

# bunjia

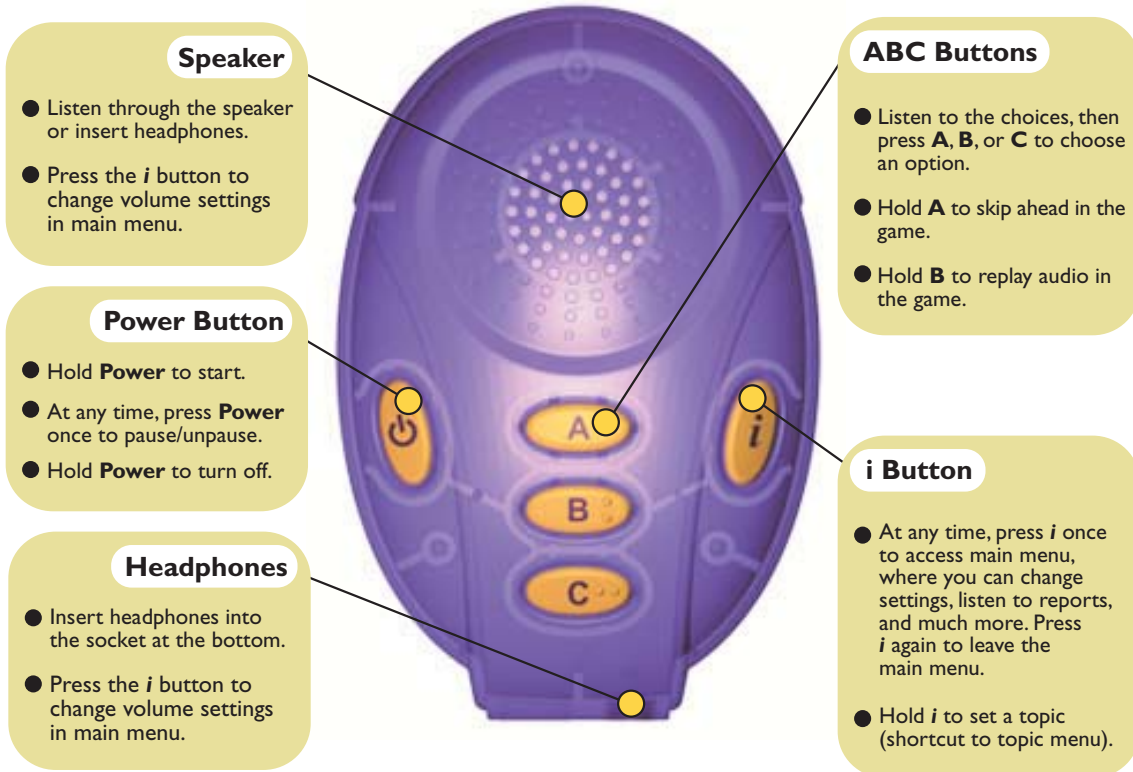


USER GUIDE

# QUICK START

Bunja is a new interactive learning aid designed to help improve your maths skills with an exciting interactive adventure story.




As you answer questions, Bunja learns about you and adapts to your ability. You are rewarded with new adventures where you need to help Sam, who's lost in the jungle, by choosing what to do.



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## HOW TO PLAY

-  Hold **Power** to start.
-  Listen to the instructions, then choose **A**, **B**, or **C** when prompted.
-  Hold **Power** to turn off.

Bunja starts by asking you maths questions. Listen to the choices and press **A**, **B**, or **C** to choose an answer.

After a set of maths questions, Bunja tells you how well you did. Then, you are rewarded with an exciting game. In the game, you decide what the character should do - it's up to you what happens next! After completing an adventure in the game, you do some more mathematics questions, then it's back to the game, and so on.

## MAIN MENU

At any time, press the **i** button for further instructions and the main menu. From the main menu, you can adjust the volume, change how Bunja asks questions, listen to reports, switch players, and modify other settings.

To navigate the main menu, listen to the options at each step, then press the **ABC** buttons to choose.

To leave the main menu, press **i** to play, which will return you to where you left your maths questions or game.

## MAIN MENU OPTIONS

<b>Volume:</b>	Change the volume of the audio for the speaker or headphones. Details on page <b>7</b> .
<b>Instructions:</b>	Learn how to use Bunja, including answering maths questions and playing the game.
<b>Settings:</b>	Access many different options to set up Bunja to suit your needs.
- Change player:	Choose up to 10 different players and Bunja will remember the scores and settings for each one. Details on page <b>7</b> .
- Maths Settings:	Listen to reports and change the type of questions that are asked.
- Reports:	Track progress with basic or detailed reports. Details on page <b>5</b> .
- Question Types:	Set Bunja to ask questions automatically or from specific mathematical topics. Details on page <b>3</b> .
- Question Sets:	Change how many questions are asked in a set. Details on page <b>2</b> .
- Other Settings:	Access additional options that are used less frequently.
- Game Settings:	Turn the game off if you only want to answer maths questions. Details on page <b>6</b> .
- Volume Limits:	Set a limit on the maximum volume of the speaker or headphones. Details on page <b>7</b> .
- Reset Options:	Erase all data and settings for a player or return Bunja to its factory settings. Details on page <b>7</b> .

# MATHEMATICS QUESTIONS

The mathematics questions are in multiple-choice format. To answer a question, listen to the question and the three possible answers, then press **A**, **B**, or **C** to choose which answer you think is correct.

**Correct answer:**

If you have chosen the correct answer, you will be told so, and then the next question will be asked.

**Wrong answer:**

If you have chosen a wrong answer, you will be told so, and then you will be given one more try to answer it correctly before moving on to the next question.

**Number of Questions**

Bunja keeps asking questions until you have answered a certain number of questions correctly or until you have answered a certain number of questions in total, depending on the settings. For example, you might want Bunja to keep asking questions until you answer 5 questions correctly. Or, you might want Bunja to just ask 10 questions in total, regardless of how many have been answered correctly or incorrectly.

To change these question settings, press *i* to access the main menu, then choose "Settings", then "Maths Settings", then "Question Sets".

Choose "Correct Answers" if you would like a question set to end after a fixed number of correct answers have been given. You will then be asked to choose how many correct answers are required before a question set ends.

Choose "Questions Asked" if you would like a question set to end after a fixed number of questions have been asked. You will then be asked to choose how many questions are asked before a question set ends.

**TIP**

*If you don't choose any of the answers, the question will be repeated. This helps if you need to hear the question again or want to check which answer corresponds to which button. The first time you hear a question, you only hear the answers. When a question is repeated, you will hear the letters **A**, **B**, or **C** before each answer.*



## QUESTION TOPICS

Bunja creates sets of questions from one or more mathematics topics. There are 100 different topics in total, increasing in difficulty from 1 to 100.



Each of the topics is based on a type of mathematical operation or principle, such as:

- Addition
- Subtraction
- Multiplication
- Division
- Ordering numbers
- Number sequences
- Rounding
- Prime numbers

Using these topics, Bunja can create sets of questions in three different ways:

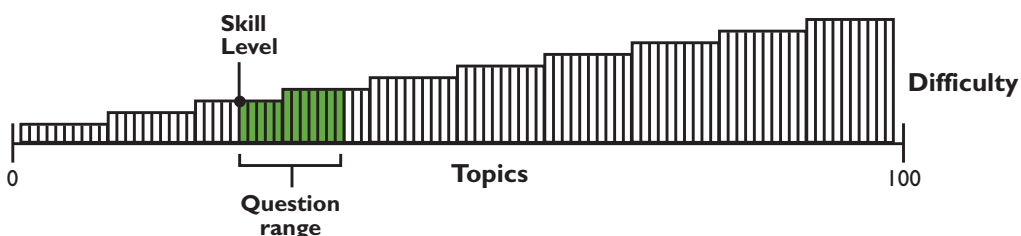
- **Adaptive:**  
Bunja automatically asks you sets of questions from topics that are suited to your ability. The question sets get harder or easier depending on how well you are doing.
- **Fixed Difficulty:**  
Bunja asks questions from several topics of a set difficulty. The questions never get any harder or easier in response to how well you do.
- **Fixed Topic:**  
Bunja only asks questions from a specific topic.

## TYPES OF QUESTIONS

### Adaptive Questions

Bunja is adaptive. As you answer questions, Bunja learns about you and adapts to your ability. By default, Bunja asks a variety of different questions and makes them harder or easier, depending on how well you are doing.

By default, Bunja automatically asks questions from a range of topics that are suited to your Skill Level. Your Skill Level is a measure of your ability and determines what questions you will be asked.



### TIP



Your Skill Level is reported each time you turn on Bunja. It is also heard in reports, which are found in the main menu. Press the *i* button on Bunja at any time to go to the main menu.

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### TIP



A list of all 100 topics and their difficulty ratings can be found at the end of this guide.

### TIP

There's a hidden shortcut to the Fixed Topic Menu! Instead of just pressing the *i* button, hold it down. This gives you a menu where you can select a new topic number or listen to reports on the current fixed topic.

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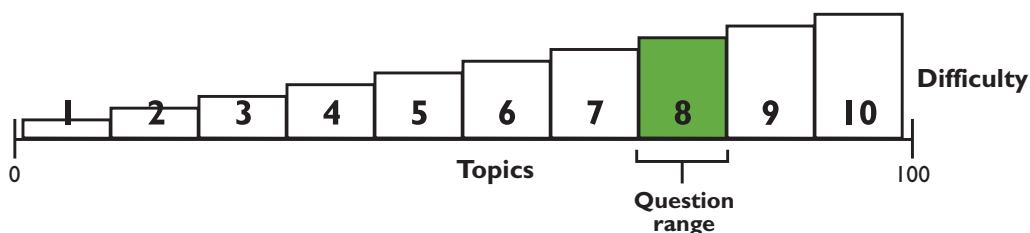
## TYPES OF QUESTIONS (CONTINUED)

As you answer questions correctly, your Skill Level will increase. As your Skill Level increases, questions from harder topics will be asked. However, the opposite is also true. If your Skill Level falls, you will be asked questions from easier topics.

By default, Bunja is set to ask adaptive questions. To find this setting, press *i* to access the main menu, then choose "Settings", then "Maths Settings", then "Question Types". Choose "Automatic questions based on player skill" to set Bunja to adaptive questions.

### Questions at a Fixed Difficulty

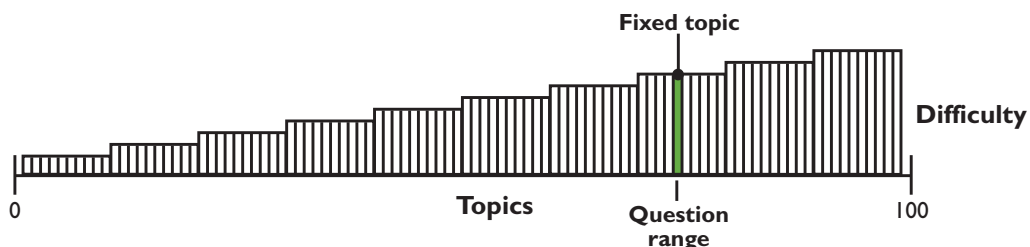
Bunja has 100 different topics, divided into 10 difficulty ratings. You can set Bunja to ask questions only from topics with a particular difficulty rating. To do this, you would look at the topic list at the end of this guide and decide which difficulty rating you would like. For example, you might decide to choose difficulty 8. You would then choose this difficulty in Bunja's Fixed Difficulty menu.



To access the Fixed Difficulty menu, press *i* to access the main menu, then choose "Settings", then "Maths Settings", then "Question Types", then "Questions at a fixed difficulty". Listen to the instructions, then press the **ABC** buttons to change the difficulty to the desired level.

### Questions on a Fixed Topic

If there is a particular mathematics topic you would like to work on, you can set Bunja to ask questions from one specific topic only. For example, you might want to practice your 7 times table. To do this, you would look at the topic list at the end of this guide and find that the 7 times table is topic number 74. You would then choose this topic number in Bunja's Fixed Topic menu.



To access the Fixed Topic menu, press *i* to access the main menu, then choose "Settings", then "Maths Settings", then "Question Types", then "Questions on a Fixed Topic". Listen to the instructions, then press the **ABC** buttons enter the desired topic number.

A list of all 100 topics and the topic numbers can be found at the end of this guide. An interactive version of this list is available at [www.bunja.com/topics](http://www.bunja.com/topics). On the website, you will also find details of how each topic is linked to your curriculum.

## REPORTS

As you answer questions, Bunja keeps track so you can easily check how well you are doing. Bunja provides several types of report:

### Question Set Summary

At the end of each set of questions, Bunja tells you how many questions were asked and how many you answered correctly. You are then given the option to hear your Skill Level and a basic report on your overall results.

### Basic Reports

A Basic Report provides your overall results. It tells you how many total questions you have answered, plus how many of these you have answered correctly and incorrectly.

At any time, you can hear a Basic Report by pressing *i* to access the main menu, then choose "Settings", then "Maths Settings", then "Reports", then "Basic Report".

### Detailed Reports

Detailed Reports provide analysis of overall results or for specific topics or difficulty levels. A key feature of Detailed Reports is that it breaks down correct answers to reveal how many were answered on the first try and how many required a second try.

At any time, you can hear a Detailed Report by pressing *i* to access the main menu, then choose "Settings", then "Maths Settings", then "Reports", then "Detailed Reports". Listen to the instructions to choose which type of Detailed Report you want to hear. The following detailed reports are available:

- Overall
- Results by Difficulty
- Results by Topic

## CERTIFICATES

On the Bunja website, you can print a certificate to proudly display your achievements using Bunja. Visit [www.bunja.com](http://www.bunja.com) for more information and to print certificates.



## PLAYING THE GAME

After completing each set of mathematics questions, you are rewarded with an adventure from the game. You play the game by helping Sam make decisions.

You need to help Sam get through each adventure by choosing what to do. You decide which path to take, whether to run or hide, and so on.

During an adventure, Sam will ask you for help and give three options. Think carefully, then make your choice by pressing one of the ABC buttons.

There isn't always a "right" answer, but some answers are better than others. Also, keep in mind that there is an element of luck involved - if you made the same choice again, it wouldn't always give the same outcome. So, just choose what you think is best!

## GAME STAGES

The game has 80 adventures in total and you do them one at a time in between the mathematics questions. These 80 adventures are divided into 16 Stages, with 5 adventures in each stage.

During each adventure, try to make choices that you think will help Sam. If you choose well, you will move forward in the game and Sam will start a new adventure after your next set of mathematics questions. But if you don't choose well, Sam will be sent back to the start of that Stage to start again.

### Game Storyline and Environmental Theme

Sam's dad is lost in the jungle after a plane crash. Sam sets off to look for him, and begins a thrilling adventure, filled with strange animals, dangerous encounters, and suspicious characters.

The game vividly describes the sights and sounds of the Borneo rainforest. It teaches you about the wonderful plants and animals that live in the rainforest and how they are threatened by the actions of human beings. Learn about the people that live and work in the rainforest and how the trees are being cut down to make way for "environmentally-friendly" bio-fuels. The rainforest is being destroyed, but you can help by helping Sam.

### TIP

If you don't choose any of the answers, the question will be repeated. This helps if you need to hear the options again or want to check which answer corresponds to which button.

The first time you hear a question, you only hear the answers. When a question is repeated, you will hear the letters "A", "B", or "C" before each answer.

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### TIP



If just want to work on maths questions, you can turn off the game in the main menu.



### TIP

Skip through the story by holding down the A button until you hear the second beep. This skips ahead to the next question. It's very handy if you have to redo an adventure because Sam was captured! But, don't try this when helping Sam (answering a question) or it will select the A option!

### TIP

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Replay Sam's current description by holding down the B button until you hear the second beep.

## VOLUME SETTINGS

To change the volume, press *i* to access the main menu, then choose "Volume". Listen to the instructions, then press the **ABC** buttons to change the volume to the desired level.

By default, the maximum volume level is limited to 10. You can set a lower limit in the main menu. Press *i*, then choose "Settings", then "Other Settings", then "Volume Limits". A volume limit lowers the maximum volume that can be set. Note that different limits can be set for the speaker and headphone.

## MULTIPLE PLAYERS

As you answer questions and progress through the game, Bunja keeps track of how well you are doing. When the Bunja is turned off, your progress and any customised settings are saved for the next time.

If more than one person will be using a single Bunja, each can be a different Player. There are 10 Players to choose from and each is referred to by a different colour. For example: "Player Red".

To change to a different Player, press *i* to access the main menu, then choose "Settings", then "Change Player". Listen to the instructions, then press the **ABC** buttons to select a Player. Once a new Player is selected, Bunja will automatically load that Player's data, settings, and maths reports.

## RESET OPTIONS

Resetting erases data and settings for the current Player or returns Bunja to its original factory settings.

To reset the current Player only, press *i* to access the main menu, then choose "Settings", then "Other Settings", then "Reset Options", then "Reset Player". Note that this option erases all data, settings, etc. for the current Player only.

To reset Bunja, go to the Reset Options menu, as above, but choose "Reset Bunja". Note that this option erases all data for all players and returns Bunja to its original factory settings.

## CHANGING THE BATTERY

Bunja uses a single AAA battery. To replace the battery, remove the small screw holding the battery cover on the bottom of the case. Slide the cover to remove it, then remove the battery. Insert a new battery, then replace the cover and the screw.

## BUNJA IN THE CLASSROOM

Bunja is ideal for the classroom - just the right mix of maths challenges and fun. It is a great way of reinforcing concepts and helping students improve the speed and accuracy of their mental arithmetic while developing their listening skills.

As a lesson starter for the whole class or as a reward for individuals, it is a great way to get students interested and motivated. Bunja adapts itself automatically to students of all abilities, helping them work on areas of difficulty and challenging them as they progress. Bunja creates new questions every time you use it, so it's never the same and the possibilities are endless. It's like a new, ready-made lesson every time you switch it on.

## SHARING BUNJA

The following tips show how Bunja can be shared between students in the same class or between classes. They will help you get the most out of Bunja in the classroom.

- Reward individuals or the whole class with "Bunja Time". Give each student a set amount of time, such as 5 or 10 minutes, to use Bunja as they wish.
- Track progression and print certificates on [www.bunja.com](http://www.bunja.com) when milestones are reached.
- For a whole-class quiz, ask the students to vote on which answer they think is correct. Students can make voting cards and hold up the letter that matches what they think is the correct answer.
- The game is a reward for answering questions, but you have the option to turn the game off if you want students to focus on answering questions.
- To keep cumulative scores and save each student's progress, assign Player colours to each student. Each toy remembers settings for up to 10 Players.
- Use stickers to keep track of each Bunja. A chart can help students remember which Bunja they have been assigned and which Player colour they should use.
- If using Bunja in front of a class, reserve one or more colours for teacher use. Each Player can have different settings so, for example, you could use Red to store a particular setup you use regularly, and Blue to store another.

## LESSON PREPARATION

To help you get the most out of Bunja in the classroom, the following pages provide useful instructions and sample lesson ideas. All of the lesson ideas assume the following starting conditions, with regards to Bunja settings:

- The desired player to use for the lesson is already selected. See page **7** for details.
- Question sets end when 5 questions are answered correctly. See page **2** for details.
- Question types are adaptive *Automatic Questions Based on Player Skill*, instead of questions at a fixed difficulty or fixed topic. See page **3** for details.
- The game is turned on. See page **6** for details.

## LESSON IDEA 1: ADAPTIVE QUESTIONS

<b>Objective</b>	To practise questions tailored to the student's ability, 10 questions at a time.
<b>Setup</b>	<ol style="list-style-type: none"><li>1. Turn on Bunja by holding the <b>Power</b> button.</li><li>2. Press <b>i</b> for the Main Menu. Then, choose the following options:</li><li>3. Choose <b>C</b> for Settings.</li><li>4. Then, choose <b>B</b> for Maths Settings.</li><li>5. Then, choose <b>C</b> for Question Sets.</li><li>6. Then, choose <b>A</b>: "Questions Asked". This means a question set will end after a fixed number of questions have been asked, rather than after a fixed number of correct answer have been given.</li><li>7. Press the <b>A</b> and <b>B</b> buttons to choose the number 10.</li><li>8. Choose <b>C</b> to confirm that a question set will end after 10 questions have been asked.</li><li>9. Press <b>i</b> to leave the Main Menu and start answering adaptive questions.</li></ol>
<b>Student Use</b>	<ul style="list-style-type: none"><li>• Bunja will ask 10 questions at a time, adjusting the difficulty of the questions based on the student's ability.</li><li>• Between each question set, the student will be rewarded with an adventure.</li></ul>
<b>Reporting</b>	<p>At any time, you can listen to reports on the student's progress.</p> <ol style="list-style-type: none"><li>1. Press <b>i</b> for the Main Menu. Then, choose the following options:</li><li>2. Choose <b>C</b> for Settings.</li><li>3. Then, choose <b>B</b> for Maths Settings.</li><li>4. Then, choose <b>A</b> for Reports.</li><li>5. Select whether you would like a basic report or a detailed report on the student's progress.</li></ol> <p>Note that a basic report will provide the student's current Skill Level, which indicates how far they have progressed.</p>

## LESSON IDEA: QUESTIONS ON A FIXED TOPIC

<b>Objective</b>	To practise questions on a specific mathematical topic, such as the 5 Times Table.
<b>Setup</b>	<ol style="list-style-type: none"><li>1. Review the topic list at the end of this guide. Visit <a href="http://www.bunja.com/topics">www.bunja.com/topics</a> for details of how each topic is linked to your curriculum.</li><li>2. Choose a topic and make note of its topic number. For example, the 5 Times Table is topic number 34.</li><li>3. Turn on Bunja by holding the <b>Power</b> button.</li><li>4. Hold the <b>i</b> button for a few seconds until you hear the second beep. This is a shortcut to the Fixed Topic menu.</li><li>5. Choose <b>A</b>: "Questions on a Fixed Topic".</li><li>6. Press the <b>A</b> and <b>B</b> buttons to choose your topic number. For example, choose topic 34 for the 5 Times Table.</li><li>7. Choose <b>C</b> to confirm your choice of topic number.</li><li>8. Press <b>i</b> to leave the Main Menu and start answering questions on the chosen topic.</li></ol>
<b>Student Use</b>	<ul style="list-style-type: none"><li>• Bunja will ask questions from the 5 Times Table topic until the student answers 5 questions correctly.</li><li>• Between each question set, the student will be rewarded with an adventure.</li></ul>
<b>Reporting</b>	<p>At any time, you can listen to reports on the student's progress.</p> <ol style="list-style-type: none"><li>1. Hold the <b>i</b> button for a few seconds until you hear the second beep. This is a shortcut to the Fixed Topic menu.</li><li>2. Choose <b>B</b>: "Report on Current Topic".</li><li>3. Listen to the report to find out how well the student is doing on the current topic.</li></ol>

## LESSON IDEA 3: QUESTIONS AT A FIXED DIFFICULTY

<b>Objective</b>	To practise answering a variety of questions from different mathematical topics that are of similar difficulty.
<b>Setup</b>	<ol style="list-style-type: none"><li>1. Review the topic list at the end of this guide. Note that topics are listed in order of difficulty and each topic is given a difficulty rating from 1 to 10.</li><li>2. Choose the difficulty you want to use and make note of it.</li><li>3. Turn on Bunja by holding the <b>Power</b> button.</li><li>4. Press <b>i</b> for the Main Menu. Then, choose the following options:</li><li>5. Choose <b>C</b> for Settings.</li><li>6. Then, choose <b>B</b> for Maths Settings.</li><li>7. Then, choose <b>B</b> for Question Types.</li><li>8. Then, choose <b>B</b>: "Questions at a Fixed Difficulty".</li><li>9. Press the <b>A</b> and <b>B</b> buttons to choose your difficulty, from 1 to 10.</li><li>10. Choose <b>C</b> to confirm your choice of difficulty.</li><li>11. Press <b>i</b> to leave the Main Menu and start answering questions at the chosen difficulty.</li></ol>
<b>Student Use</b>	<ul style="list-style-type: none"><li>• Bunja will ask questions from the selected difficulty until the student answers 5 questions correctly.</li><li>• Between each question set, the student will be rewarded with an adventure.</li></ul>
<b>Reporting</b>	<p>At any time, you can listen to reports on the student's progress.</p> <ol style="list-style-type: none"><li>1. Press <b>i</b> for the Main Menu. Then, choose the following options:</li><li>2. Choose <b>C</b> for Settings.</li><li>3. Then, choose <b>B</b> for Maths Settings.</li><li>4. Then, choose <b>A</b> for Reports.</li><li>5. Then, choose <b>B</b> for Detailed Reports</li><li>6. Then, choose <b>B</b>: "Results by Difficulty".</li><li>7. Listen to the report to find out how well the student is doing on the current difficulty setting.</li></ol>

## TOPICS 1-50

Visit [www.bunja.com/topics](http://www.bunja.com/topics) for an interactive version of this topic list. On the website, you will also find details of how each topic is linked to your curriculum.

Topic No.	Topic	Type	Difficulty	Example
1	Ordering numbers up to 20	Other	1	Which number is largest/smallest?
2	Adding 1 to a number up to 20	Add	1	What is 1 added to 14?
3	Subtracting 1 from a number up to 20	Subtract	1	What is 12 take away 1?
4	Adding the numbers 0 to 5	Add	1	What is 2 added to 3?
5	Subtracting the numbers 0 to 5	Subtract	1	What is 4 take away 2?
6	Adding numbers that total 10	Add	1	What added to 4 equals 10?
7	Subtracting numbers from 10	Subtract	1	What is 10 take away 3?
8	Adding the numbers 0 to 10	Add	1	What is 3 added to 6?
9	Subtracting the numbers 0 to 10	Subtract	1	What is 13 take away 4?
10	Doubling up to 10	Multiply	2	What is double 2?
11	Halving up to 10	Divide	2	What is half of 6?
12	Basic number sequences (add and subtract up to 10)	Other	2	In the sequence 4,5,6 - what is the next number?
13	Adding 10 to multiples of 10	Add	2	What is 40 added to 10?
14	Subtracting 10 from multiples of 10	Subtract	2	What is 30 take away 10?
15	Ordering numbers up to 100	Other	2	Which number is largest/smallest?
16	Groups of 2, 5, and 10	Multiply	2	What is 4 groups of two?
17	Adding the numbers 0 to 10 to the numbers 0 to 20	Add	3	What is 11 added to 8?
18	Subtracting the numbers 0 to 10 from the numbers 0 to 30	Subtract	3	What is 19 take away 3?
19	Adding the numbers 0 to 20	Add	3	What is 11 added to 8?
20	Subtracting the numbers 0 to 20	Subtract	3	What is 19 take away 3?
21	Doubling up to 20	Multiply	3	What is double 7?
22	Halving up to 20	Divide	3	What is half of 16?
23	Rounding 2-digit numbers to the nearest 10	Other	3	What is 27 rounded to the nearest 10?
24	Adding 1-digit numbers to a multiple of 10	Add	3	What is 60 added to 7?
25	Subtracting 1-digit numbers from a multiple of 10	Subtract	3	What is 40 take away 3?
26	2 Times table	Multiply	4	What is 2 times 6?
27	2 Division table	Divide	4	What is 8 divided by 2?
28	Adding 1-digit number to 2-digit number	Add	4	What is 54 plus 7?
29	Subtracting a 1-digit number from a 2-digit number	Subtract	4	What is 77 minus 9?
30	10 Times table	Multiply	4	What is 10 times 7?
31	10 Division table	Divide	4	What is 60 divided by 10?
32	Adding multiples of 10 that total 100	Add	4	What added to 30 equals 100?
33	Subtracting multiples of 10 from 100	Subtract	4	What is 100 minus 40?
34	5 Times table	Multiply	4	What is 5 times 7?
35	5 Division table	Divide	4	What is 45 divided by 5?
36	Ordering numbers up to 1000	Other	5	Which number is largest/smallest?
37	Adding a multiple of 10 to a 2-digit number	Add	5	What is 34 plus 40?
38	Subtracting a multiple of 10 from a 2-digit number	Subtract	5	What is 85 minus 30?
39	3 Times table	Multiply	5	What is 3 times 7?
40	3 Division table	Divide	5	What is 27 divided by 3?
41	Adding the numbers 0 to 100	Add	5	What is 44 plus 23?
42	Subtracting the numbers 0 to 100	Subtract	5	What is 88 minus 37?
43	Multiplying one-digit numbers by 10 or 100	Multiply	5	What is 6 times 100?
44	Dividing two-digit or three-digit numbers by 10 or 100	Divide	5	What is 600 divided by 100?
45	Rounding 2-digit or 3-digit numbers to the nearest 10 or 100	Other	5	What is 450 rounded to the nearest 100?
46	4 Times table	Multiply	5	What is 4 times 5?
47	4 Division table	Divide	5	What is 32 divided by 4?
48	Adding 1-digit numbers to 3-digit numbers	Add	6	What is 348 plus 7?
49	Subtracting 1-digit numbers from 3-digit numbers	Subtract	6	What is 987 minus 3?
50	Intermediate number sequences (add and subtract up to 50)	Other	6	In the sequence 12,24,36 - what is the next number?

## TOPICS 51-100

Visit [www.bunja.com/topics](http://www.bunja.com/topics) for an interactive version of this topic list. On the website, you will also find details of how each topic is linked to your curriculum.

Topic No.	Topic	Type	Difficulty	Example
51	Multiplying two-digit numbers by 10 or 100	Multiply	6	What is 23 times 100?
52	Dividing three-digit or four-digit numbers by 10 or 100	Divide	6	What is 2300 divided by 100?
53	Adding two digit numbers	Add	6	What is 98 plus 87?
54	Subtracting two digit numbers	Subtract	6	What is 84 minus 73?
55	6 Times table	Multiply	6	What is 6 times 7?
56	6 Division table	Divide	6	What is 36 divided by 6?
57	Adding 3 one-digit numbers	Add	7	What is 5 plus 3 plus 8?
58	Subtracting 2 one-digit numbers from a number up to 27	Subtract	7	What is 17 minus 8 minus 3?
59	Rounding 4-digit numbers to the nearest 10 or 100	Other	7	What is 3879 rounded to the nearest 10?
60	Dividing by 1 to 5 with remainders	Divide	7	What is 19 divided by 3?
61	Adding multiples of 10, 100, or 1000	Add	7	What is 3000 plus 200?
62	Subtracting multiples of 10, 100, or 1000	Subtract	7	What is 850 minus 80?
63	Ordering positive and negative numbers	Other	7	Which number is largest/smallest?
64	Doubling multiples of 10 and 100	Multiply	7	What is the double of 80?
65	Halving multiples of 10 and 100	Divide	7	What is half of 420?
66	9 Times table	Multiply	8	What is 9 times 3?
67	9 Division table	Divide	8	What is 63 divided by 9?
68	Multiplying three-digit numbers by 10	Multiply	8	What is 352 times 10?
69	Dividing four-digit or five-digit numbers by 10	Divide	8	What is 3250 divided by 10?
70	8 Times table	Multiply	8	What is 8 times 5?
71	8 Division table	Divide	8	What is 64 divided by 8?
72	Adding three-digit numbers	Add	8	What is 123 plus 345?
73	Subtracting using three-digit numbers	Subtract	8	What is 674 minus 459?
74	7 Times table	Multiply	8	What is 7 times 8?
75	7 Division table	Divide	8	What is 21 divided by 7?
76	Multiplying 2-digit numbers by 1-digit numbers	Multiply	8	What is 45 times 5?
77	Dividing 2-digit numbers by 1-digit numbers with remainders	Divide	8	What is 97 divided by 5?
78	Advanced number sequences (add and subtract up to 100)	Other	8	In the sequence 56,64,72 - what is the next number?
79	Multiplying by 25	Multiply	9	What is 5 times 25?
80	Dividing by 25	Divide	9	What is 125 divided by 25?
81	Square numbers	Multiply	9	What is the square of 7?
82	Square roots	Divide	9	What is the square root of 64?
83	Identifying prime numbers less than 100	Other	9	Which of the following is a prime number?
84	Adding 3 two-digit numbers (operators up to 50)	Add	9	What is 23 plus 34 plus 12?
85	Subtracting 2 two-digit numbers from a number up to 150	Subtract	9	What is 145 minus 23 minus 34?
86	0 Times table	Multiply	9	What is 0 times 7?
87	Adding positive and negative numbers (up to +/-20)	Add	10	What is 7 plus -6?
88	Subtracting positive and negative numbers (up to +/-20)	Subtract	10	What is 11 minus -4?
89	11 Times table	Multiply	10	What is 11 times 4?
90	11 Division table	Divide	10	What is 33 divided by 11?
91	Adding two negative numbers (up to -20)	Add	10	What is -4 plus -11?
92	Subtracting two negative numbers (up to -20)	Subtract	10	What is -12 minus -7?
93	12 Times table	Multiply	10	What is 12 times 2?
94	12 Division table	Divide	10	What is 48 divided by 12?
95	Adding positive and negative numbers (up to +/-100)	Add	10	What is 78 plus -23?
96	Subtracting positive and negative numbers (up to +/-100)	Subtract	10	What is 51 minus -12?
97	13 Times table	Multiply	10	What is 13 times 6?
98	13 Division table	Divide	10	What is 65 divided by 13?
99	Adding two negative numbers (up to -100)	Add	10	What is -53 plus -21?
100	Subtracting two negative numbers (up to -100)	Subtract	10	What is -43 minus -41?