***Program Specification: Times Tables***

The program is to be used by school children aged 7 to 11. The solution will help them learn their 1 times table to 12 times table. The user interface has three forms. These should be designed for the specified age range with use of suitable colours, images, characters etc.

**Form 1 – This should allow the child to select navigate to the other forms:**

**Input, processing and output:**

* Select. “Learn Your Tables” or “Take a Test”.
* The child should be asked to enter their name, a greeting should be displayed and their name should be used whenever help or feedback is provided.
* A third option should allow the child to exit the program.

**Form Design: Example**



**Form 2 - Learn Your Tables.**

**Input, processing and output:**

* Choose tables they wish to learn
* The table selected should then be displayed in a traditional manner e.g.2 x 1 = 2, 2 x 2 = 4, etc.
* There should also be an option for the child to return to Form 1.

**Form Design: Example**



**Form 3 - Take a Test**

**Input, processing and output:**

* A series of ten random questions will be displayed (from tables 1-12) e.g. 3 x 4 = ? . The child will enter an answer for each.
* After completing the ten questions a score must be provided with suitable feedback
* There should also be an option for the child to return to Form 1.

**Form Design: Example**

