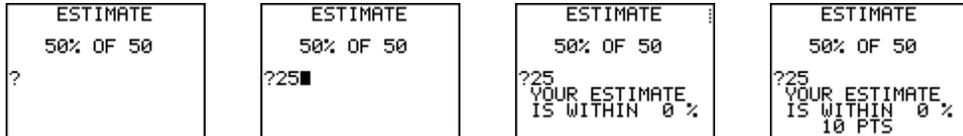


ESTIPCNT, ESTIADD, ESTISUBT and ESTIMULT for the TI-73/83/84

The ESTI programs encourage estimation and mental math. This documentation will describe the ESTIPCNT Program in detail. The others operate in a similar manner.

The program ESTIPCNT is a drill on estimating the percent of a given number. The program randomly chooses a percent (1 – 100%) and a number (1 – 1000). The problem is displayed on the screen. The student must enter an estimate then press **[ENTER]**. The **percent of error** will be displayed.



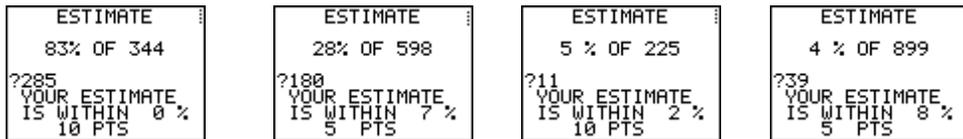
Press **[ENTER]** again and points will be awarded according to the following criterion:

0-5% error, 10 pts; 5-10% error, 5 pts; 10-15% error, 3 pts; and 15-20% error, 1 pt.

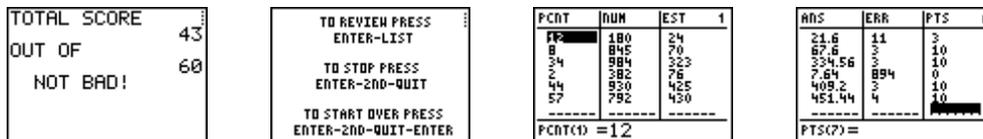
(In the ESTIADD, ESTISUBT and ESTIMULT a bonus of 2 pts is earned if the answer is exact.)

During the program, only the number keys and decimal key are operable on the TI-73/83/84. The operation keys and arrow keys will not work. If an input error is made, press **[CLEAR]**.

More problems will be presented. Just press **[ENTER]** whenever the program pauses.



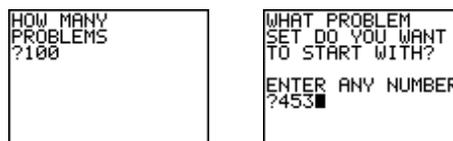
After all the problems have been presented, the total points earned are displayed followed by an instruction screen.



Information about all problems is stored in created lists. The original problems are found in the first two lists, PCNT and NUM. The next column, EST, stores the student's estimates. One must scroll to the right to display the last three lists. ANS, has the actual answer; ERR, the percent error; and PTS, the points earned on that problem. (Note: the total score is stored in the variable X.)

After reviewing the problem set, the program can be executed again by first quitting to the home screen, **[2nd]** **[QUIT]**, then pressing **[ENTER]**.

When I want to use this program for a class competition, I have the students enter 100 for the number of problems. I also tell them what Problem Set Number to use.



Students try to get the highest score they can in 3 minutes, doing as many problems as possible. When “Time!” is called, all students are to immediately press **ON****ENTER** which interrupts the program and returns action to the home screen. Their score is stored in the variable X. To see this value, press X then **ENTER**.

The problems can be reviewed by pressing **STAT**-1:Edit. This enables the teacher to orchestrate a great classroom dialogue by having students share what estimates they made and the thinking strategies used.

IMPORTANT NOTE

Before putting the calculator away, the program DEFAULT should be executed to restore the default lists L₁ through L₆.

If you do not have this program, do the following:

TI-73: press **2nd** [CATALOG], scroll to select the SetUpEditor command, **ENTER****ENTER**. A shortcut for scrolling through the lengthy catalog is the following:

2nd[CATALOG] **2nd**[TEXT] **◀◀▼**[S]**ENTER** **▼▼▼▼▼▼** [SetUpEditor] **ENTER****ENTER**.

TI-83/84: press **STAT** 5: SetUpEditor **ENTER**.

If done correctly the home screen will appear as follows:

