

**Tips for controls:**

The simulation is very easy to use. With the clock off, the students will get a final score calculated by correct minus incorrect. With the clock on, the score is the (number right-number wrong)/time in seconds times 60 or (final score)/time\*60. There is no tracking of student progress.

**Students could easily work with the sim in three ways:**

- As a warm-up activity on the days that we work on the word problem software
- Outside of class for students having deficiencies in these basic math skills
- During assigned make-up time in classroom (At many schools, if students are on the D/F list or have attendance issues, they are assigned extra time in the teacher's classroom or study hall)

**Suggestions for sim use:**

- Use the activity by Trish Loeblein which includes a spreadsheet template for tracking student progress: [Arithmetic Games](#)
- For tips on using PhET sims with your students see: [Guidelines for Inquiry Contributions](#) and [Using PhET Sims](#)
- The simulations have been used successfully with homework, lectures, in-class activities, or lab activities. Use them for introduction to concepts, learning new concepts, reinforcement of concepts, as visual aids for interactive demonstrations, or with in-class clicker questions. To read more, see [Teaching Physics using PhET Simulations](#)
- For activities and lesson plans written by the PhET team and other teachers, see: [Teacher Ideas & Activities](#)
- Gold Star Activities: