or fit in with the school timetable. To allow for this the program has been written so that the adventure falls naturally into 2 parts; the first of which covers activities leading up to reaching the island and should take from 15 to 30 minutes to complete, and the second of which covers the search on the island and should take from 25 to 60 minutes to complete. See the 'OPERATION' section for the procedure to resume an interrupted adventure.

# LOADING

Place disc in disc drive. Hold down SHIFT key, press and release BREAK key and then release SHIFT key. This will automatically load and run the program and the title page 'The Wizard's Revenge' will appear on the screen. Press SPACE BAR to display main menu.

## IMPORTANT NOTE

THE WIZARD'S REVENGE IS A DISC DRIVEN ADVENTURE AND THE DISC MUST BE LEFT IN THE DISC DRIVE THE WHOLE TIME THE PROGRAM IS RUNNING.

# OPERATION

If the ESCAPE key is pressed during the cottage or beach sections of the adventure the program will return to the beginning.

If the ESCAPE key is pressed during the island sequence the program will return to the map of the island which is the beginning of the island section. Pressing ESCAPE again when at the map of the island will return you to the main menu. In this way pressing ESCAPE a number of times will always return to the main menu.

If it is necessary to stop the program before the adventure is completed it can be resumed later by loading the program and using the main menu to go to either the Complete Adventure or The Island.

# MAIN MENU

```
            THE WIZARD'S REVENGE
        Main Menu
              1  Teacher Control
              2  The Complete Adventure
              3  The Island

              Type a number  ---
```

You may enter 1 to 3; anything else will be ignored.

## 1 Teacher Control

This takes you to the Teacher Control Menu.

## 2 The Complete Adventure

This starts the adventure from the very beginning and should not normally be bypassed to reach the island sequences because the Cottage and Beach elements set the scene and build up to the more difficult problems.

## 3 The Island

The Island is where the greater part of the adventure occurs. Children must choose where they wish to visit on the island by entering co-coordinates and then complete the various tasks they are confronted with. After each task is completed they are returned to 'The Island' map until they have gathered all four passwords and can attempt to rescue the king.

Unless it is intended to complete the adventure without a break this is the most suitable point at which the program should be stopped, and restarted later.

# TEACHERS CONTROL MENU

```
                    THE WIZARD'S REVENGE
               Press  ESCAPE  for MAIN MENU
               Teacher Control
                    1  Sound level
                    2  Adjust Problems
                    3  Introduction
               Type a number  ---
```

You may enter 1 to 3 or ESCAPE; anything else will be ignored.

## 1 Sound Level

When first loaded the sound level is set to 3 but can be adjusted by pressing any key between 0 (off) and 5 (loud). The computer will make a sound indicating the volume level set by the key pressed. Press ESCAPE when setting is correct to return to Teachers Control Menu.

## 2 Adjust Problems

Near the end of the adventure correct answers must be given to questions on multiplication tables to enable further progress to be made. The range of tables allowed for by the program is from 2 to 9 and you must enter the table limits you consider suitable for your pupils. For example, if you consider that the children should answer questions on tables 3 to 7 then enter 3 for the lowest table and 7 for the highest table and a series of problems will be selected at random from multiplication tables 3 to 7. If you wish the children to be tested on one table only then enter this table number as both the lowest and highest table.

Please note that when the program is first loaded the table range is set from 2 to 6.

## 3 Brief Introduction

This gives two screens of introductory notes for teachers.

# TEACHERS SYNOPSIS

This is an adventure in 2 parts in which it is necessary to overcome obstacles in the form of mathematical problems to bring it to a successful conclusion. Failure to give the correct answer carries no penalty other than that the program will pause at that point substituting new problems until correct answers are given. The early problems are mainly number work but as the adventure develops they become a little more difficult and varied.

The adventure starts at the cottage where the children are on holiday with their aunt. After completing their domestic duties (simple number work) they go by train to the beach (money and number work) and explore the area (compass points). Eventually they discover some caves and meet a friendly dragon who tells them that a wicked wizard who had been banished from Dragon Island by the King had invaded the island with the help of monsters and trolls, and had captured the Dragon King. The children decide to try to rescue the King and reach the island by a magic ship.

On the island (co-coordinates) they have to visit the different types of terrain (shape, symmetry, time and timetables) to obtain the 4 passwords and the dungeon key number before gaining entry to the castle (multiplication tables) and freeing the Dragon King.

# TEACHERS NOTES

In addition to the mathematical problems included 'The Wizard's Revenge' should provide a wealth of experience in decision making, planning and logical thinking. To this end we would suggest that you always have two or three children working together when they attempt the program as the children will benefit greatly from the co-operation and discussion involved in trying to solve the problems together.

The program can be used in it's own right however it can also make a good basis for the mathematical content of a class topic on dragons or mythical beasts. Alternatively the program could be used as the basis for a mathematical topic with the children extending their knowledge of the various mathematical activities they encountered in the adventure.

# TROUBLE SHOOTING

## Loading Problems

If the disc won't load check:

That you have a 40 track disc for 40 track drives or an 80 track disc for 80 track drives. If your drive is switchable, is it set correctly? (Note: 40 track discs are despatched unless 80 track are specifically requested. 80 track discs are labelled 80 track.)

If you are using a Master 128, is it configured to DFS? If not type *DISC, press RETURN and then !BOOT the disc. Do not try to run the program using the CONVERT program provided with the Master.

Is your equipment all switched on and connected properly?

If the disc still doesn't work try it, if possible, on another computer and disc drive. (Disc drives need a service now and then.)

If you still have no luck you can either telephone for advice or simply return the disc for replacement. Please make a note of any screen messages etc. so that we can try to identify the problem.

It may be that you have a non standard DFS which is the cause of the problem. If this is the case we will be happy to give a refund.

## Back Ups

Sorry, but you won't be able to make one. The disc is protected to enable us to run our very popular approval system. Don't worry, all our discs come with a 3 year guarantee.

## Corrupted Discs

If your disc corrupts in any way up to three years after purchase, return it together with a blank unformatted disc and we will send a replacement.