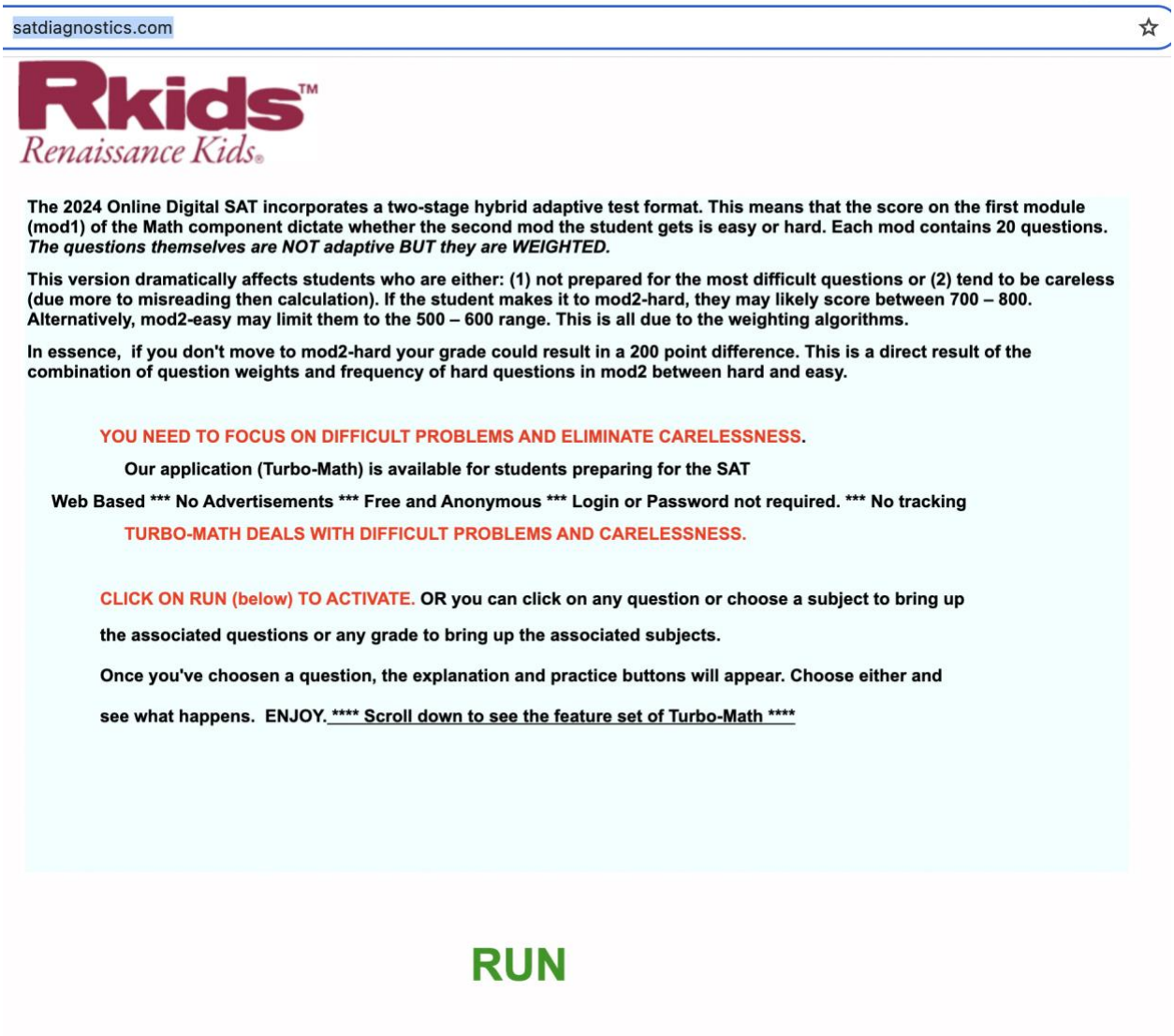
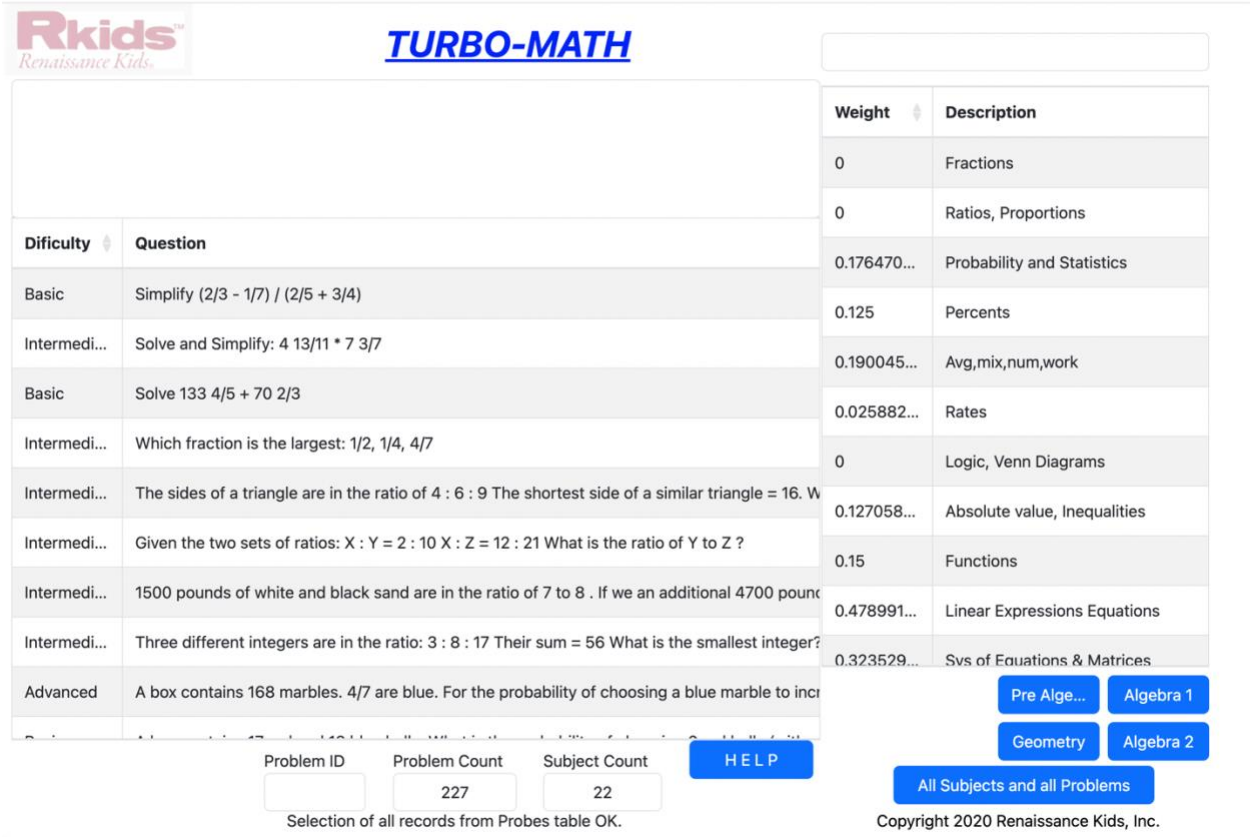
Web Based Version

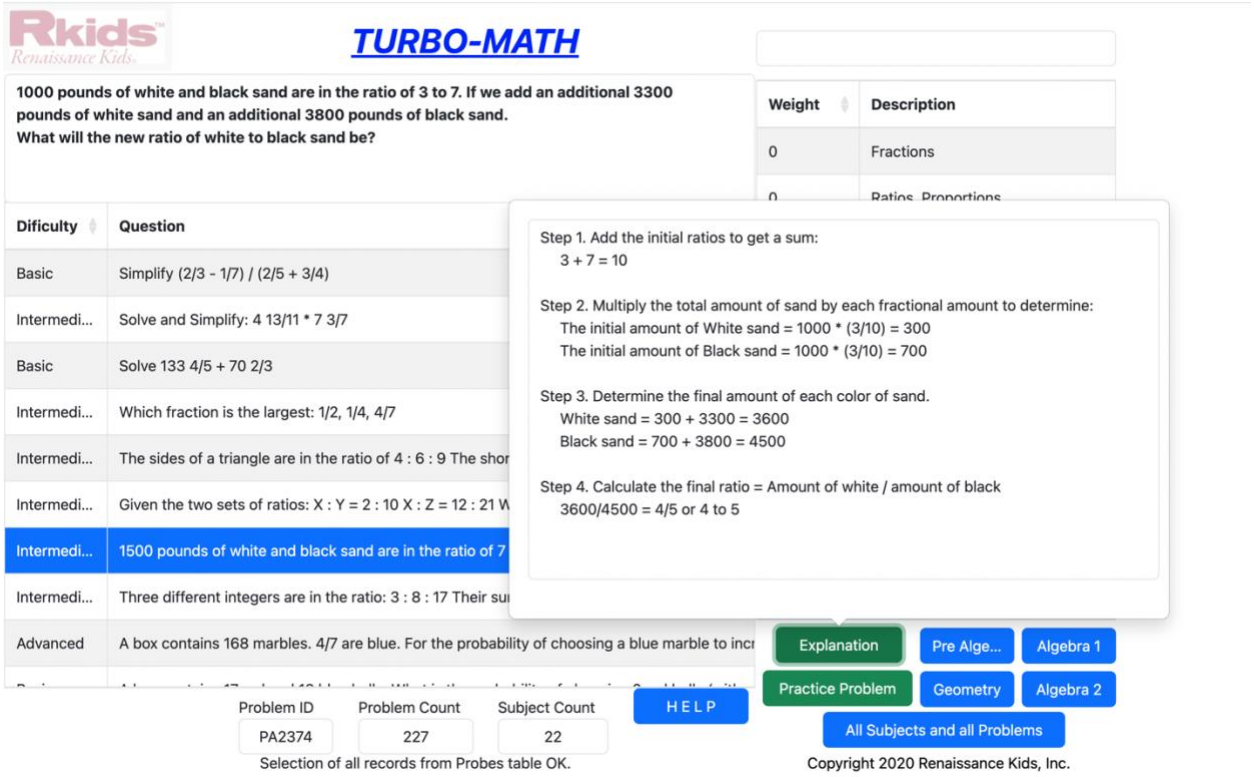
To access our web based version of Turbo-Math visit our web page **https://www.satdiagnostics.com/** and click on the RUN button.



Clicking on the run button will activate the screen below:

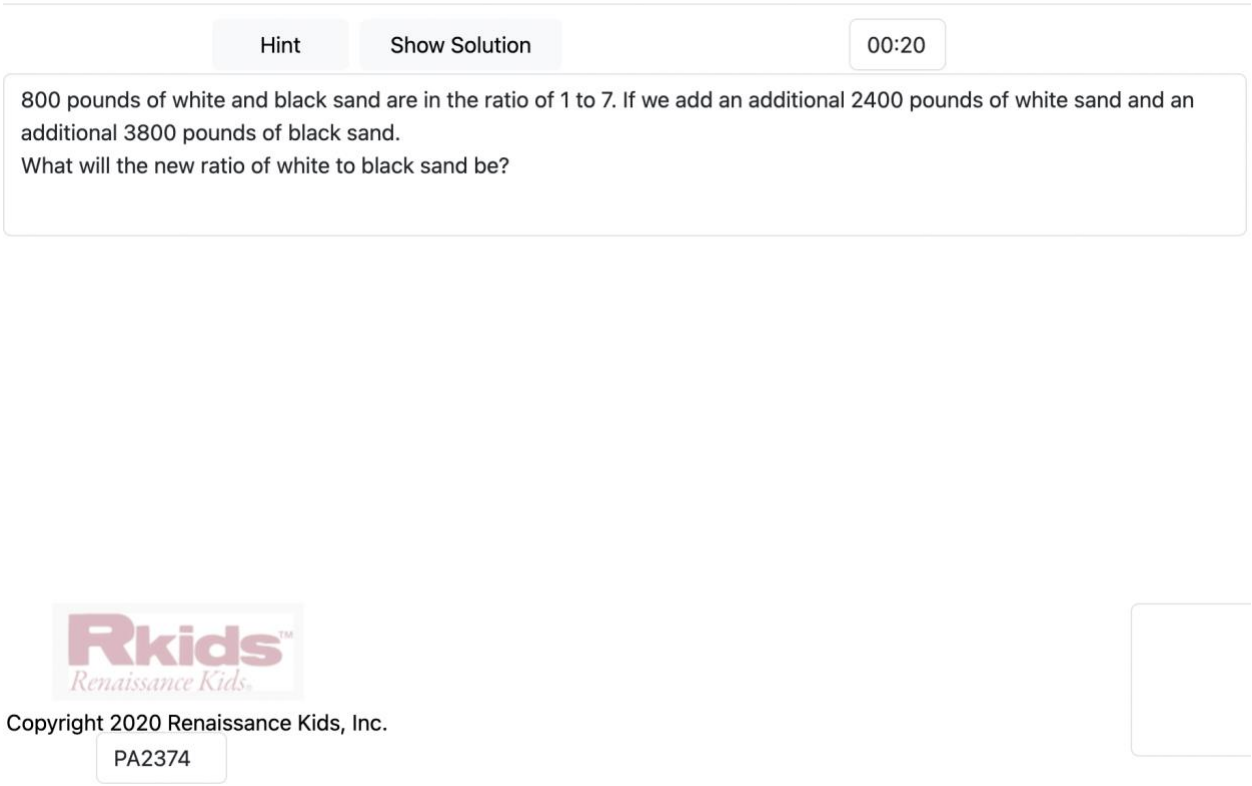


This screen presents 22 different subjects with a combined total of 227 problem types (as of July 2024 – more will be added in later editions).



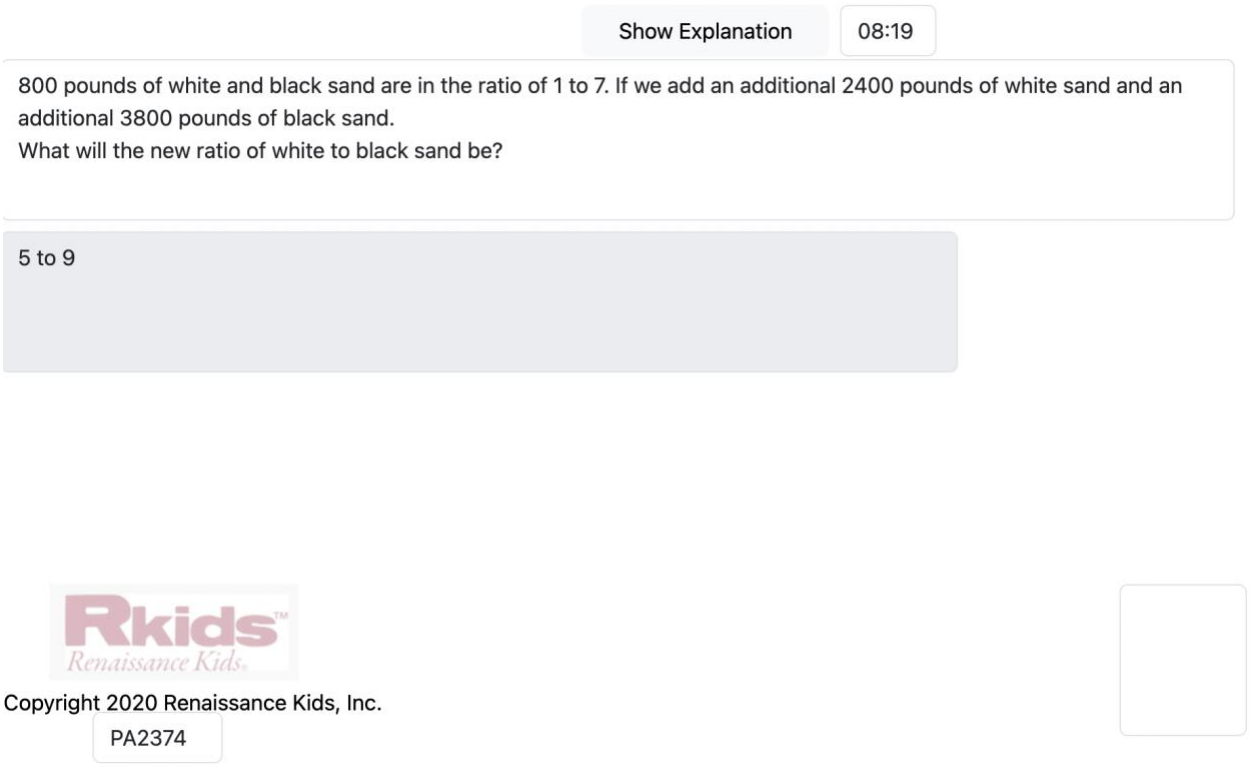
Choosing a problem type will present that type with a (possible different) generated question at the top. If you are bold, you might choose to work out that problem on paper and then press the Explanation button to view the explanation for that specific instance of that problem type. If you need more practice for that problem type, press the Practice Button.

This will open up the algorithmic problem generator for that specific problem type:

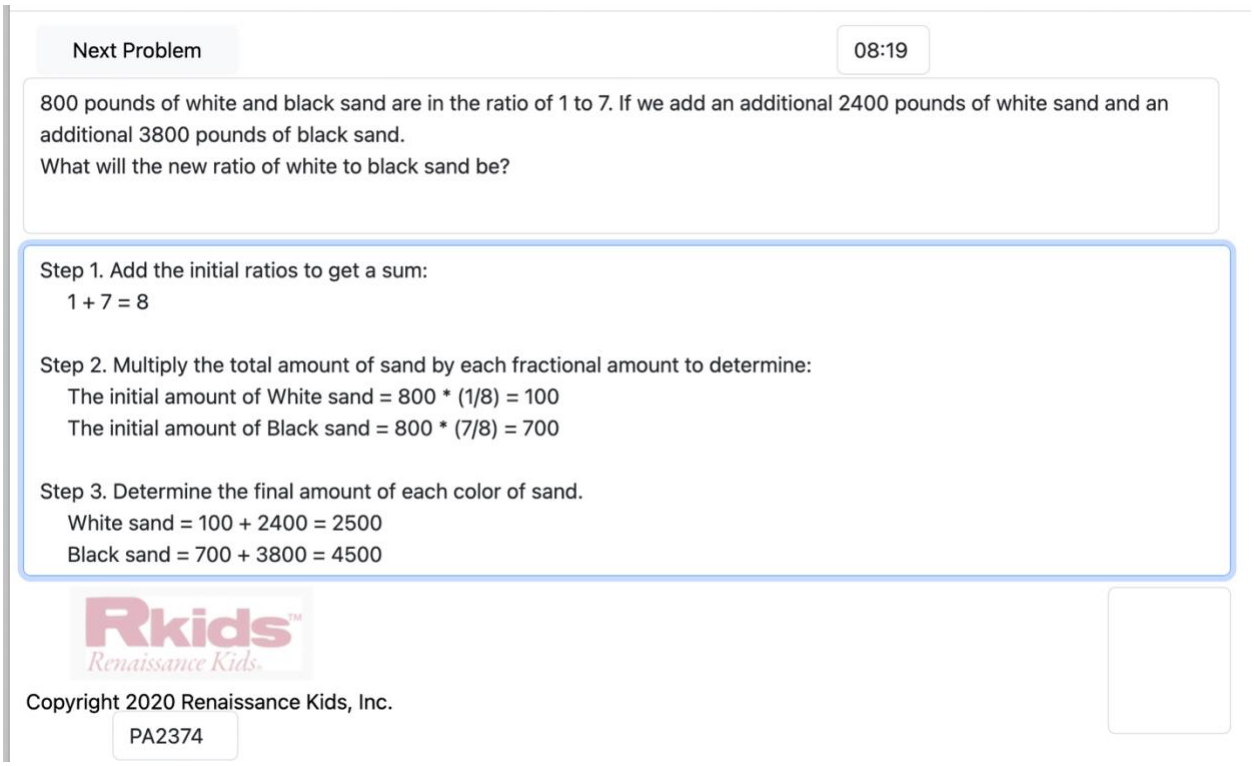


The system will generate the same problem type, but with different data. At this point you have two choices: solve the problem or ask for hint. Notice that there is a timer running in the upper right corner. This is to improve your speed as you iterate through this problem type – hopefully getting faster.

If you are not sure how to proceed, you can ask for a hint. You can ask for as many hints, as are available, until you can comfortably calculate the answer. The timer will continue to run until you ask to show the solution.

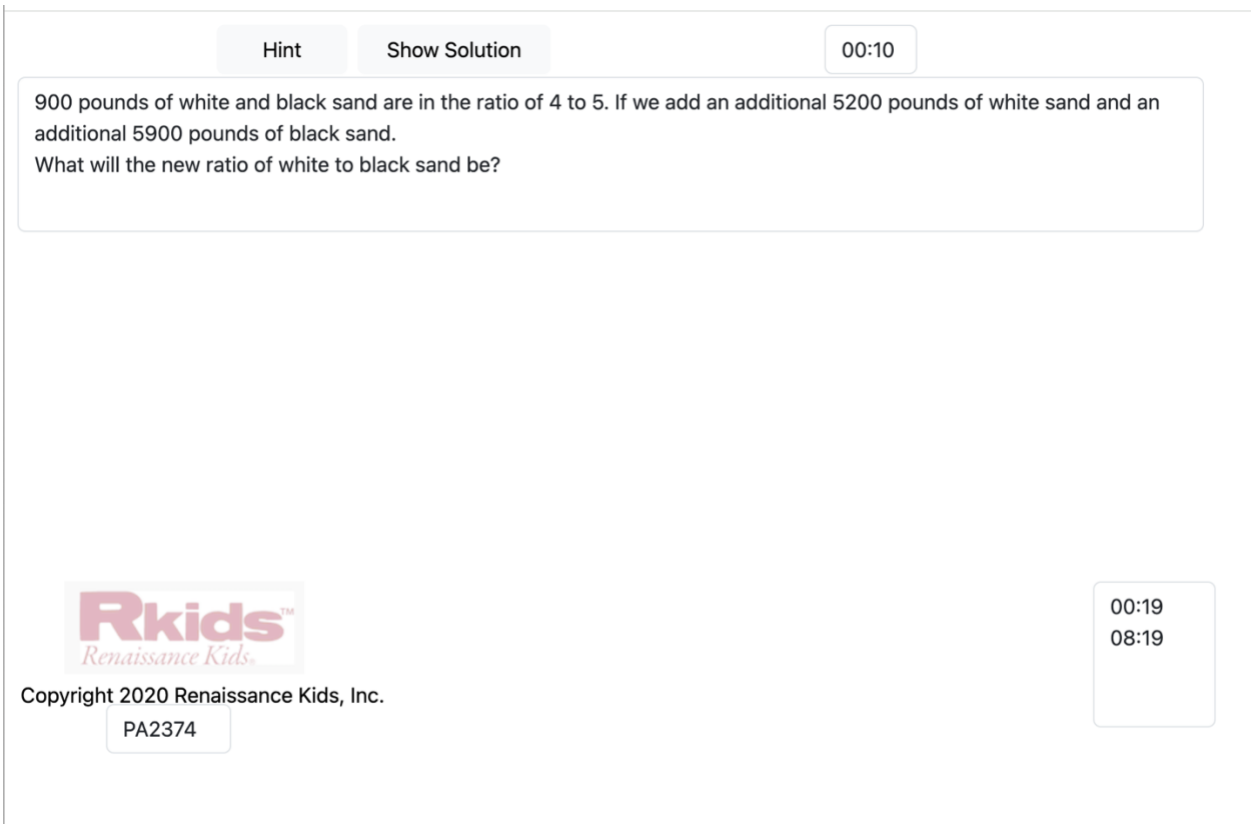


The answer is displayed, and the timer stops. If you feel that you understand how to solve this type of problem and can do so without carelessness and within a reasonable amount of time, then move on to another problem type. Otherwise show the explanation.



The explanation is in a scrollable box with step numbers matching the hints available. If you got a different answer, you might what to compare your approach against the suggested explanation. Remember that there are many ways to solve a problem and yours might not only be different but better – so use yours or adopt ours – your choice.

You may now decide to try again with the same problem type but different data. To either master this problem type, improve you speed or decrease your carelessness. If you press the Next Problem, button.



On the third iteration, notice that the problem type is the same, but the data is different. Also note, at the bottom right-hand corner, that we are keeping track of your previous times. The goal of Turbo-Math, is that after a few iterations across many problems:

- Your subject knowledge will improve.
- Your speed will improve.
- Your carefulness will improve.