

Let's try flowchart thinking

User's manual



Items

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1. User registration and practice! (P1~P4)

Please click bellow URL, or type it in your web browser.

http://www.schoolmath.jp/game/fc_e/

This is first time
for me to visit this page!

I visit this page here
more than once.

Please follow the instruction bellow.

Please click here!

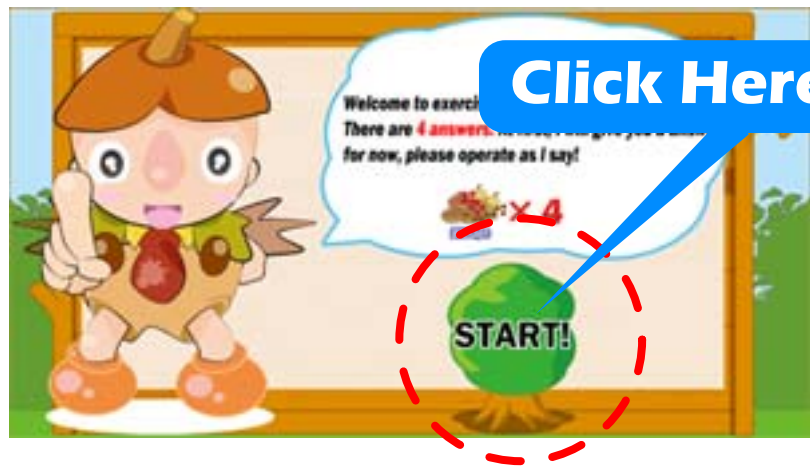


3. Please go on to the "Start the game!"
(P7~P8)

Please click here!

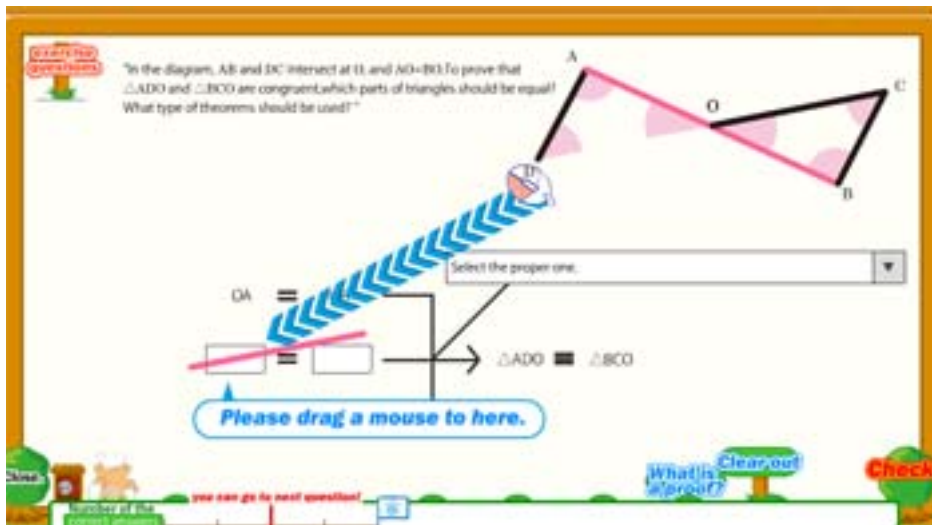


Please click **START**.



You will see the **Exercise questions**.

Let's start practicing following the message guide.



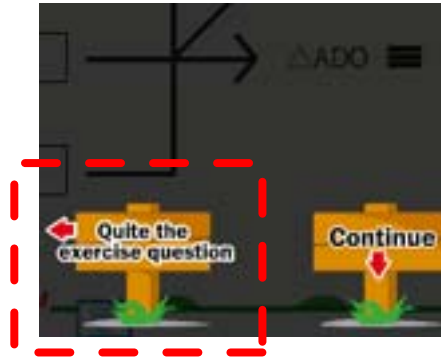
Let's check how each button works.

 A screenshot of the exercise interface with several callout bubbles explaining button functions:

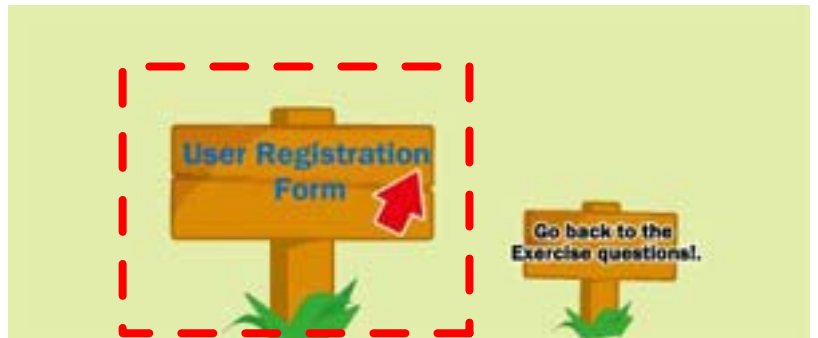
- "Please click here if you complete the flowchart. You will see if your flowchart is correct or not." (points to the 'Check!' button)
- "You can have a message like when you give wrong answer." (points to the 'What is wrong?' button)
- "Please click here when you want to see what and how you answer correctly to prior questions." (points to the 'Suggest what is proof?' button)
- "You can see how many you answered correctly." (points to the progress bar)
- "Please click when you want to check what is a proof of congruent triangles." (points to the 'Check!' button)
- "Please click here when you want to re-start the flowchart." (points to the 'Clear out' button)

 A large blue arrow points downwards from the bottom of the interface.

Please click **Quit the Exercise questions.**



Please click **User Registration Form.**



Please click **User Registration Form.**



Information you need for your registration

- name
- email address
- ID
- password

| | |
|---------------|--|
| name | <input type="text" value="morino masao"/> |
| email address | <input type="text" value="mon@shinshu.ac.jp"/> |
| ID | <input type="text" value="masao0123"/> |
| password | <input type="password" value="*****"/> |
| | <input type="button" value="Reset"/> <input type="button" value="Confirm the above(Go on to STEP 2)"/> |

Please type in the email address which you can receive for sure. Any kinds of email address will do.

Please use ID and password which you can easily remember.



You will receive an confirmation email after your registration.
-Please open the email, and click the URL written at the bottom of the email in order to complete your user registration.

+-----登録者情報-----

name : morino masao

e mail : **morino-masao@shinshu.ac.jp**

ID : masao0123

password : * * * * * * * * *

Please click bellow URL.

<http://www.schoolmath.jp/game/mem/kanryo.php?entNO=>

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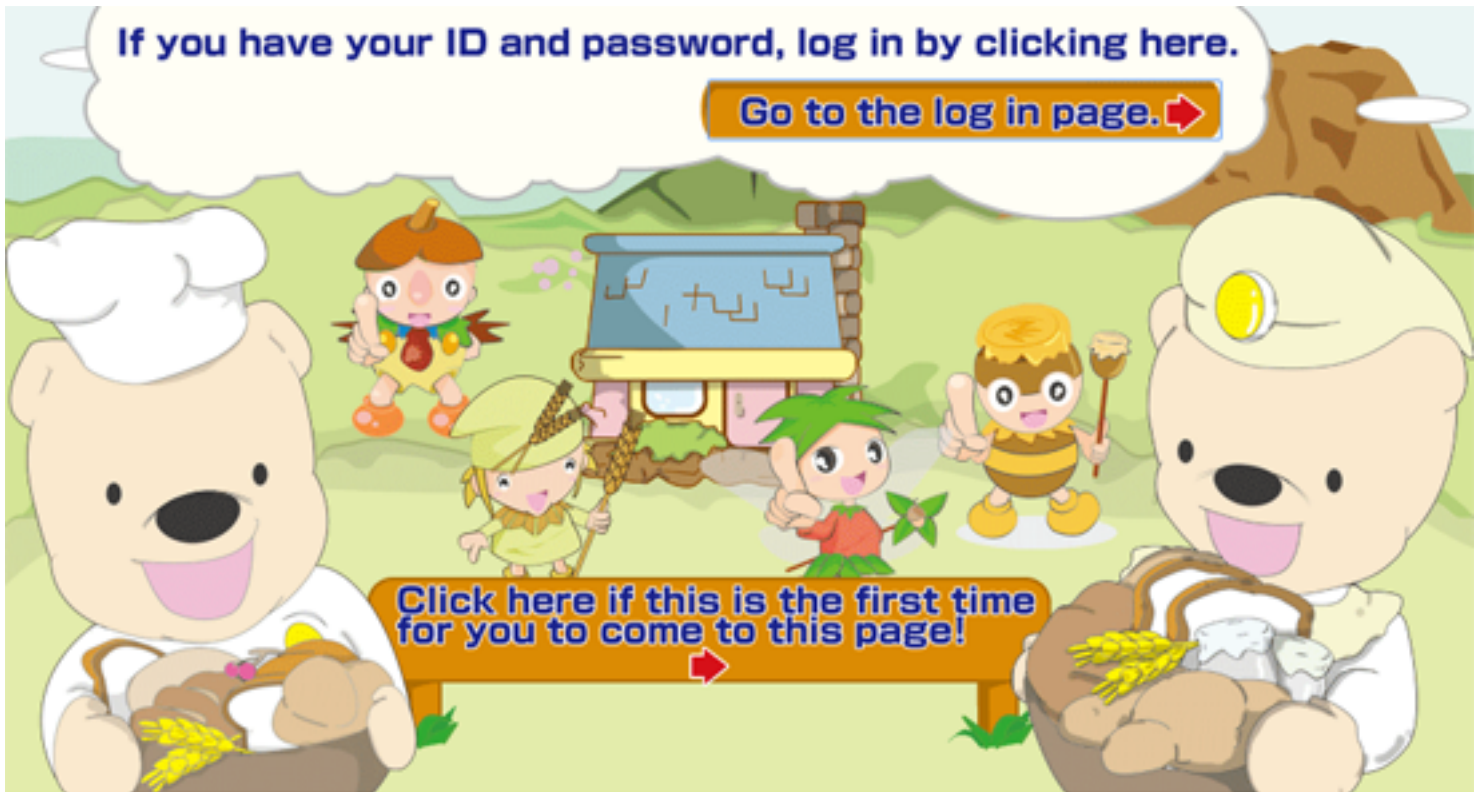
Please complete the user registration by clicking this URL.

2. Explanation of the game of **Let's try flowchart thinking** . (P5~P6)

Let's collect ingredients and bake delicious breads!!

-Albert and Sophie want to open a bakery in the forest.

-Let's collect the ingredients and bake delicious bread with fairies of the forest!!



Big Adventure of Albert & Sophie.

Let's get many ingredients in order to open the bakery, of which breads will be sooo tasty!

Let's try the proof of congruent triangles.

- You can get points and ingredients when you find the answers!
- You can get bonus points when you find all answers!
- Let's compete with your friends collecting many points!
- Let's try to find all correct answers!



You cannot bake breads before you get ingredients and points by answering questions. If you answer more correctly, you can get more ingredients and points.

Enjoy the game following the rules.

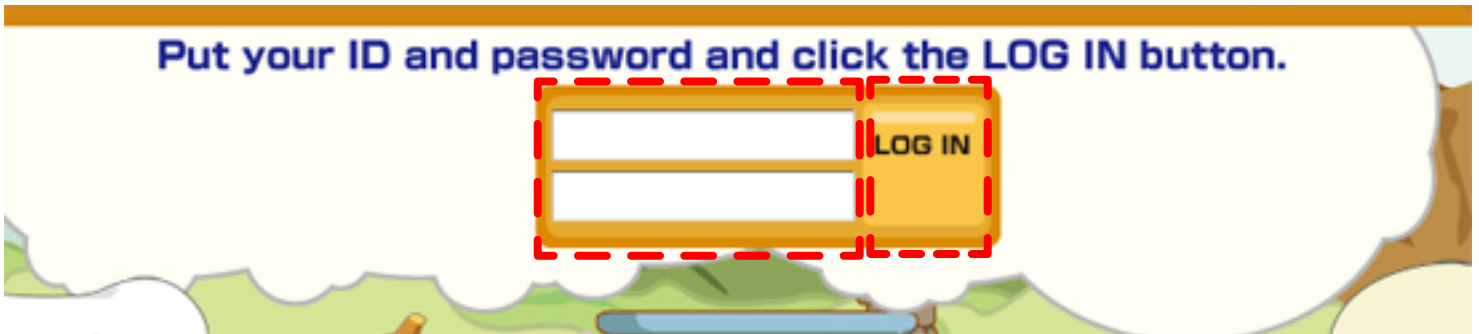
Please do not use/copy passages, pictures, illustrations and so on without any permission.

3. Start the game

Firstly, please log in.

-Type in your ID in the first blank and your password in the second blank.

-Please click the LOG IN button after typing them in.



You will see bellow after logging in.

The screenshot shows a game menu with the following elements:

- START** and **Quit** buttons at the top.
- A progress bar for stages 1 through 7.
- Stage 1: Clear (blue bar), Bonus (orange bar).
- Stage 2: Clear (blue bar), Bonus (orange bar).
- Stage 3: Clear (blue bar), Bonus (orange bar).
- Stage 4: Clear (blue bar), Bonus (orange bar).
- Stoty** and **What is proof?** buttons at the bottom.

Callouts provide the following information:

- You can play/stop BGM by clicking here.** (points to the BGM control)
- You can start by clicking here.** (points to the START button)
- You can log out by clicking here.** (points to the Quit button)
- You can see the secret of the bakery in the forest...** (points to the Stoty button)
- You can read the explanation about the proof of congruent triangles.** (points to the What is proof? button)

Start the game by clicking **START**.



Click a button.



The game will start by clicking **START!**

