

**BRINDLE
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Year Five – Spring 2

The screenshot shows the 'Color by Number' game interface. On the left, there is a vertical menu with the following options: 'Menu', 'Select mode' (with icons for 'Color by Number' (selected), 'Color by Coordinates', and 'Color by Pattern'), 'Pick a color' (with a color palette), 'Pick a puzzle' (with options: 'Missing number' (selected), 'More & 1 less', 'Lines', 'Cross', and 'Pattern'), and a 'New' button. The main area is a 10x10 grid of squares, each containing a number from 0.01 to 1.00. The numbers are arranged in a grid where the first row contains 0.01 to 0.10, the second row 0.11 to 0.20, and so on, up to 0.91 to 1.00 in the tenth row. At the bottom, there are three buttons: 'Flip' (with a coin icon and a '0.00' value), 'All' (with a checkmark icon), and 'Reset' (with a circular arrow icon).

0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10
0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20
0.21	0.22	0.23	0.24	0.25	0.26	0.27	0.28	0.29	0.30
0.31	0.32	0.33	0.34	0.35	0.36	0.37	0.38	0.39	0.40
0.41	0.42	0.43	0.44	0.45	0.46	0.47	0.48	0.49	0.50
0.51	0.52	0.53	0.54	0.55	0.56	0.57	0.58	0.59	0.60
0.61	0.62	0.63	0.64	0.65	0.66	0.67	0.68	0.69	0.70
0.71	0.72	0.73	0.74	0.75	0.76	0.77	0.78	0.79	0.80
0.81	0.82	0.83	0.84	0.85	0.86	0.87	0.88	0.89	0.90
0.91	0.92	0.93	0.94	0.95	0.96	0.97	0.98	0.99	1.00