USERS' GUIDE and LESSON PLANS

Super Star Online
by Help Me 2 Learn
www.helpme2learn.com

Games of Math 1
Addition & Money

Place Values, Basic to Advanced Number Sense, Basics to Advanced Addition, Comparing Groups of Objects and Numbers, Word Problems, Name and Value of Money, Making Change and Using Money

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Games of Math 1 – Addition & Money
- Overview/Helpful Tips
(Target grades 1, 2, 3)

Dear Teachers:
Games can be a powerful instructional tool. Games of Math 1 - Addition & Money was developed to help reinforce early math skills while making learning fun and engaging.

By playing Games of Math 1 - Addition & Money, your class will learn about:

- Place Values and Basic to Advanced Number Sense
- Basic to Advanced Addition
- Comparing Groups of Objects and Numbers
- Addition Word Problems
- The Name and Value of Money
- How to Make Change
- And more!

Our user-friendly software uses a variation of our Super Star Motivation and Tracking System. This is a simple and effective way to keep track of your students as they progress through the game. It keeps track of their right and wrong answers! By using positive reinforcement and the gold star system, students are provided with incentives to get the correct answers. The goal of the program is to complete each level of each game and win a gold star certificate of completion for each game and a gold star certificate for completion of all the levels of the program.

This program features 3 stages, each stage has 5 levels.
Stage 1 was designed for 1st grade.
Stage 2 was designed for 2nd grade.
Stage 3 was designed for 3rd grade.

When students begin the course, they will be asked to identify which stage they want to start on. In most cases, this will be their grade as listed above. Teachers also have the option of setting the stage for students or the class. Teachers can also change the stage for students or a class.

While we pride ourselves on making our courses easy-to-use and user friendly, we believe that our courses are most effective when used with the guidance of a teacher or a parent.

Games of Math 1 includes all the components necessary for effective learning:
1. Instruction - in the form of animated lessons.
2. Math Practice – to build fluency and skills needed to complete the games.

3. Engaging Games – a fun way to practice and use math skills.
4. Pre-Test and Post-Test – proof of progress and mastery of the lessons.
5. The Gold Star Progress and Data Tracking System.
6. Teacher Features – to give teachers the controls and reports they need.

Instruction – Games of Math 1 features ten animated instructional videos that cover the concepts of the lessons. Videos include: comparing numbers, place value, rounding numbers, coin values, and more. These videos (Math Rules) can be found in the practice lessons and on the main screen of the games.

Practice Lessons - Teachers (or parents) can be most useful in helping kids with the parts of the lessons that are most difficult or not as much fun. Some kids find that our practice section may not be as much fun as the games. These practices can help build their skills. In most cases, they are similar to flash cards except there are many settings which allow you to customize the practice activities.

Here are some suggestions and tips for using our "Practice Lessons":
- If possible, make the practice lessons a whole class activity (you may want to create a new user account for the class; you can make this account active or inactive as needed). If you can project the practice lessons to a screen and lead the class through the lessons, you will find that the kids will be more engaged.

Engaging Games – We hear it all the time how much the kids love Super Star and our games are the reason why.

Another reason that our games are among the best is that we offer a wide variety of games and game types. Our games not only require knowledge of the lesson objectives, but also require problem solving and critical thinking. If a student is unable to complete a level on the first try, they can repeat until they do pass that level. Games of Math 1 is progressive by default, students must complete games to unlock other games. Teachers have the option to open all the games using our student management features.

We also suggest that whenever possible, the practices and games also be used as a whole class activity or competition. We make several suggestions in our lessons to encourage teachers to use different methods of using our games as a whole class activity. When teachers are able to do this, it takes our lessons to a much higher level of engagement and fun, making the class and school exciting.

The main objective the games is to engage the student in learning and give the student a way of applying and using the knowledge they have gained in the lesson. We love to hear that students are learning when they think they are just playing

games. "Your kids will love learning with Super Star!" Isn't that what is all about, developing a love of learning?

Pre-Test and Post-Test: This program is really two programs; the instructional and game program and a Pre-Test and Post-Test program. We highly recommend that you take advantage of our Pre- and Post-Tests. Ask your students to click on the Pre-Test Post-Test button found on the main menu page.

We recommend that most students complete all of the Pre-Tests before they begin using the program. If they score high on the Pre-Test, this would be a strong indication that they have already mastered this material. If they score low, this is a good indication that this material will help them.

Each test has multiple choice questions and is usually timed for a maximum of 3 minutes. Since there are 8 tests, it should take about 24 minutes to complete all of the tests. Upon completing a test, you will see a check mark by that test. You can see the report for the tests in the Student Management section of the program.

If you want the students to complete all of the tests, we recommend that you lock the Post-Tests from the Student Management section. You can also make sure that the students can access only the tests by locking the students from the program from the Student Management section.

Once a Pre-Test is taken, that pre-test cannot be changed or erased without deleting the student's name. The next test taken for that subject will automatically be the Post-Test. If a student repeats a Post-Test, only the last attempt will be recorded in the Post-Test report.

We recommend that a student take the Post-Test once the program has been completed or at the end of the school year. Some teachers prefer to have students take a pre-test before beginning a section and then take the Post-Test upon completing that section. The ultimate goal of the pre-test and Post-Test is to show progress and mastery of the material covered in the program.

Gold Star Progress and Tracking System - This is a simple and effective way to keep track of your students as they progress through the games. As students play each game, our system keeps track of the right and wrong answers and the points that they earn. By using positive reinforcement and a level and star system, students are provided with incentives to get the correct answers. If students complete the game to the required level, they will can move to the next level. When they complete level 5 of each game, they will earn a gold star for that game and they can print (with you approval) a Gold Star Certificate of Achievement. When the complete level 5 of all the games, they earn a Gold Star Certificate of Achievement for that stage of Games of Math 1.

Teachers or students can access the "Progress Page" by clicking on the "Progress" button at the bottom center of any screen. A "Details Report" is also available from the Details button. More information is available in the back of this guide.

Teacher Features
Navigation:
With you, the teacher, in mind, we have created a simple and intuitive program. Although math can be difficult and confusing, we have broken the process into easy to learn steps. We developed the program so that almost any child can use the program successfully with a minimum amount of supervision. However, the program is most effective when teachers supervise their class while using this program.

Simply use the "Next" and "Back" buttons to navigate through the program. You can also use the buttons on the Menu screen. You can always return to the main page of the Table of Contents by clicking on the "Menu" button. While we have provided these "easy to use" navigation systems, most students will eventually learn that they can easily navigate the program by using our "Progress" page, by clicking on the Progress button in the bottom center of the page and then clicking a game.

Class Management System:
In most cases, teachers are allowed (managed by the site administrator) to manage their classes. Teachers can then add or remove the courses that are assigned to the class and add or remove students assigned to the class. Teachers can also create sub-classes and add students and courses to the sub-class so that students can have access to the courses that are most appropriate to them. Teachers may also have the ability to add new students to their class or make students inactive if they leave the class.

Student Management System: The Student Management features can be accessed from the Teachers & Admins button found on the main menu screen of Games of Math 1. You must sign-in using your teacher account to access these features. From the Student Management screen, you have several options:
- Class Progress Course Report
- Class Pre-test and Post Test Report
- Feature Locks
- Users' Guide and Lesson Plans

You can read a complete explanation of each of these features in the Student Management section of this guide found near the end of the guide.

- Using your Super Star Online teacher account, be sure to explore our Teacher & Admins Resource course which has written and video tutorials of our teacher features.

Have fun!

We congratulate you for your dedication in teaching children through the wonders of technology! We know how much you will love this title, so please try some of our other Help Me 2 Learn courses:
Letters and Numbers
Beginning Reading with Phonics
Silly Pictures
Silly Sentences
Phonics 1a – Vowel Sounds
Phonics 1b – Consonant Sounds
Phonics 2a – Intermediate Level
Phonics 2b – Intermediate Level II
Language Arts Review 3a – Advanced Level, with Sports
Language Arts Review 3b – Advanced Level II, with Sports
Spanish 1a with Phonics/ Inglés 1a con Fonética
Games of Math 2 – Subtraction and more
Games of Math 3 – Multiplication
Games of Math 4 – Division and Fractions
Super Star Movies
Teachers and Admins Resources

Thank you,
The Help Me 2 Learn team
Contact us at:
www.helpme2learn.com
info@helpme2learn.com
toll free: 800-460-7001   fax: 888-391-8415

You may also want to use our app which is designed to make it easier for students to login to Super Star Online. Download our free app at:
https://helpme2learn.com/school/apps .

Getting Started

Once a student enters their name or clicks on their name (for the first time) on the sign in screen, they will be given the option of choosing where to begin in the program (Getting Started - Figure 1).

Getting Started - Figure 1
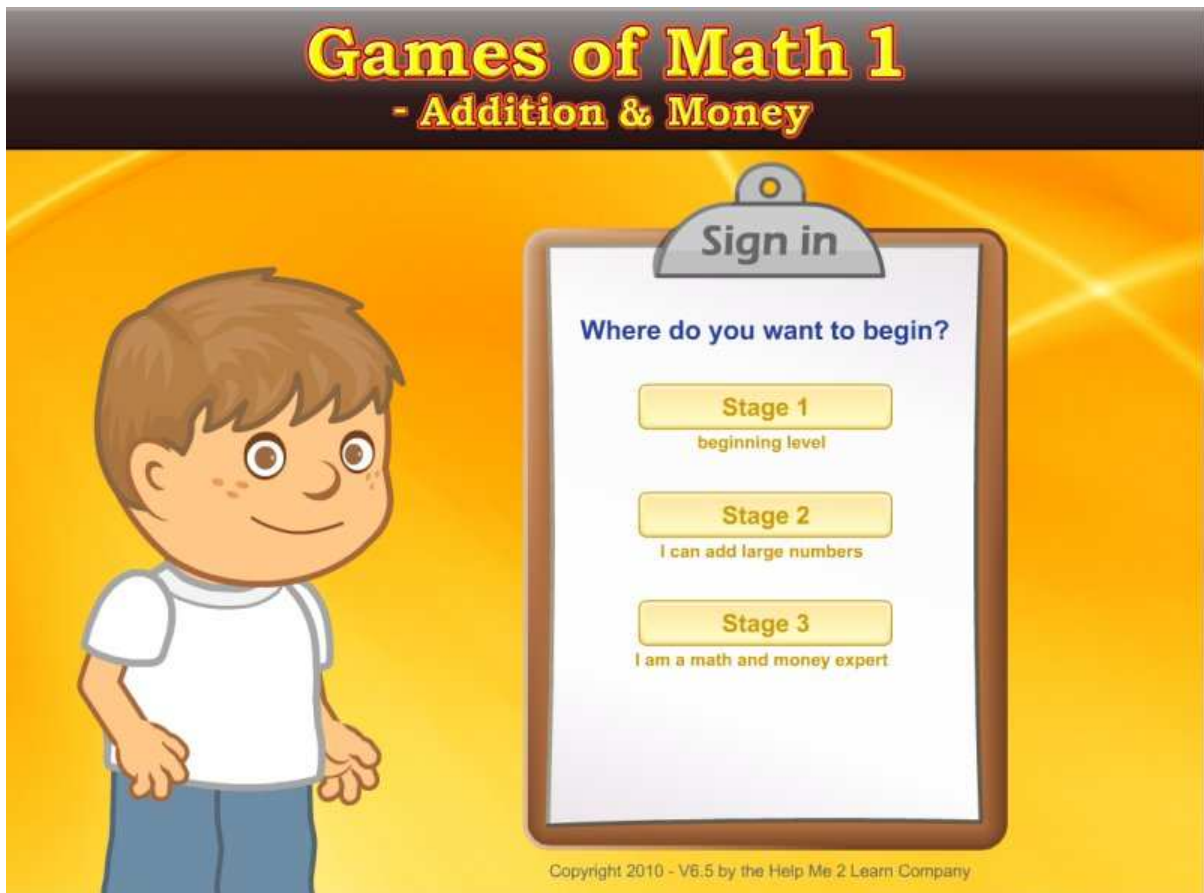
- Stage 1 was designed for 1st grade students using 1st grade standards.
- Stage 2 was designed for 2nd grade students using 2nd grade standards.
- Stage 3 was designed for 3rd grade students using 3rd grade standards.
    - o If a student chooses a stage that is too high or low for them, the teacher can use our student management tools to change their stage level.
   - o It is usually better to start too low that to start too high.

The goal of the program is to advance through all of the levels through each game in the program and earn a gold star certificate of completion for each game. A student who completes all the levels for all the games earns a gold star certificate of completion for Games of Math 1 – Addition & Money. This simple system does wonders for motivating a student to complete each level and each game. This is a variation of our "Super Star Motivational and Data Tracking System". The student progress is also displayed on the Progress screen (Getting Started - Figure 2), which can be accessed by clicking on the Progress button in the lower center portion of the screen.

Getting Started - Figure 2
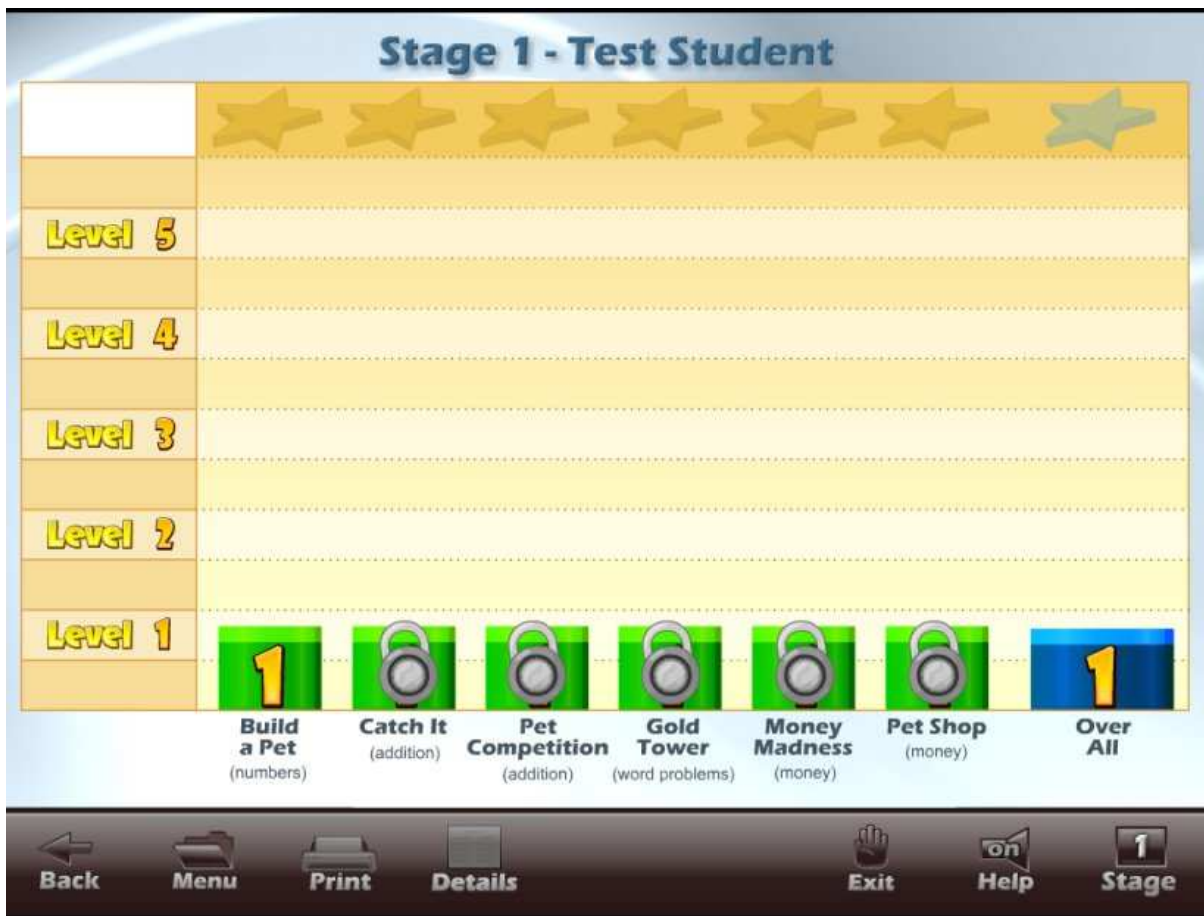
When the student first begins the program, only one game is available to the student (Getting Started - Figure 3). Once a student completes a level of a game, the next game will be unlocked. All the games can be locked or unlocked from the Student Management area of the Teachers and Parents section. Once a student completes a stage, they can go on to the next higher stage.
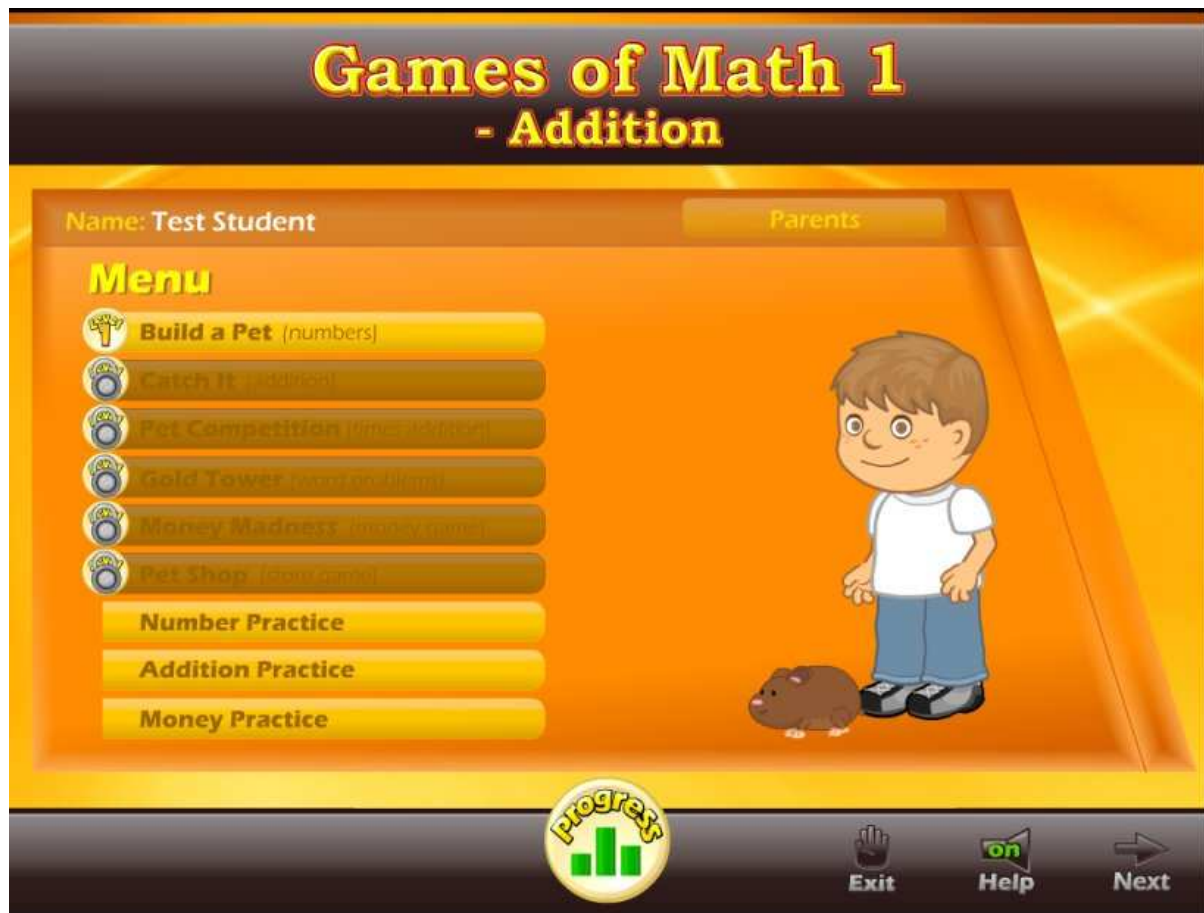
The goal of each game is to achieve the required number of points (while building math skills). The level goal for each level is posted at the beginning of the game and usually in the game. The beginning levels of the game are much easier than the higher levels, in both the problems presented and number of problems presented. Usually, more gaming skills are also required. Students who complete a game level have the option of advancing to the next level of that game.

We have given the teacher a lot of control over the way this program operates. You can find these controls in the Student Management section of the Teachers' and Admins' section. These controls allow you to make the game goal level harder or easier and lock or unlock any of the games. You will also find progress reports in this section. To review the Student Management section in more detail, go to Student Management section of this guide.

Lesson 1: Pre-Test/Post-Test

OBJECTIVE
> Students should take a Pre-Test to determine their level of Addition & Money skills before using Games of Math 1 - Addition & Money.

ACTIVITY
> It is recommended that each student take the Pre-Test on a classroom or lab computer.

> Click on the "Pre-Test Post-Test" button from Menu screen (we suggest that you lock the Post-Test portion of the program from the Student Management section of the Teachers & Parents section). Let the students do as many of the Pre-Tests as you feel appropriate (Lesson 1 - Figure 1).

Lesson 1 – Figure 1
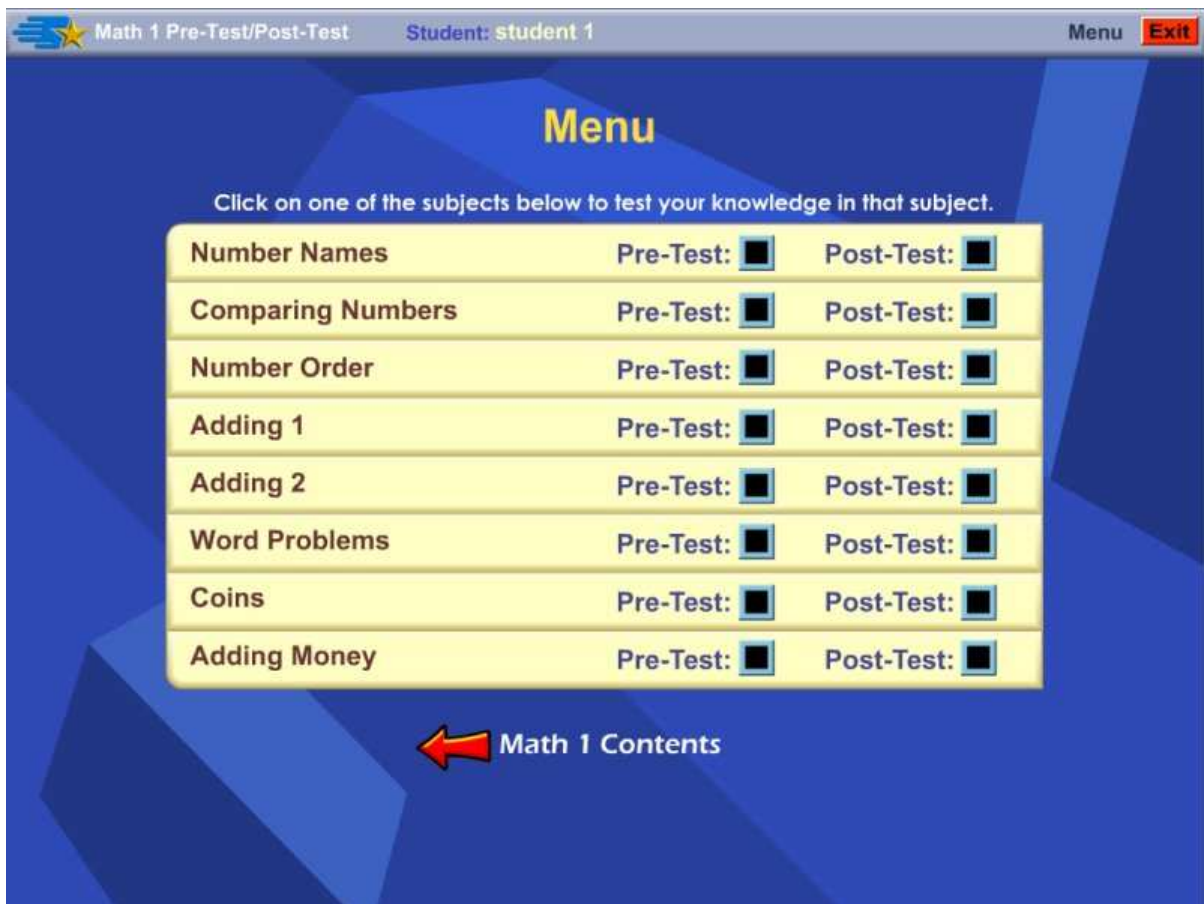
The test is a set of randomly generated multiple-choice problems. The test is usually a maximum of 3 minutes long. When all the questions are answered or the time is up, the test will end. The number of right and wrong answers are displayed (Figure 2) and will be recorded in the Class Test report, found in the Student Management portion of the Teachers and Parents section.
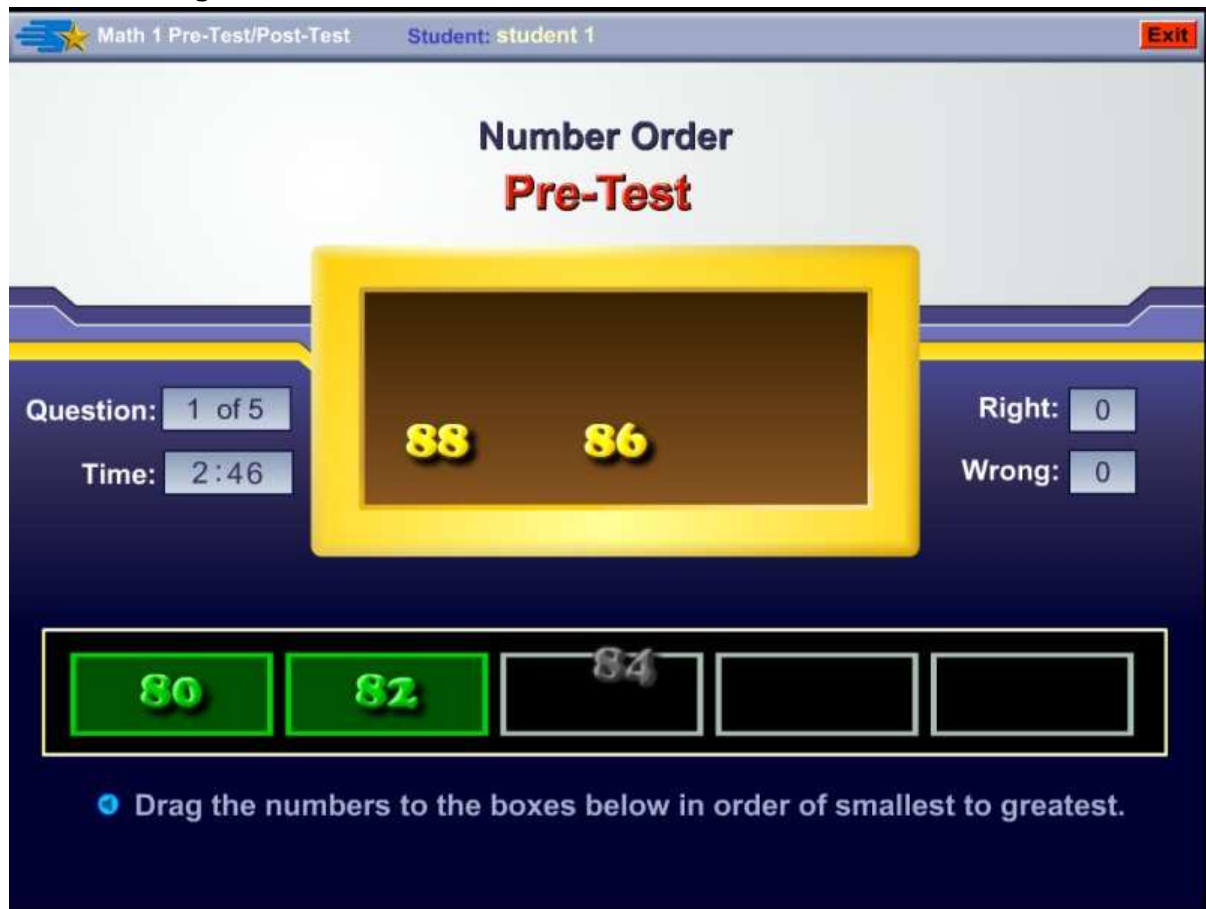
Lesson 1 – Figure 2

The first test for each of the subjects is always recorded as the Pre-Test and will display with a check mark in the Pre-Test box. When the test is taken a second time, it will always be recorded as the Post-Test. If the test is taken again, the previous Post-Test will be overwritten by the last test.

Lesson 2: Number Practice

GOAL

Students will prepare for the games by practicing number names, comparing numbers, place value, expanded form of number expressions and rounding numbers in a timed or an untimed test similar to flash cards.

ACTIVITY

Click on the "Number Practice" button from near the bottom of the main menu. This is one of the most powerful activities in the program. Click on the Math Rules (Lesson 2 – Figure 1) for a short animated lesson on each subject.

Lesson 2 – Figure 1

Select the type of practice you want to take from the menu.

Lesson 2 – Figure 2

You can select the easy, normal or hard setting for the practice (Lesson 2 – Figure 2). Easy would be for a beginner, normal would be in the middle and hard would correspond to levels 4 or 5 of the stage. Each practice corresponds to the stage you are working on, so the practice for stage 1 would be different than the practice for stage 2 or 3.

You can set the time limit you want for the test or you can set the number of questions (Lesson 2 – Figure 3). You can also set the amount of time the student will have to answer each question. This system allows you to build a test of almost any length that you want. Click on the Start Practice button to begin.

Lesson 2– Figure 3
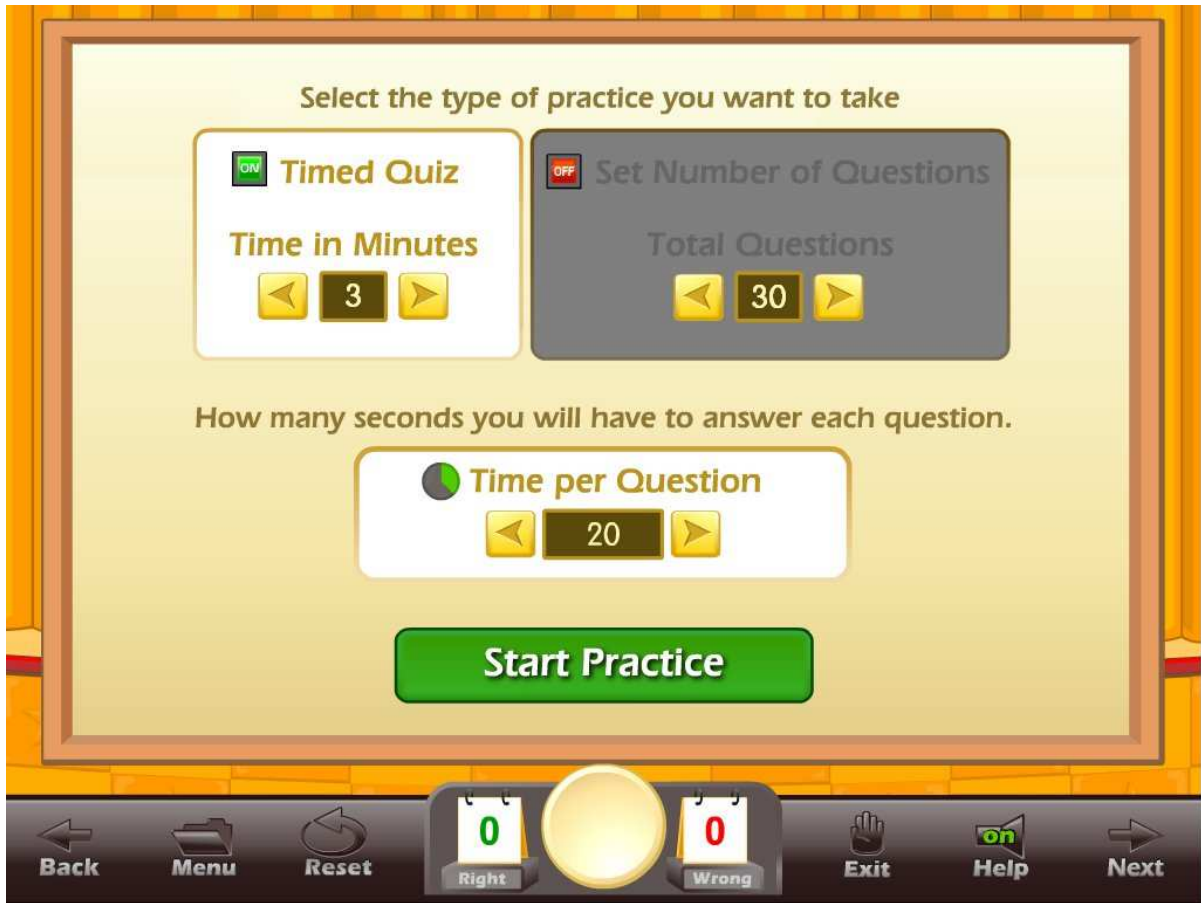
Once a timed test begins, click on the correct answer. If a student clicks on a wrong answer, that answer will be grayed out and the student can try another answer (Lesson 1 - Figure 4). (Note: in the Pre-Test and Post-Test only one answer is allowed per question.) The time remaining is displayed at the top center of the screen along with the total score. The number of right and wrong answers is displayed at the bottom of the screen.

Lesson 2– Figure 4
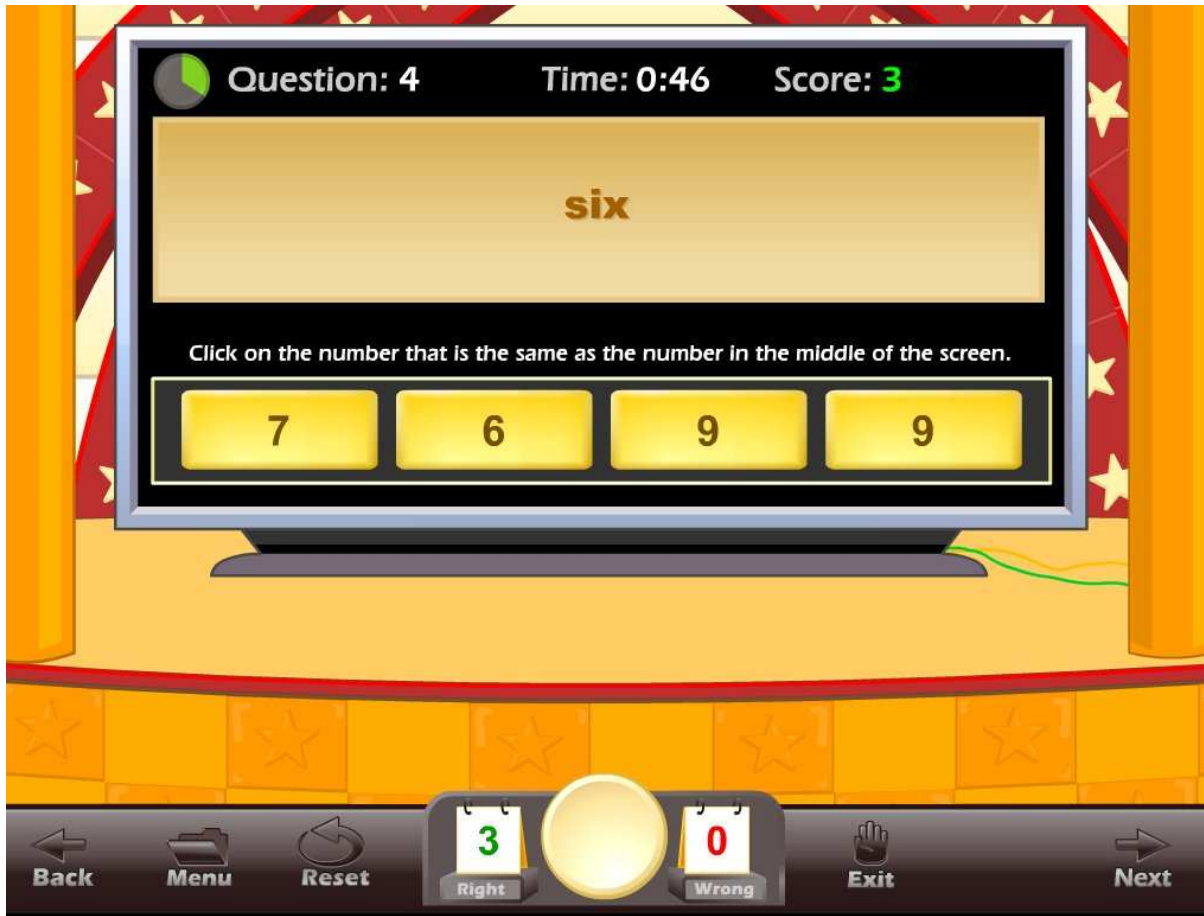
The circle in the upper left corner shows the amount of time remaining to answer the current question.

Once the test is over and if the student missed 4 or more questions, a screen will appear with the following options (Lesson 2 - Figure 5):

- Retake Quiz with Missed Questions – this allows the student to retake the quiz and work on only the problems they missed.
- View/Print Missed Question – this allows the student to view and print (with your permission – note: you can lock printing from the Student Management section of the Parents and Teachers section) a list of problems they missed. You can include this in their records or use this for additional work on paper.
- Go Back to the Quiz Options – where the student can select problems for another test.

Lesson 2 – Figure 5

USING THIS ACTIVITY IN CLASS

This activity can be used individually or it can be used as a great warm-up for the class, working on specific problem sets. There are many ways to making this an exciting class activity. Some of the ways to use this activity as a whole class activity are:

Teacher-led –
- Teacher clicks on the correct answer for the class, requires that the class come to a consensus on the answer.
- Teacher clicks on the correct answer, teacher calls on a student for the answer.
- Teacher divides the class into teams, the team leader answers for the team, the teacher clicks on the answer for the team.

Student-led –
- Students line up and take turns answering for the class. Each student answers one question.
- Teacher divides the class into teams; the teams compete for the highest score, the team captain clicks on the answers for the team.
- Students line up and take turns answering for the class. Each student answers as many questions as they can until they get a wrong answer.

Lesson 3 – Build a Pet

OBJECTIVE

Students will work on number sense skills as they earn points that they can spend to build and customize a pet.

Stage 1 - 1st GRADE STANDARDS

- Students understand and use numbers up to 100:
    - Count, read, and write whole numbers to 100.
    - Compare and order whole numbers to 100 by using the symbols for less than, equal to, or greater than (<, =, >).
    - Count by 2s, 5s, and 10s to 100.

Skills developed by level
- Level 1 - Count groups of objects to 12.
- Level 2 - Know the numbers up to 30.
- Level 3 - Compare groups of objects to 30.
- Level 4 - Compare numbers to 100.
- Level 5 - Put numbers in order up to 100.

2nd GRADE STANDARDS

- Students understand the relationship between numbers, quantities, and place value in whole numbers up to 1,000:
    - Count and read, whole numbers to 1,000 and identify the place value for each digit.
    - Use words, models, and expanded forms (e.g., 45 = 4 tens + 5) to represent numbers (to 1,000).
    - Order and compare whole numbers to 1,000 by using the symbols <, =, >.
- Students estimate, calculate, and solve problems involving addition of two- and three-digit numbers.

Skills developed by level
- Level 1 - Know the numbers up to 1,000.
- Level 2 - Know the place value with numbers up the thousands.
- Level 3 - Compare numbers to 1,000.
- Level 4 - Put numbers in order up to 1,000.
- Level 5 - Know the expanded forms for numbers to 1,000.

3rd GRADE STANDARDS

- Students understand the place value of whole numbers:
    - Count and read whole numbers to 10,000.
    - Compare and order whole numbers to 10,000.
    - Identify the place value for each digit in numbers to 10,000.

- o Round off numbers to 10,000 to the nearest ten, hundred, and thousand.
- o Use expanded notation to represent numbers (e.g., 3,206 = 3,000 + 200 + 6).

Skills developed by level

- Level 1 – Know place value of each digit up to 10,000.
- Level 2 - Compare numbers to 10,000.
- Level 3 – Put numbers in order to 10,000.
- Level 4 - Expanded forms for numbers up to 10,000.
- Level 5 - Rounding numbers up to 10,000 to the nearest thousand, hundred or ten.

ACTIVITY

Click on the "Build a Pet" button from the main menu. The Build a Pet main screen displays the goal for the game, usually, no more than 2 wrong answers.

Click on the "Math Rules" button at each level to see an animated instruction for that game or level.

Click on Start to begin the game.

The game problems and difficulty will change depending on the stage and level of the game. There are 5 levels of play.

The objective of the game is to answer each of the problems to gain points that you can spend to build a pet that you will use for the remainder of the games. You can choose a boy or girl character for this program and you get to select the look of that character.

After you answer the first question, in level one, you will only be able to choose a hamster as your pet. In level two, you should be able to select a bird, in level three you should be able to select a cat and in level four, you should be able to select a dog. As you answer questions correctly, you gain points and you can spend those points to choose a variety of colors, eyes, tails, and other options for your pet.

Lesson 3 – Figure 1

On Stage 1 - Level 1, the problems are very visual and simple (Lesson 3 - Figure 1). In this example, students should be able to see the number of bones and find the correct number. Click on the correct answer to answer the problem.

The program shows the character and the pet. As the pet is customized, the changes will show on screen.

Lesson 3 – Figure 2

As the student progresses through the stages (Lesson 3 – Figure 2) and the levels, the problems will become increasing more difficult.

At the end of the game, the student will have the option of printing a picture of the character and the pet. If you do not want to allow printing, you have the option of turning printing features off from the student management section.

If a student has met the level goal, they will be able to move up to the next level (Lesson 3 – Figure 3). Students should be encouraged to move up to the next level. The goal of the program is to complete all of the levels of all of the games.

Lesson 3– Figure 3
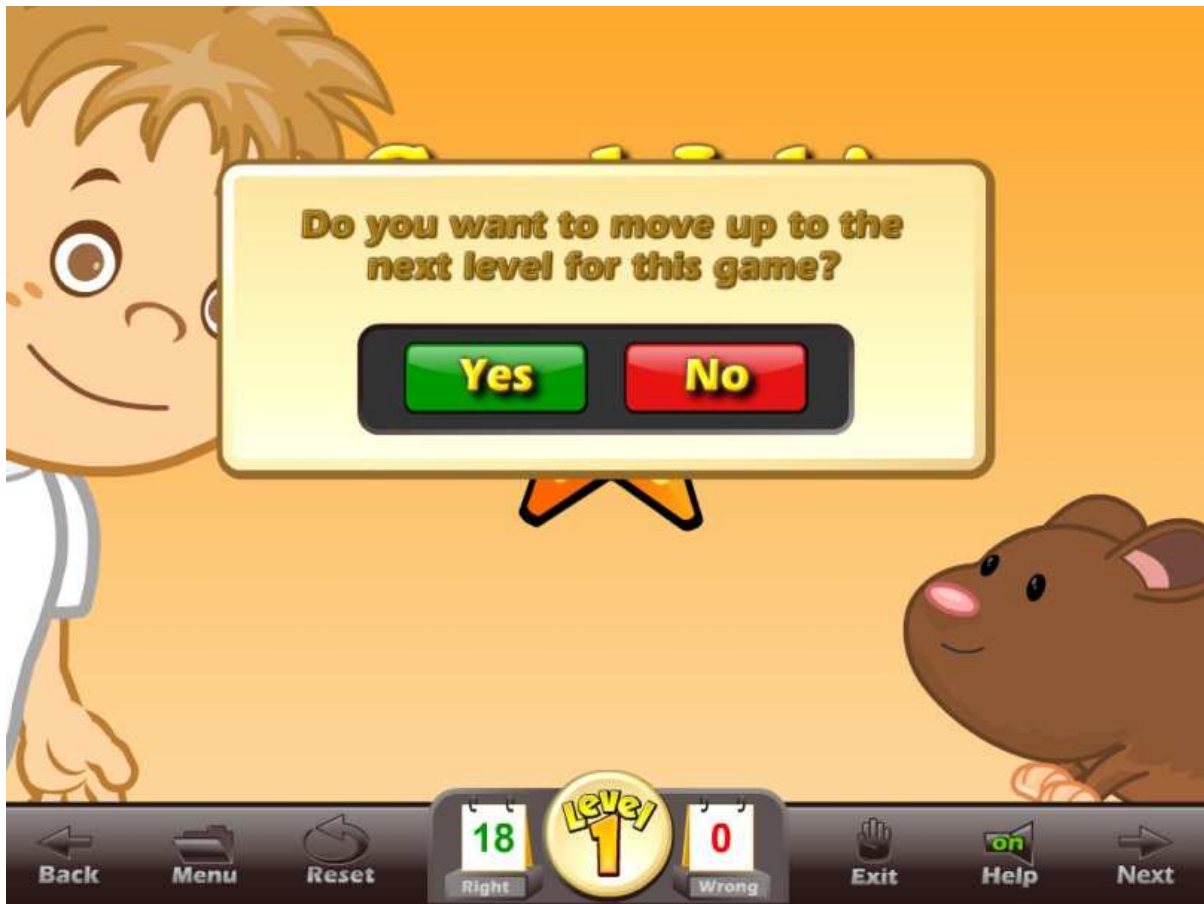
Tips:
- The beginning levels are meant to be easy. Our goal is to move the student through the levels -- particularly through the lower levels -- as quickly as possible. As the game progresses through the levels, the student will have to answer more and more difficult questions.

- Be sure to click on the "Math Rules" button to see the lesson for that level.

USING THIS GAME IN CLASS
Teacher-led –
- Generally, the teacher should only show a few examples of this game to the class. The class will pick up the game almost instantly.
- The teacher should use the "Math Rules" and the"Number Practice" as often as needed.
- Use the Number Practice as a competition, the highest score out of groups of two or three get to play the "Build a Pet" game for the class.

Student-led –
- Students line up and take turns answering for the class. Each student gets one turn to answer the questions and customize the pet. You may want the class to help with the answers, or you may want them to be silent.
- Students line up and take turns answering for the class. Each student answers as many questions as they can until they get a wrong answer.

Lesson 4: Addition Practice

<u>GOAL</u>

Students will prepare for the games by practicing adding numbers in a timed or an untimed test similar to flash cards. Present this lesson when appropriate, not necessarily in the order of lessons.

<u>ACTIVITY</u>

Click on the "Addition Practice" button from near the bottom of the main menu. Click on the Math Rules for a short animated lesson on each subject.

On stage 1 you will see an addition grid. On stages 2 and 3 you will have the option of choosing easy, normal or hard addition questions and turning regrouping on or off.

Click on the Off button to the right of a numbered row to select all of the addition problems in that row (Lesson 4 – Figure 1). Select as many problems as you wish to practice those problems.

Lesson 4 – Figure 1

If you don't want to practice some of the problems in a row, you can click on those problems to unselect them. You also have the option of clicking on specific problems, to unselect a problem, click on that problem. Click on the Next button near the top.

You can set the time limit you want for the test or you can set the number of questions. This system allows you to build a test of almost any length that you want Click on the Start Practice button to begin.

Once a timed test begins, click on the correct answer. If a student clicks on a wrong answer, that answer will be grayed out and the student can try another answer (Lesson 4 - Figure 2). The time remaining is displayed at the top center of the screen along with the total score. The number of right and wrong answers is displayed at the bottom of the screen.

Lesson 4 – Figure 2
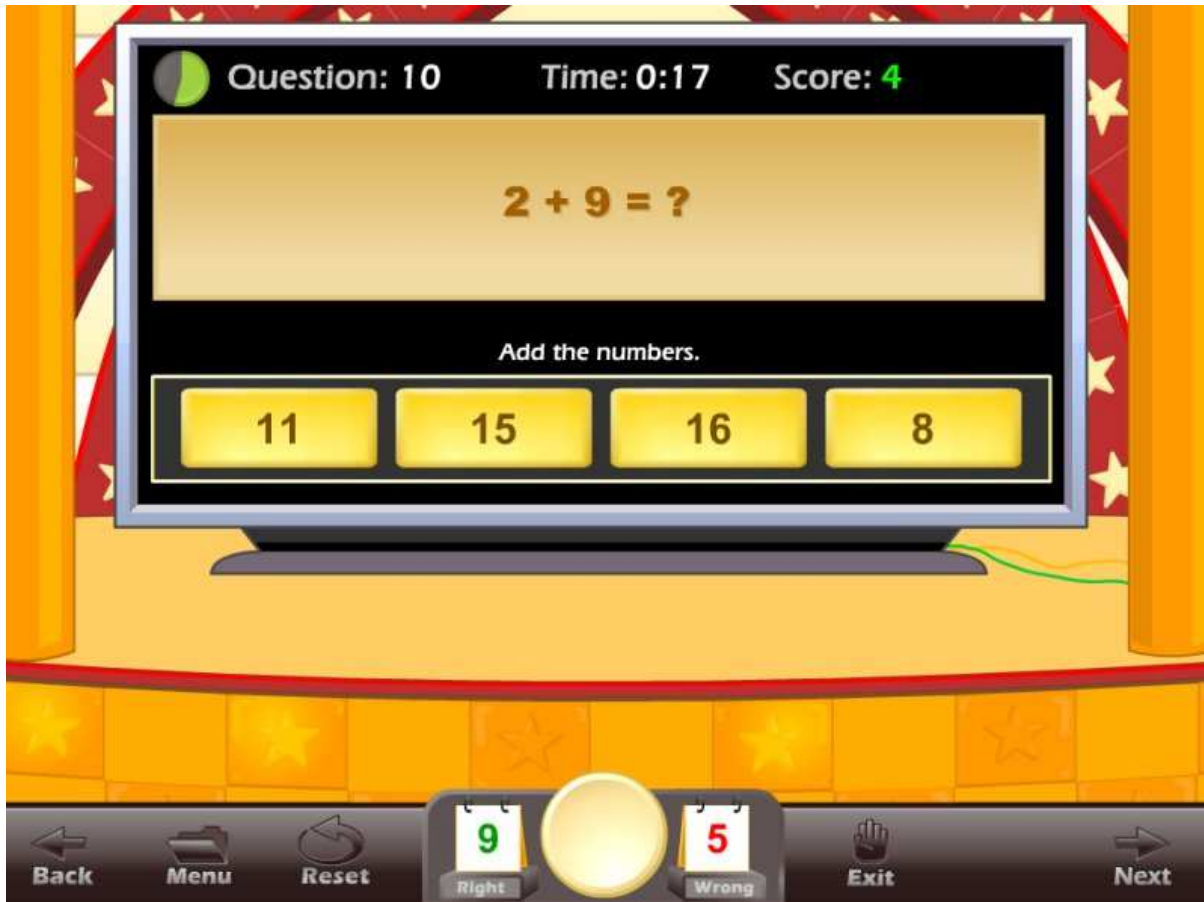
Once the test is over and if the student missed 4 or more questions, a screen will appear with the following options (Lesson 4 - Figure 3):

- Retake Quiz with Missed Questions – this allows the student to retake the quiz and work on only the problems they missed.
- View/Print Missed Question – this allows the student to view and print (with your permission – note: you can lock printing from the Student Management section of the Parents and Teachers section) a list of problems they missed. You can include this in their records or use this for additional work on paper.
- Go Back to the Addition Table – where the student can select problems for another test.

Lesson 4 – Figure 3

USING THIS ACTIVITY IN CLASS

This activity can be used individually or it can be used as a great warm-up for the class, working on specific problem sets. There are many ways to making this an exciting class activity. Some of the ways to use this activity as a whole class activity are:

Teacher-led –
- Teacher clicks on the correct answer for the class, requires that the class come to a consensus on the answer.
- Teacher clicks on the correct answer, teacher calls on a student for the answer.
- Teacher divides the class into teams, the team leader answers for the team, the teacher clicks on the answer for the team.

Student-led –
- Students line up and take turns answering for the class. Each student answers one question.
- Teacher divides the class into teams; the teams compete for the highest score, the team captain clicks on the answers for the team.
- Students line up and take turns answering for the class. Each student answers as many questions as they can until they get a wrong answer.

Lesson 5: Catch It

OBJECTIVE
Students will build beginning addition skills as they answer untimed addition problems and then throw a flying disk to their pet.

Stage 1 - 1st GRADE STANDARDS
- Students demonstrate the meaning of addition and use these operations to solve problems:
  - Know the addition facts (sums to 20) and commit them to memory.
  - Solve addition problems with one- and two-digit numbers (e.g., 5 + 58 = __).
  - 2.7 Find the sum of three one-digit numbers.

Skills developed by level
- Add 1-5.
- Add 1-10.
- Add 1-15.
- Add 1-20.
- Add 1-20 (3 numbers).

2nd GRADE STANDARDS
- Students estimate, calculate, and solve problems involving of two- and three-digit numbers:
  - Find the sum of two whole numbers up to three digits long.

Skills developed by level
- Add 1-50 (both 2 digit numbers no carrying).
- Add 1-50 (both 2 digit numbers with some carrying).
- Add 1-100 (both 2 digit numbers with lots of carrying).
- Add 1-300 (one 3 digit one 2 digit number with lots of carrying).
- Add 1-500 (one 3 digit one 2 digit number with lots of carrying and no help).

3rd GRADE STANDARDS

- Students calculate and solve problems involving addition.
  - Find the sum of two whole numbers between 0 and 10,000.

Skills developed by level
- Add 1-500 (3 digit and 3 digit no carrying).
- Add 1-1000 (3 digit number and a 3 digit number carrying with help).
- Add 1-1,000 (3 digit number and a 3 digit number caring no help).
- Add 1-10,000 (4 digit number and a 4 digit number).
- Sums up to 20,000 (5 digit number and a 4 digit number).

ACTIVITY

Click on the "Catch It" button from the main menu. The Catch It main screen displays the goal for the game, the personal best score, today's best score and the High Scores list (Lesson 5 – Figure 1).

Lesson 5 – Figure 1

Click on the Start button to begin the game. Click on Normal, Hard, or Extreme to play the game (Lesson 5 – Figure 2). Only the difficulty of the game changes, not the questions. The extreme game is much more challenging and can be more fun.

Lesson 5 – Figure 2

You will see two boxes with bones in them. Add the number of bones and click on the correct answer to answer (Lesson 5 – Figure 3). Continue to answer the questions. Correct and incorrect answers are displayed on the button bar near the bottom center of the screen.

Lesson 5 – Figure 3

Count the objects. How many are there?

| 1 | 5 | 10 | 2 |

Back Menu Reset Right 4 Level 1 Wrong 0 Exit Help Next
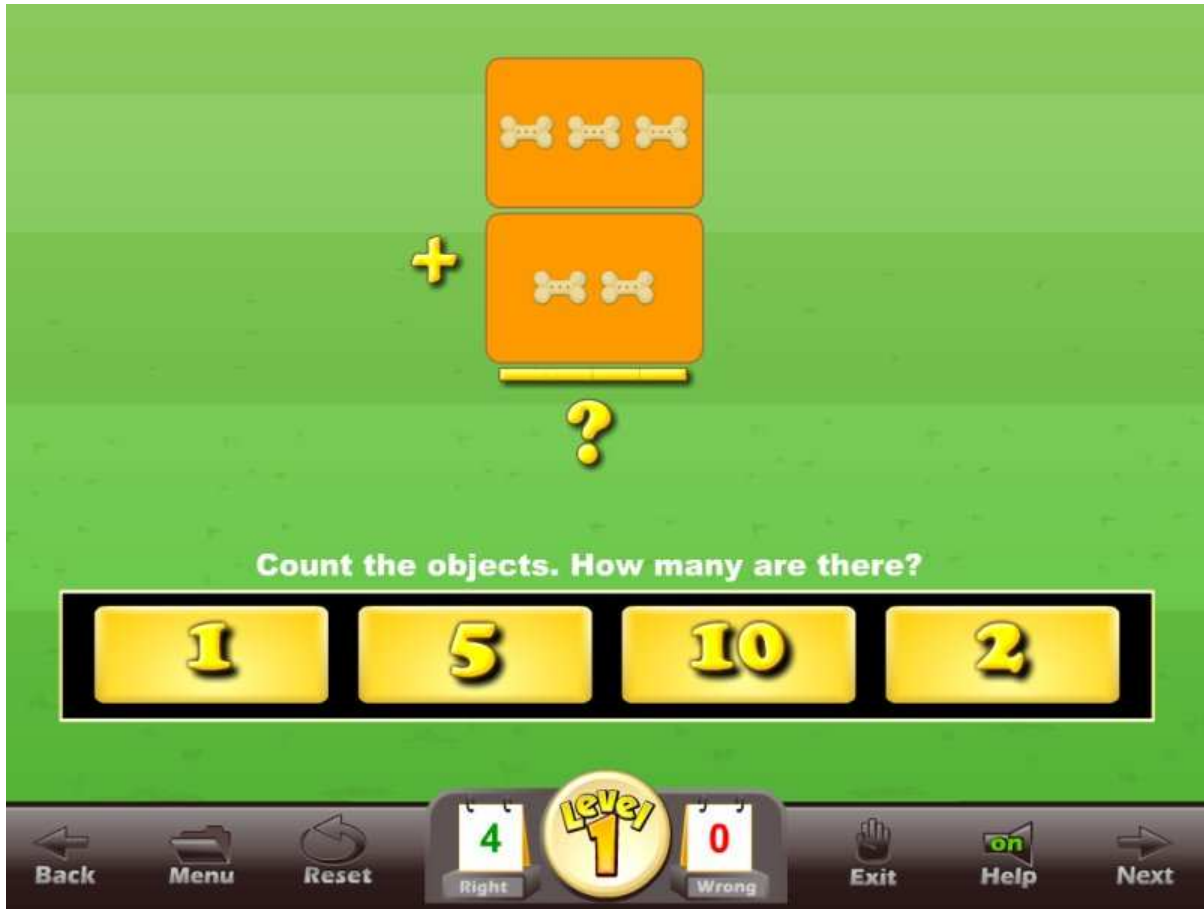
Lesson 5 – Figure 4: Stage 1 - Level 5

$$6$$
$$6$$
$$+\ 4$$
$$?$$

Add the numbers?

| 11 | 16 | 14 | 10 |

Back Menu Reset Right 3 Level 5 Wrong 0 Exit Help Next

You have as much time as you want to answer the questions, they are not timed. As you progress through the levels, the format of the questions will change and the problems will become more challenging at each higher level. Students are encouraged to use the Number Practice and the Addition Practice to prepare them for each higher level.

Once you complete a round of questions, you will then be given instructions for playing the Catch It game. You can always click on the Instructions button to review the instructions.

An arrow at the bottom of the screen will move back and forth and the disk will go in the direction of the arrow. Click anywhere on the grass area to release your disk. The objective of the game is to land your disk as close to your pet as possible. You must also factor in the wind and if your pet is moving, you must factor in the speed of the pet. If you throw your disk directly to your pet, your pet will jump in the air and catch the disk. Players receive a time bonus for throwing quickly.

There are 5 throws in the game. The point scoreboard at the end of each round shows the points earned for answering the questions and the points earned for each throw. The points for accuracy, time bonus, and question bonus will be totaled to give the points earned for the round. The points from each round will be totaled to give a total score. Beat the level goal and advance to the next level.

Lesson 5 – Figure 5

Besides building basic counting and addition skills, players are asked to use their judgment skills. They must judge the wind and how it will affect the disk. They must judge the pointer and when it is in the position to make the best throw. And if the pet is moving, they must judge the speed of the pet and when the pet will most likely be in the best position to receive the throw.

USING THIS GAME IN CLASS

Teacher-led –

- Catch It can be used to create an exciting whole class activity. It will be assumed that the teacher can display the game to the whole class and make the mouse available to the students. The teacher would then prepare the students for the game by going to the Addition Practice and choosing the addition problems appropriate for the level of Catch It the class is working on. The teacher would start the practice and call on students to give the correct answer.
- Once the class is prepared for the addition problems, the teacher would start the game and ask the class to vote on each answer as the correct answer. The teacher would then click on the answer with the highest number of votes. The teacher would play the game and ask the class to say "throw" when they want the teacher to throw the disk.

Student-led –

- The teacher divides the class into teams of 3. Sign the team in on the sign in page. The teams compete for the highest score. The team members alternate between answering the questions and throw attempts. As the game is played over several days or weeks, the team high scores will be shown in the high score list.
- Students line up and take turns answering for the class. Each student gets one throw attempt. You may want the class to help with the answers or you may want them to be silent.
- You can have a throw off. Each student takes one turn at answering the questions and throwing the disk. The teacher records the highest score for the round on a piece of paper. At the end of the tournament, the student with the highest points in a round wins.

Lesson 6: Pet Competition

OBJECTIVE

Students will build addition fluency as they answer addition problems and enter a 3 event pet competition.

Stage 1 - 1st GRADE STANDARDS

- Students understand and use numbers up to 100:
  - Count and read whole numbers to 100.
- Students demonstrate the meaning of addition and use these operations to solve problems:
  - Solve addition problems with one- and two-digit numbers (e.g., 5 + 58 = __).
  - Find the sum of three one-digit numbers.

Skills developed by level
- Add by counting two groups of objects sums up to 8.
- Add to a sum of 10 with numbers. Hands and fingers will be placed under each number to represent that number.
- Add with sums up to 15. Use only single digit numbers.
- Add with sums up to 20. Use all single digit numbers with the exception of 10.

2nd GRADE STANDARDS

- Students estimate, calculate, and solve problems involving of two- and three-digit numbers:
  - Find the sum of two whole numbers up to three digits long.
  - Use mental arithmetic to find the sum of two two-digit numbers.

Skills developed by level
- Add with sums up to 25. One double digit number and a single digit number.
- Add with sums up to 50. One double digit number and a single digit number.
- Add with sums up to 50. Two double digit numbers.
- Add with sums up to 100. Two double digit numbers.
- Add with sums up to 100. Two double digit numbers.

3rd GRADE STANDARDS

- Students calculate and solve problems involving addition.
  - Find the sum of two whole numbers between 0 and 10,000.

Skills developed by level
- Add with sums up to 100. Two double digit numbers.
- Add with sums up to 200. One triple digit number one double digit number.

- Add with sums up to 500. Two triple digit numbers.
- Add with sums up to 5000. One 4 digit number one 3 digit number.
- Add with sums up to 10000. Two 4 digit numbers.

ACTIVITY

Click on the "Pet Competition" button from the main menu. The Pet Competition main screen displays the goal for the game, the personal best score, today's best score and the High Scores list (Lesson 6 – Figure 1). This game is a "tri-pet-athon" - three pet events combined into one game. The first event is the Obedience Training, the second event the Obstacle Course and the third event is the Pool Jump.

Lesson 6 – Figure 1

Click on the Start button to begin the game. The first game is the Obedience Training. Click on the correct multiple choice answers to answer the addition problem (Lesson 6 – Figure 2). This part of the game is not timed. For each question you answer you will earn a heart (pet love).

Lesson 6 – Figure 2

Lesson 6 – Figure 3

In the second part of the Obedience Training you will train your pet to follow your commands by matching the left, right, up and down arrows on your keyboard with the colors on the game board when the arrows are in the green area near the top (Lesson 6 – Figure 3). If you have correctly answered all five questions, you will have five attempts to earn points. The number of colored arrows will increase

as you continue in the game. Once this portion of the Pet Competition is finished, you will move on the next game the Obstacle Course.

Lesson 6 – Figure 4

In the Obstacle Course (Lesson 6 – Figure 4) game your ability to answer addition problems quickly will be important to help your pet gain speed. After you see and hear the instructions for this game your pet will enter an obstacle course where you will need to answer the questions as quickly as you can. You will also be tested on your ability to help your pet jump over the hurdles and stop on the red pads. Completing the course quickly and navigating the obstacles successfully will earn you points, which along with the points from the other events will help you move up to the next level.

The last event is the Pool Jump (Lesson 6 – Figure 5). In this event you will answer the questions as quickly as you can to get your pet running as fast as possible. When your pet gets near the edge of the pool, click on the jump button to jump into the pool. Earn extra points by clicking on the trick buttons to do a jump with style.

Lesson 6– Figure 5

Lesson 6 – Figure 6

Students who do not complete this competition with good scores may be encouraged to go back and work on their addition practice or they may be encouraged to review the math rules (Lesson 6 – Figure 6).

USING THIS GAME IN CLASS
Teacher-led –
- Because there are so many elements to the Pet Competition, we recommend that the teacher become familiar with this game before letting the students lead. However, some teachers may feel more comfortable allowing the "gamers" take the lead. The purpose of these games is to build addition fluency, so teachers are encouraged to let the students take the lead once the students are familiar with the games.

Student-led –
- As before, this game lends itself to class competition. The teacher divides the class into teams of 3. Sign the team in on the sign in page. The teams compete for the highest score. The team members each take one of the events in the competition.
- Students line up and take turns answering for the class. Each answers a question or plays a segment of the game. In the Agility Course, students can answer a set of questions and jump or stop their pet, then trade off to the next student.
- Students line up and take turns answering for the class. Each student answers as many questions as they can until they get a wrong answer or completes an event, then the next student steps in.

Lesson 7 – Gold Tower

OBJECTIVE
Students will learn to solve math problems as presented in word problems. Students will understand that math is used to solve real life problems.

Stage 1 - 1st GRADE STANDARDS
- Students use number sentences with operational symbols and expressions to solve problems:
    - Solve number sentences from problem situations that express relationships involving addition.
    - Understand the meaning of the symbol +.
- Students demonstrate the meaning of addition and use these operations to solve problems:
    - Know the addition facts (sums to 20) and commit them to memory.
    - Identify one more than and one less than.
    - Show the meaning of addition (putting together, increasing).
    - Solve addition problems with one- and two-digit numbers (e.g., 5 + 58 = __).
    - Find the sum of three one-digit numbers.
- Students use direct comparison and nonstandard units to describe the measurements of objects.
- Students make decisions about how to set up a problem.
Skills developed by level
    - Number sentences for word problems. Max sum of 20.
    - Using numbers instead of number words. Have zero added to a number.
    - Ten plus seven equals?
    - Ten + seven = ?

2nd GRADE STANDARDS
- Students understand the relationship between numbers, quantities, and place value in whole numbers up to 1,000:
    - Count and read, whole numbers to 1,000 and identify the place value for each digit.
    - Find the sum or difference of two whole numbers up to three digits long.
    - Use mental arithmetic to find the sum of two two-digit numbers.
    - Relate problem situations to number sentences involving addition.
Skills developed by level
    - Level 1 - Max addition numbers of 18. Uses numbers instead of number words. Simple word problems.

- Level 2 - Max addition numbers of 18. Uses number words instead of digit numbers. Simple word problems.
- Level 3 - Max addition numbers of 25. Problems now have extra unneeded number information.
- Level 4 - Max addition numbers of 25. Problems now have extra unneeded number information and require more logic to know what numbers to add.
- Level 5 - Max addition numbers of 30. Some problems require subtracting one or not adding any number at all.

3rd GRADE STANDARDS

- Students describe and compare the attributes of plane and solid geometric figures and use their understanding to show relationships and solve problems:
    - Find the sum or difference of two whole numbers between 0 and 10,000.
- Students make decisions about how to approach problems:
    - Analyze problems by identifying relationships, distinguishing relevant from irrelevant information, sequencing and prioritizing information, and observing patterns.
    - Determine when and how to break a problem into simpler parts.

Skills developed by level
- Level 1 - Max addition numbers of 50. Normal word problems but now require them to read the problems.
- Level 2 - Adding 3 or more numbers. With extra information.
- Level 3 - Some problems have you subtracting 1.
- Level 4 - Some problems have you subtracting.
- Level 5 - Longer more complicated questions.

Lesson 7 – Figure 1

ACTIVITY

Click on the "Gold Tower" button from the main menu (Lesson 7 – Figure 1). The Gold Tower main screen displays the goal for the game, the personal best score, today's best score, and the High Scores list.

Click on the Start button to begin the game. This is a maze game. You will be given instructions for the game. Use the arrow keys on your keyboard to move your player around on the board. Capture the blue bloobies by moving your player near a bloobie and press the space bar to swing your net. The bloobies have numbers on them that you will need to answer the word problems. There are also gold pieces and a key that you can collect for extra points.

Lesson 7 – Figure 2

Once you have captured all of the numbers the exit door will open. Move your player through the exit door. Collecting the keys and the gold is a good idea because they give you more points and options.

Lesson 7 – Figure 3

The next screen shows a word problem. Drag the correct numbers into the answer boxes to answer the problem. In Levels 1 and 2 the word problem questions will be spoken, so reading is not required. Reading is required on Level 3. Click on OK. You then enter the lobby of the maze. Click on a door to go to the next level of the maze. The free door is the easier path.

Lesson 7 – Figure 4

Complete each of the levels of the maze and earn enough points to move up to the next level of the Gold Tower game.

USING THIS GAME IN CLASS

Teacher-led –

- Generally, the teacher should only show a few examples of this game to the class. The class will pick up the game almost instantly.

Student-led –

- The teacher divides the class into teams. Sign the team in on the sign in page. The teams compete for the highest score. The team members alternate between the levels of the maze. As the game is played over several days or weeks, the team high scores will be shown in the high score list.
- Students line up and take turns moving through the maze and then answering the word problems for the class. You may want the class to help with the answers, or you may want them to be silent.

Lesson 8: Money Practice

OBJECTIVE

Students will prepare for the money games by practicing the name of coins, the value of money and adding money in a timed or an untimed test similar to flash cards.

ACTIVITY

Click on the "Money Practice" button from near the bottom of the main menu. Click on the Math Rules for a short animated lesson on each subject.

Click on the type of Money Practice you want to do.

Lesson 8 – Figure 1

You can set the time limit you want for the test or you can set the number of questions. This system allows you to build a test of almost any length that you want Click on the Start Practice button to begin.

Once a timed test begins, you should click on the correct answer. If a student clicks on a wrong answer, that answer will be grayed out and the student can try another answer (Lesson 8 - Figure 2). The time remaining is displayed at the top center of the screen along with the total score. The number of right and wrong answers is displayed at the bottom of the screen.

Lesson 8 – Figure 2
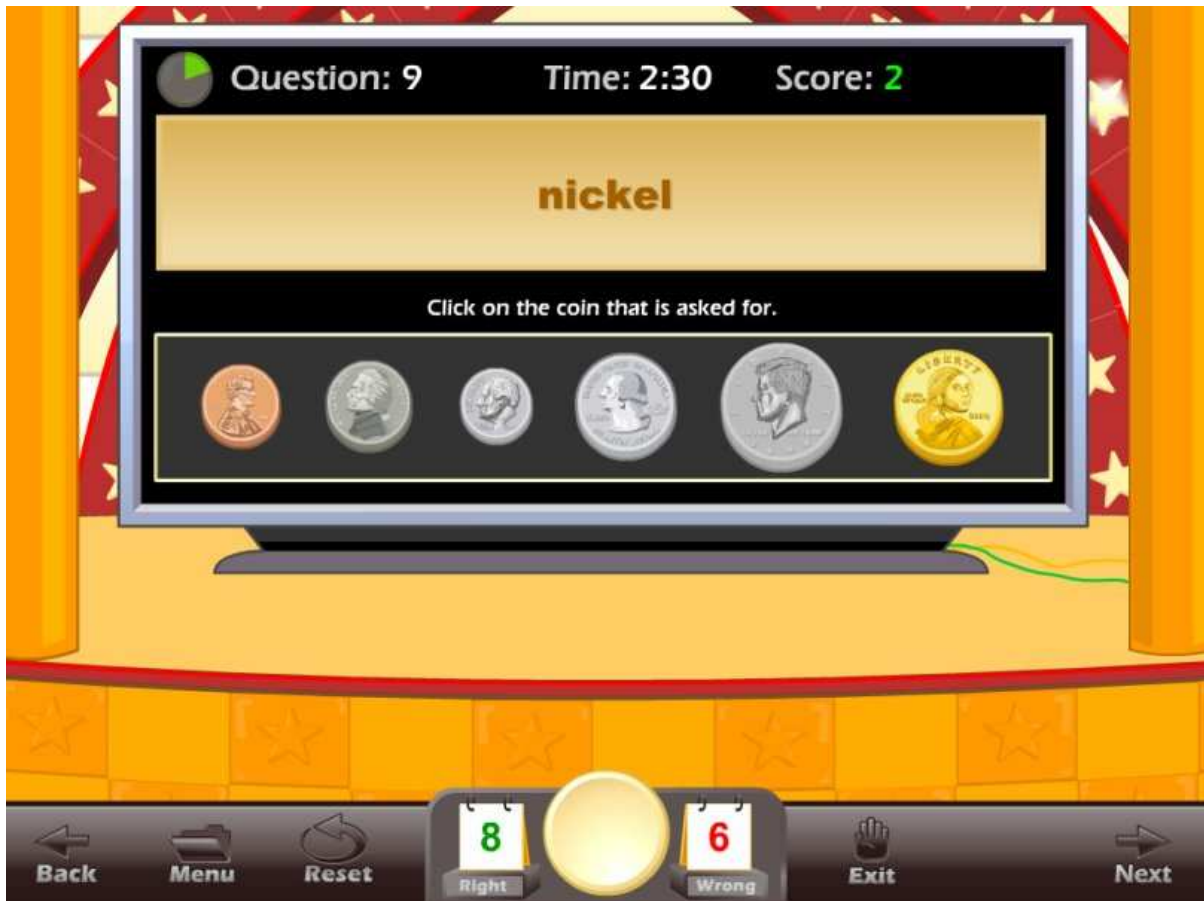
Lesson 8 – Figure 3
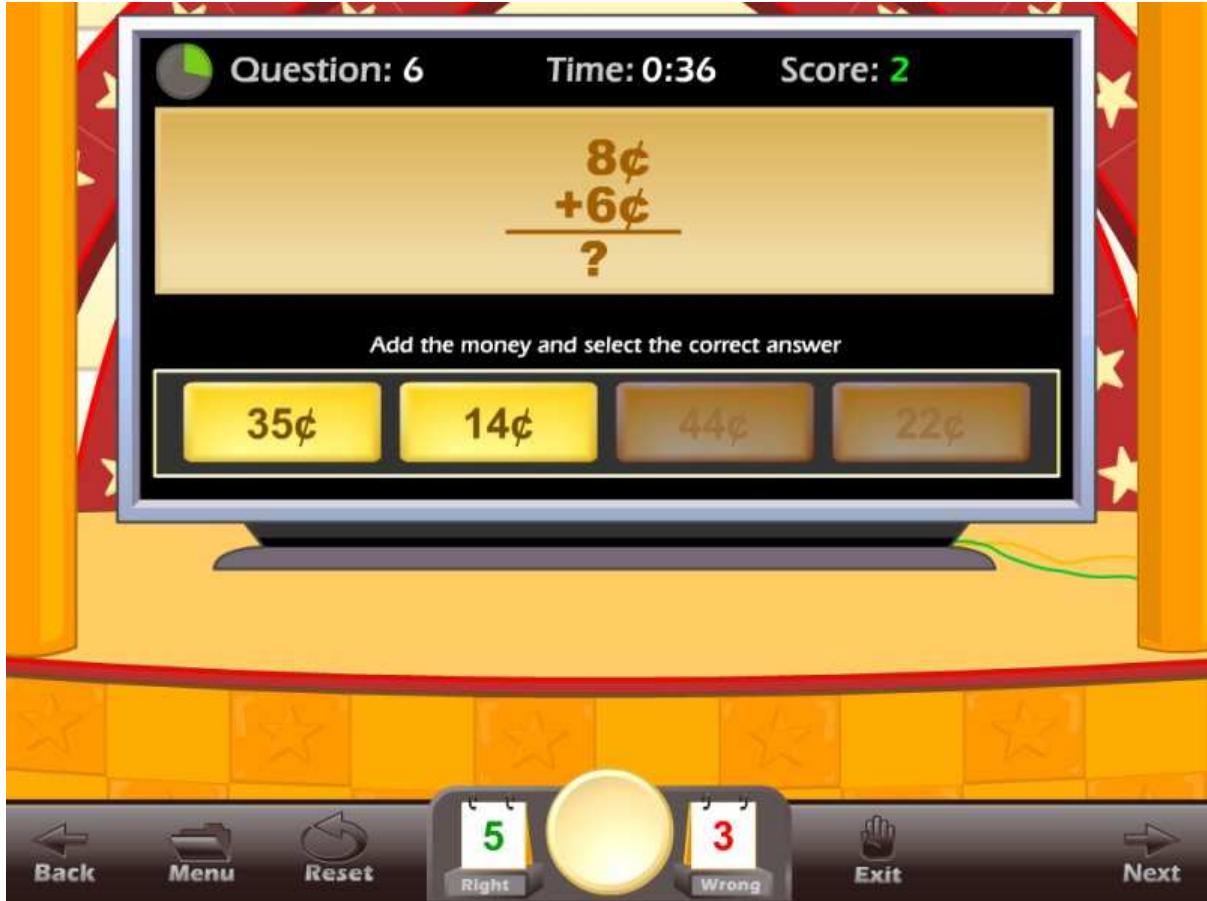
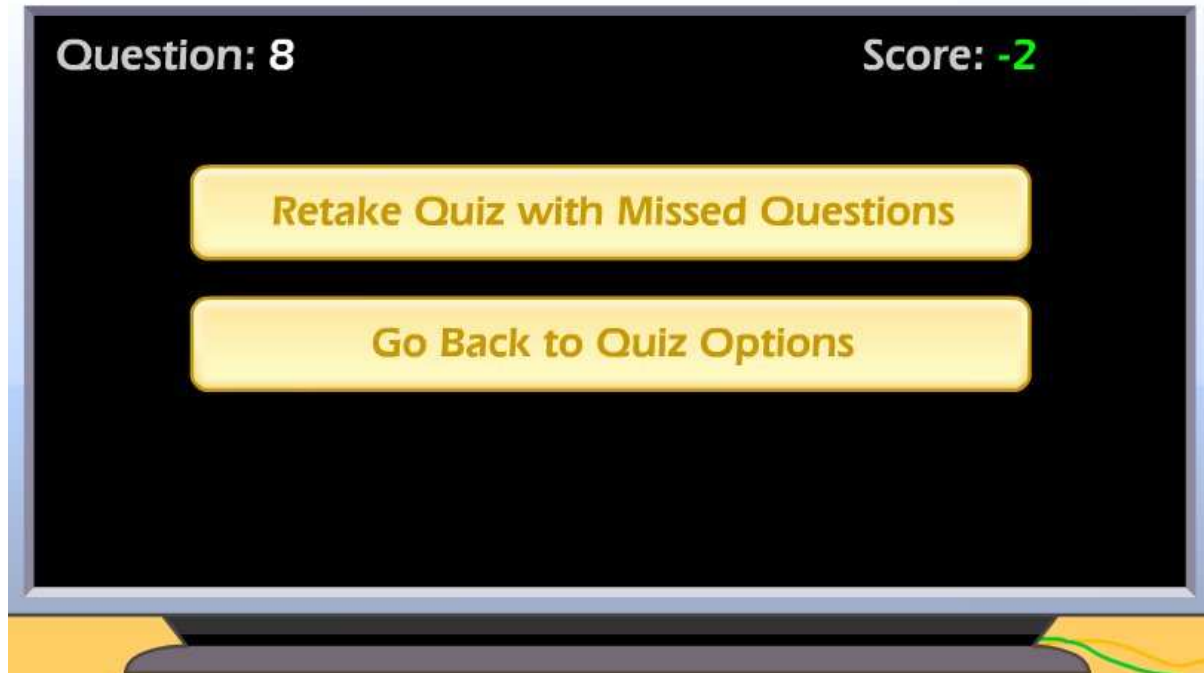Once the test is over and if the student missed 4 or more questions, a screen will appear with the following options (Lesson 8 - Figure 3):

- Retake Quiz with Missed Questions – this allows the student to retake the quiz and work on only the problems they missed.
- Go back to the Money Practice – where the student can select problems for another test.

Lesson 8 – Figure 4

USING THIS ACTIVITY IN CLASS

This activity can be used individually or it can be used as a great warm-up for the class, working on specific problem sets. There are many ways to making this an exciting class activity. Some of the ways to use this activity as a whole class activity are:

Teacher-led –
- Teacher clicks on the correct answer for the class, requires that the class come to a consensus on the answer.
- Teacher clicks on the correct answer, teacher calls on a student for the answer.
- Teacher divides the class into teams, the team leader answers for the team, the teacher clicks on the answer for the team.

Student-led –
- Students line up and take turns answering for the class. Each student answers one question.
- Teacher divides the class into teams; the teams compete for the highest score, the team captain clicks on the answers for the team.
- Students line up and take turns answering for the class. Each student answers as many questions as they can until they get a wrong answer.

Lesson 9: Money Madness

OBJECTIVE

Students will learn to recognize coins and paper money and the value of money.

Stage 1 - 1st GRADE STANDARDS
- Students understand and use numbers up to 100:
  - Identify and know the value of coins and show different combinations of coins that equal the same value.
- Students demonstrate the meaning of addition and use this operation to solve problems:
  - Know the addition facts (sums to 20) and commit them to memory.
  - Count by 2s, 5s, and 10s to 100.
  - Solve addition and subtraction problems with one- and two-digit numbers (e.g., 5 + 58 = __).
  - Find the sum of three one-digit numbers.

Skills developed by level
- Level 1 – Uses the name of each coin. "penny, nickel, dime, quarter, half dollar, dollar".
- Level 2 - Uses the value of the coins.
- Level 3 - Uses the different ways to show the same amount of money. Also tested on cent sign, dollar sign and decimal points.
- Level 4 - Uses the combining different coins to come up with the value asked for.
- Level 5 - Uses the different combinations of coins that equal the same value.

2nd GRADE STANDARDS
- Students model and solve problems by representing, adding, and subtracting amounts of money:
  - Solve problems using combinations of coins and bills.
  - Know and use the decimal notation and the dollar and cent symbols for money.
- Students understand the relationship between numbers, quantities, and place value in whole numbers up to 1,000.
- Students estimate, calculate, and solve problems involving addition and subtraction of two- and three-digit numbers:
  - Use mental arithmetic to find the sum or difference of two two-digit numbers.

Skills developed by level
- Level 1 - Uses combining different coins to come up with the value asked for.

- Level 2 - Uses combining different coins and bills to come up with the value asked for.
- Level 3 - Uses combining different coins and bills to come up with the value asked for.
- Level 4 - Uses combining different coins and bills to come up with the value asked for.
- Level 5 - Uses combining different coins and bills to come up with the value asked for.

3rd GRADE STANDARDS

- Students calculate and solve problems involving addition:
    o Find the sum of two whole numbers between 0 and 10,000.
- Students understand the relationship between whole numbers, simple fractions, and decimals:
    o Solve problems involving addition and subtraction of money amounts in decimal notation.
    o Know and understand that fractions and decimals are two different representations of the same concept (e.g., 50 cents is 1/2 of a dollar, 75 cents is 3/4 of a dollar).
- Students make decisions about how to approach problems:
    o Analyze problems by identifying relationships, distinguishing relevant from irrelevant information, sequencing and prioritizing information, and observing patterns.
    o Determine when and how to break a problem into simpler parts.
- Students use strategies, skills, and concepts in finding solutions:
    o Use estimation to verify the reasonableness of calculated results.
    Skills developed by level
- Level 1 - Uses combining different coins and bills to come up with the value asked for.
- Level 2 - Uses combining different coins and bills to come up with the value asked for.
- Level 3 - Uses combining different coins and bills to come up with the value asked for.
- Level 4 - Uses combining different coins and bills to come up with the value asked for.
- Level 5 - Uses combining different coins and bills to come up with the value asked for.

ACTIVITY

Click on the "Money Madness" button from the main menu. The Money Madness screen displays the goal for the game, the personal best score, today's best score and the High Scores list (Lesson 9 – Figure 1).

Lesson 9 – Figure 1

Please also notice the Math Rules button. Click on this button to review a short explanation of the Money Chart, Coin Values, Counting by Coins and Adding Money. The Math Rules are always important, but even more so in this game (Lesson 9 – Figure 2). Review these animated lessons with the class. Make sure they understand the look of each coin and bill.

Lesson 9 – Figure 2

Click on the Start button to begin the game. Your character needs to buy some treats for its pet. You will have a short explanation of what each game is about. In the first level of stage 1, the talking vending machine wants you to find the appropriate coin. Find the correct coin and drag it to the coin slot and click on the OK. Tip: you will gain bonus points if you find a glowing coin and use it. The time remaining shows near the top center of the screen. When the time has elapsed, the game will end. Your characters will feed the treats you have purchased to their pet. If you have met the level goal, you can advance to the next level. If you have scored poorly, you will see the screen that encourages you to review the Math Rules or Practice (Lesson 9 – Figure 3).

Lesson 9 – Figure 3

On stage three the exact amount of the money asked for will not always be available to them. In these cases the student must pay more than is asked for, but they should try to pay as close to the price of the treat as they can. Then they will be asked to select the correct amount of change they should get back.

USING THIS GAME IN CLASS

Teacher-led –

- This is a fairly simple game if your students can recognize money and can add money. The game itself is pretty straight-forward and an excellent way for students to become familiar with money. The teacher should go over the Math Rules and Practice with the class before the class begins playing the game.
- The teacher should demonstrate the game to the class (or ask a student to demonstrate the game).

Student-led –

- The teacher divides the class into teams. Sign the team in on the sign in page. The teams compete for the highest score. The team members alternate between problems. As the game is played over several days or weeks, the team high scores will be shown in the high score list.
- Students line up and take turns answering for the class. Each student gets two or three problems. You might want the class to help with the answers.
- Students line up and take turns answering for the class. Each student answers as many questions as they can until they get a wrong answer.

Lesson 10: Pet Shop

OBJECTIVE
Students will use money as they buy pets, feed their pets and try to sell their pets at a profit at a sidewalk pet shop. This game is designed to let students use problem solving and reasoning skills as they make decisions using money.

Stage 1 - 1st GRADE STANDARDS
- Students understand and use numbers up to 100:
  - o Compare and order whole numbers to 100 by using the symbols for less than, equal to, or greater than (<, =, >).
- Students organize, represent, and compare data by category on simple graphs and charts:
  - o Represent and compare data (e.g., largest, smallest, most often, least often) by using pictures, bar graphs, tally charts, and picture graphs.
- Students make decisions about how to set up a problem:
  - o Determine the approach, materials, and strategies to be used.
- Students demonstrate the meaning of addition and subtraction and use these operations to solve problems:
  - o Show the meaning of addition (putting together, increasing) and subtraction (taking away, comparing, finding the difference).
  - o Solve addition and subtraction problems with one- and two-digit numbers (e.g., 5 + 58 = __).
  - o Find the sum of three one-digit numbers.

2nd GRADE STANDARDS
- Students understand the relationship between numbers, quantities, and place value in whole numbers up to 1,000:
  - o Order and compare whole numbers to 1,000 by using the symbols <, =, >.
- Students estimate, calculate, and solve problems involving addition and subtraction of two- and three-digit numbers:
  - o Understand and use the inverse relationship between addition and subtraction (e.g., an opposite number sentence for 8 + 6 = 14 is 14 − 6 = 8) to solve problems and check solutions.
  - o Use mental arithmetic to find the sum or difference of two two-digit numbers.
- Students model and solve simple problems involving multiplication and division:
  - o Use repeated addition, arrays, and counting by multiples to do multiplication.
- Students model and solve problems by representing, adding, and subtracting amounts of money:

- o Know and use the decimal notation and the dollar and cent symbols for money.
- Students model, represent, and interpret number relationships to create and solve problems involving addition and subtraction:

  - o Solve addition and subtraction problems by using data from simple charts, picture graphs, and number sentences.
- Students make decisions about how to set up a problem:
  - o Determine the approach, materials, and strategies to be used.

3rd GRADE STANDARDS

- Students calculate and solve problems involving addition, subtraction, multiplication, and division:
  - o Find the sum or difference of two whole numbers between 0 and 10,000.
  - o Determine the unit cost when given the total cost and number of units.
- Students understand the relationship between whole numbers, simple fractions, and decimals:
  - o Solve problems involving addition, subtraction, multiplication, and division of money amounts in decimal notation and multiply and divide money amounts in decimal notation by using whole-number multipliers and divisors.
- Students represent simple functional relationships:
  - o Solve simple problems involving a functional relationship between two quantities (e.g., find the total cost of multiple items given the cost per unit).
- Students conduct simple probability experiments by determining the number of possible outcomes and make simple predictions:

  - o Identify whether common events are certain, likely, unlikely, or improbable.
- Students make decisions about how to approach problems:
  - o Analyze problems by identifying relationships, distinguishing relevant from irrelevant information, sequencing and prioritizing information, and observing patterns.

ACTIVITY
Click on the "Pet Store" button from the main menu. The Pet Store main screen displays the goal for the game, the personal best score, today's best score and the High Scores list (Lesson 10 – Figure 1).

Lesson 10 – Figure 1

Click on the Start button to begin the game. In the first level of each stage, the pet warehouse owner will step you through the process of playing the game. Follow her instructions.

She will give you a brief tour of the information displayed at the top She will then have you look at the supplies you have by clicking on the supply book. She will show you the report of how much money you have earned. Then she will have you look at the newspaper to view the weather and to see the pet trends. At first you will only be able to buy goldfish (Lesson 10 – Figure 2). As you progress through the levels you will be able to buy fancy goldfish, turtles, rabbits and chameleons.

Lesson 10 – Figure 2

After buying goldfish and paying for your fish, you will feed your fish. Click on the Feed Fish button until you get all the hearts beneath the goldfish bowl. That means your goldfish are well fed, happy and ready to be sold for a good price. If you over feed the fish, they will become sick and will be difficult to sell. You also have the option of not feeding your pets. If your pets go too long without any food, they will also become sick.

Click on the Set Price button to set the price for your fish. The price you have to pay for your pets changes every day. You need to decide how much you want to sell your goldfish for. The first time you play, the price you paid will be displayed. After that, you will have to remember what you paid. You want to set the price high enough that you make a profit and low enough that you will sell all your goldfish and you will gain some new customers. Set your price and click on the Go Sell button to begin selling your goldfish. After you sell your pets you will get a report (Lesson 10 – Figure 3) showing how many pets you sold, how many customers you gained, how much you sold your pet for and the level goal. If you have met the level goal you will have an end game button. If you click on the End Game button you can complete

this game and move up to the next level. If you do not have an End Game button, click on the Next Day button and continue playing the game until you meet the level goal.

Lesson 10 – Figure 3

As the game progresses, you will have more pets and more choices to make (Lesson 10 – Figure 4).

Lesson 10 – Figure 4

USING THIS GAME IN CLASS

Teacher-led –

- The teacher should demonstrate the game to the class (or ask a student to demonstrate the game). You may want to concentrate on how to approach making decisions and solving problems. Let the class discuss which pets to buy, which supplies to buy and how much to sell the pets for.

Student-led –

- The teacher divides the class into teams. Sign the team in on the sign in page. The teams compete for the highest score. The team members alternate at buying the pet, buying supplies, feeding the pet and setting the price. As the game is played over several days or weeks, the team high scores will be shown in the high score list.
- Students line up and take turns answering for the class. Each student gets one turn at making a decision. You may want the class to help with the decisions.

The Gold Star Progress
Data Tracking System

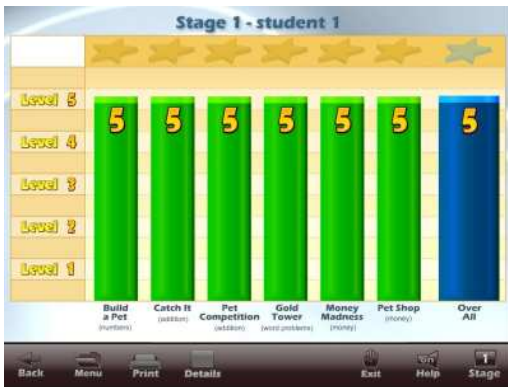- The Gold Star Progress page

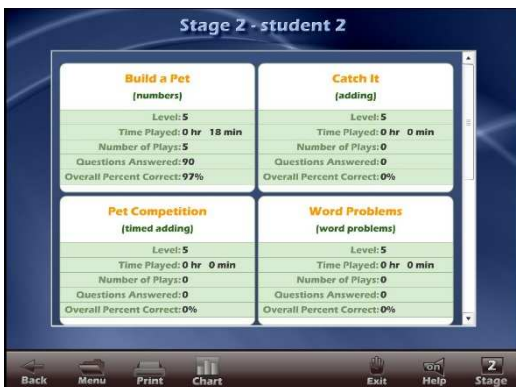## The Gold Star Progress Page

Students (or teachers) can keep track of their progress by clicking on the Progress button from any page or screen.

Once you are inside a game, the progress button will display the level that you are working on. Click on the Progress button or Level button to go to the Gold Star Progress page.

The Gold Star Progress page displays the student's name and a graph showing the levels of achievement for each game. Click on the Details button to see a detailed view of the students' progress.

Click on the Details button to see a detailed view of the students' progress.
Our Gold Star Progress Motivational and Data Tracking System is a modified version of our Super Star Motivational and Data Tracking system used on our phonics courses. It serves as a way to reward students and motivate them to complete all of the levels of all of the games.

Most students love playing games and being challenged. Once they have "beat the level goal" for a few levels of a game, they want to continue to climb the levels until they have reached the Super Star level and received their certificate of achievement.

The Gold Star Progress page also serves as a guide to the teacher to all of the activities and games in the program.

Most students will use the Gold Star Progress page to navigate to the games. From the Gold Star Progress page, just click on the name of a game and you can go to that game.

Some teachers print the certificates and post them in the classroom. Other teachers create a Gold Star badge as an additional reward for students who have achieved a Gold Star Certificate.

Educational Application

- Uses
- Research and State Standards
- Instructional Design

Use of this program and this guide:
There are numerous ways to use Games of Math 1 - Addition & Money. This guide is primarily intended for the classroom teacher who is doing a whole class presentation. The guide assumes that you have some way of displaying the program to the entire class and that all of the students will be actively engaged in the presentation of the program.

Some of the other uses of the program:
Activity Centers: The program is certainly appropriate for use in activity centers because it is easy to use and students generally require very little assistance. Teachers can then use the progress page and reporting features to track the student's progress.

Some specific activity centers uses are:
1. Differentiated Instruction – working on specific and different skills needed by different students.
2. Remediation – working on specific below-grade-level skills.
3. Above Grade Level – working on skills not covered in class for students who require more challenge.

Besides the classroom, this program is also very appropriate for:
1. Computer Lab – site and network versions of this program are available to allow students to work at their own pace in a computer lab setting to build skills being covered in class or skills already covered above.
2. After-school programs – using after-school time to build and review skills required for advancement.
3. At-home Use – parents can purchase the program for additional reinforcement at home or schools can make the Super Star Online version available (at no additional cost) to students and parents for at-home use. Super Star Online features a special "Parent" button to encourage parents to work with their child at home.

Research and State Standards Correlations:
Games of Math 1 is research based. You can review our research and effectiveness studies at: http://helpme2learn.com/school/research .

State Standards Correlations – Games of Math 1 is correlated to the state standards of all 50 states. Each User's Guide and Lesson Plans contains the standards for that course. You can request standards for a specific state.

Instructional Design:

Instructional Theory – You expect a lot out of educational software and we try to deliver everything you expect and more. We subscribe to the theory of Multiple Intelligences as developed by Howard Garner. We believe that educational instruction is most effective when it is presented in a way that reaches as many intelligences and as many students as possible. Because we use multi-media, we can be very effective at doing that. This is not just a language arts program that appeals to the logical intelligences; this program appeals to almost every intelligence to develop reading skills and other skills at the same time.

Since you are using our software, it is obvious that you are committed to using all the tools available to you to make your class instruction more interesting and more multi-dimensional. We applaud your taking the extra effort to step away from the traditional lecture-only class instruction.

We also have the following goals:

- Engaging and Fun - We try to make sure that our program will be engaging and fun. Our objective is to take the work out of learning math and make it a game. Our objective is to change students' perception about math as being difficult and boring; turning it into something they love. We want math to become easy and understandable. We want our math games to be challenging, yet give a sense of accomplishment as students progress through the lessons and games. We believe that using our software can help change students' attitudes about learning and about school. Our programs are often the school activity that they look forward to the most.
- Educationally appropriate – This program was built on the topics as outlined in state standards. Our objective is to give you, the teacher, instructional support for the lessons you commonly teach in your classroom. Our goal is to help give your students a tool to master your lessons more quickly and retain the material longer. Our programs are particularly appropriate when students need a lot of repetitive practice. When students master the material quickly, you have more time to work on other or more advanced lessons.
- User-friendly – this is a buzzword that a lot of companies use. Our customers repeatedly tell us how user-friendly our software is and we are continually looking for ways to improve the user-friendliness of our software. We also believe that the software should be user-friendly to the teacher, so we give you additional controls in the Student Management section of the Teachers and Parents section so you can make it even more appropriate to your class, if you want to.

- Reporting – Besides our progress page, we offer printer-friendly reports that can be used to track the progress of the class or student. Our most detailed report is the Pre-Test and Post-Test report.
- Multi-cultural – we are committed to multi-cultural diversity and believe that it is important that kids recognize characters in the programs with similarities to them and other characters that are different. The main characters of this program are our "Super Star" kids which represent different races, skin and hair colors. We also include both male and female characters.

Whether your class is using this program in a computer lab with headphones, or you're using an overhead projector to present lessons to the class, you're sure to find the activities and games motivating and rewarding.

Super Star Online

- Overview
- Student Management System
- Parent Button
- At-home Use

Overview

Super Star Online is a web delivered subscription service to one or all of our Super Star titles.

Some of the other advantages of Super Star Online are:

1. Home use – There is probably no greater advantage than home use. Students will have access to the subscription anywhere they have access to the Internet. Many schools have days that are very full and they just don't have time to let students access the software as much as they would like. With our online version, students with a broadband connection can work in our courses at home and take as much time as they need to complete the lessons. Our online version even records how much time the students are in each lesson.

2. Parental Involvement – The next step with at-home use is to involve parents (or family members) in helping to motivate, track, and work with the child. One of the problems with parental involvement is that some parents don't know how to help their child with homework. **We make it easy for them.** We have added a special "Parent" button to help parents use Super Star Online. The "Parent" button allows parents to view the vocabulary words, activities and games without data tracking, so they do not affect the scores or data tracking of the child. Parents can review the lessons so they know what is required of the child. We offer a wonderful and enjoyable way for parents to work with the school to become involved in the educational success of their child.

3. Family Literacy – Some parents may not have the math skills needed to help their child. Our "Parent" button gives the parent an opportunity to improve their math skills along with their child. We believe that a better educated parent will be better prepared to help their child.

4. Easy IT – Our Online version makes it easier for the school's IT department. They don't have to maintain a server, they don't have to worry nearly as much about which operating system the software will run on, and they don't have to worry about security issues with their network. Our online system is supported by most modern operating systems and web browsers.

5. Quick Updates – When we make improvements to our course titles or add course titles, the updates will be available to all students as soon as we make them. You don't have to be concerned with which version you have or if you need to upgrade.

6. Quick Delivery – Once we receive your purchase order, we can get you online in a matter of hours.

7. Remote Administration – For districts or schools that stretch their IT department, our online version allows complete administration of the courses from any location.

Class Management System

Many of the features of Super Star Online are managed by the site administrator. Those features include: importing student names, assigning user names and passwords to the students and teachers, setting up classes and assigning students and teachers to those classes, assigning courses to the classes.

As a teacher, we encourage you to work with the site administrator to organize the system in the most effective way for your classroom. This may mean that you may request sub-classes for students with different program titles available to those in each group. For example, if your last name is Teacher, you might have a class called "Ms. Teacher A" with 14 students and access to Phonics 1a and Phonics 1b. You might also have a class called "Ms. Teacher B" with 8 students and access to Phonics 2a for more advanced students.

It is relatively easy for the site administrator to add or change the names of classes and assign students and programs to classes. But, depending on your school or district, it may not be so easy to get the site administrator to do these tasks for you.

We now offer teachers a way to do most of the class management tasks. The teacher will login to Super Star Online using their teacher account and:
1. Click on "Classes", to see the courses that are assigned to the class by the site administrator. The teacher can then click on "Edit Class" and add or remove the assigned courses by checking or unchecking the courses. The students will only have access to the courses that are assigned to the class.
2. The teacher can then scroll down to Members and check that all that all of the students have been assigned to the class. If the teacher sees the name of a student who should be included in the class, the teacher can check the name or the teacher can uncheck a name to remove the student from the class. Then click on "Update" to make the changes.

3. **Adding a Student.** If the teacher needs to add students that are not already in the system, the teacher can click on "Students". To add a student, the teacher would click on "Add Student". The teacher would enter the first name and last name of the student, would check the class, would enter a login name (note: read the instructions below Login Name – do not use a login name that is already in use and do not use capital letters), would enter a password, confirm, check Acitve? Click on "Create". (Note: the school has purchased a number of user seats and teachers cannot enter active students if that number has been exceeded.

4. Teachers can also remove a student from the class. Click on "Students", then I suggest next to "Arrange by" – click on the down arrow and click on Class to get a class list. Click on "Edit" by the name of a student and uncheck the name of the class and then "Update".

If a student is no longer at the school, the teacher can make that student inactive (making a student inactive means that the student will no longer take an active seat and will no longer be counted against the number of seats the school has purchased) uncheck "Active?" at the bottom of the screen, then Update.

Note: the user/login name and password was probably determined by the site administrator. If you find user name or password to be too difficult for your students or if a student cannot remember their password, you can change it. For security purposes, our system does not show the password, but you can change it by entering a new password in the box and confirm. Please coordinate any changes with your site administrator. If the courses are also used in a computer lab, please coordinate any changes with the computer lab instructor.

Teacher Resources
Teachers should have access to our Teacher Resources class and our Teacher & Admins Resources course. The teacher will sign in to Super Star Online using their teacher account. Click on Class and locate the Teacher Resources class. Open the class and locate the Teacher & Admins Resources course. Open the course to find video tutorials and printed instructions that will help you use the many teacher features of Super Star Online.

Also in the Teacher Resources class, you should find Super Star Movies which are movies of our songs and presentations. These movies are meant to be projected to the class as you would project any movie. You may want to play the songs without projection.

Student Management System
To access the Student Management System, click on the Teacher & Admins button found on the contents page.
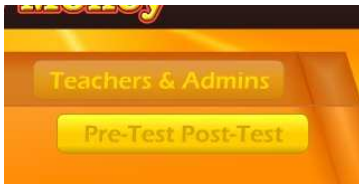
Teachers & Admin button

The next screen shows the menu for the Teachers and Admin section. The Print Pages, Credits, and How To Use The Program sections are all very similar to the CD-ROM version and will not be covered.

Click on the Student Management button to enter the Student Management System.

1. Class Progress Report contains a summary report for the entire class and a detailed report for each student's progress.

2. Class Test Report contains a summary report for the entire class and a detailed report for each student's pretest and posttest results.

3. Users' Guide/Lesson Plans contains this guide in an Adobe Acrobat format and requires that the Adobe Acrobat Reader be installed on the computer. The user can then review or print and or all of the pages.

4. Game Locks & Difficulty: contains the teacher controlled setting for the program. These controls allow the teacher to set the program to run in the progressive manner (meaning that students must complete each lesson, before moving on to the next lesson), controls for the difficulty level, assignment of stars, and activity locks.

5. Test Locks & Features contains settings to control access to the program and to the pre-test and post-test as well as printing.

6. Parent Mode: contains setting to control the Parent Mode features.

7. Reset Default Class Settings: allows the teachers controls to be reset to the default.

The Game Locks & Difficulty menu allows you to apply the setting to all the students in the class or to an individual student. Our programs are designed to be fun and to make learning fun. Our programs are made so that students can easily navigate through the programs and advance through the levels of each game. They will be motivated to earn all the Gold Star fore each game as they complete each level in that game. The ultimate goal is to complete all of the levels of each game and earn the Games of Math 1 certificate.

Individual Student Game Settings – click on the Individual Student Game Settings button to start. The first screen shows a list of the students in the class, click on the name of the student that you want to apply the individual setting to.

Game Locks & Difficulty - The next menu has a list of activities in the Game Name column. Scroll down to the game you want to control. The Starting Level column shows the current level the student has earned for each stage. The teacher can click on this button to change the starting level.

Set Level - It is possible that a teacher might want to set the level that the student is working on. Set the level higher to make the problems more challenging.

The Difficulty level setting can be changed to help make the course more appropriate for the student. The difficulty setting changes the points required to move up to the next level.

The final setting is the Lock. Here teachers can lock or unlock specific games. Click on an unlocked (open green lock) to lock it (turns red locked). Generally, you might rather use the class settings to set this lock for the entire class.

Click on the Class Game Settings button to apply settings to the entire class. These settings are similar to the individual settings only they will be applied to the entire class. The class settings will override individual settings.

Test Locks & Features – click on the Test Locks & Features button to see the Test Locks & Features menu.

The Lock Printing button is unlocked by default. This means that anyone can use the print features within the program to print pages such as the Gold Medal Progress page reports, the Gold Medal Certificate of Achievement and any other print page. If you lock the printing, teachers will still be able to print the class and detailed reports.

To lock printing, click on the Lock Printing button. The button will turn red, the lock will show locked and the check box will be checked. Locking printing will help prevent students from printing pages that you did not want them to print, but you will need to turn this feature on if you want them to print their Certificates of Achievement.

To lock the program, click on the Lock Program button. This would prevent students from having access to any of the main program. This would typically be used if you want them to do the pre-test or post-test.

Click on the Lock Post-Test button to lock the post-test portion of the program. This is usually a good idea; however, if a student does do a post-test, it will be replaced the next time they do a post-test, so it generally isn't a problem.

Click on the Lock Pre-Test & Post-Test button to lock the test portion of the program. This will prevent students from taking the tests without your permission. If you click on the Lock Pre-Test & Post-Test the button will appear grayed out on the main contents page and will show locked.

Click on the Lock Individual Tests if you want to lock any of the individual tests.

Parent Mode

Parent Mode – we believe that our Super Star Online presents a wonderful opportunity for parental involvement. Parents will now have an opportunity to take a more active role in helping their child. Parents can review the lessons, review the progress of their child and print a report as often as they would like.

When parents use the Parent Mode, think of it as a practice mode. Parents can play the games and activities and none of their scores are permanently recorded, their scores do not affect the scores of their child. Parents can become familiar with the lessons their child is working on, so they will be better able to help their child with those lessons. Parents can practice the games and activities with their child, then exit the Parent Mode and let their child do the work. Parents who need help with their math skills can use the Parent Mode to learn along with their child.

We believe that there are many benefits to having the school, the teacher, the student and the parents all working together as a team to insure the success of the student. We believe that Super Star Online can greatly improve the effectiveness of this team. But we recognize that encouraging parental involvement takes a bit of work. Many parents aren't used to being involved. We believe that Super Star Online makes it easy and fun for them to be involved and is a unique way to encourage their involvement. But it takes the school, the teacher, and the student to make sure that they know about Super Star Online and how they can be involved. Please make every effort to let the parents know about your subscription and encourage your students to involve their parents.

When the Parent Mode is enabled (by default), the student and/or parent will see a Parent button on the main contents screen of the course. Parents can then click on the Parent button to enter the course in the Parent Mode. Should teachers decide that they don't want to use this feature, they can disable it by clicking on the Parent Mode button. The Parent Mode button will then show locked, will turn red and will be checked. The Parent button will not be displayed to the student.

Write a Message to Parent – click on this button to display the write a message screen. This screen allows you to write a message that can be viewed by all the parents who use the Parent Mode. The idea of this screen is to allow you to communicate with parents something about what the students are working on and what is expected of them. You can use it anyway you want. You can type directly into the box or you can paste text into the box (keyboard command: control + V). You should remember that all parents will see the same message and that you will need to change the message from time to time. Don't forget to click on Save to save the message.

View Parent Mode Data – once you have your parents working with their children, you can run a report to see how much time the parents are spending in the Parent Mode. Click on this button to see a report of the total parent time, student time and student program progress.

The final button on this menu resets all of the class settings to the default. Use this button if you have made some settings that are giving you some problems or if you just want a fresh start for your class settings.

Users' Guide/Lesson Plans – click on this button to view our Users' Guide and Lesson Plans. This is an Adobe Acrobat (.pdf) file and you will need to have the free Acrobat reader (www.adobe.com) installed on your computer in order to be able to view this file. Once you can view this file, you can print any of the pages you want. This file contains some helpful tips, a lesson plan for each of the lessons in the course, the words to the words in the Learn the Words sections, and printable activity pages.
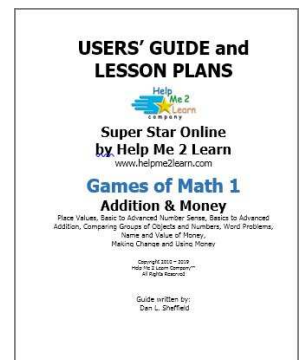

Understanding the Parent Mode
The Parent Mode – teachers can only see the Parent Mode if they look at it from a student account. Students and Parents will see a "Parent" button on the main menu or contents page (the button is in the same location as the Teachers' & Admins' button from a teacher account. Click on the Parent button to enter the Parent Mode menu.
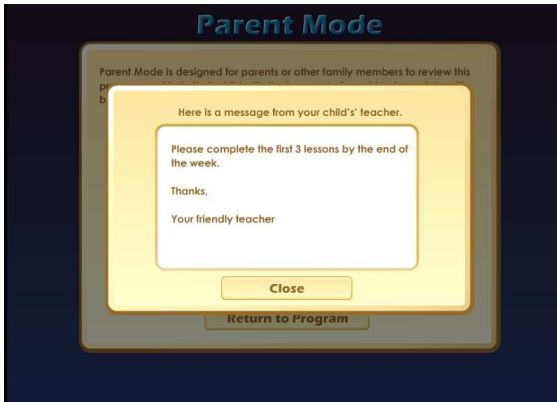
Message from the Teacher – if the teacher has written a message, the parents will see the message when they first enter the Parent Mode. If the teacher has not written a message, this screen will not appear. The purpose of this screen is to give parents some guidance as to what lessons the child is working on and what is expected of the child.

Parent Mode
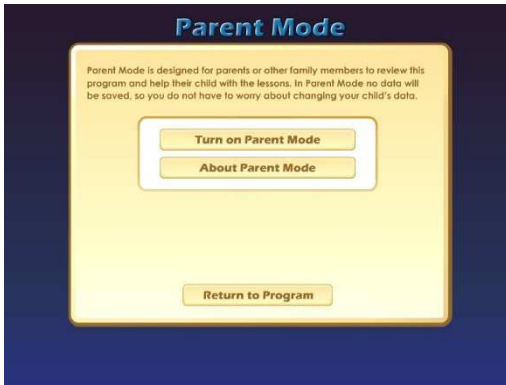
Menu – the Parent Mode Menu is simple, there is a brief explanation of the Parent Mode, a button to start the Parent Mode and a button to read more about the Parent Mode. Parents can also return to the program without starting the Parent Mode.

Think of the Parent Mode as a practice mode. Parents can play any of the activities or games without affecting the reporting or the progress of the student. The only tracking that occurs is the total amount of time that the parent spends in the Parent Mode. This data is only available on a report to the teacher.

Parent Mode Menu 2 – when the parent clicks on the Turn on Parent Mode button, they will see the next screen that confirms they are now in the Parent Mode. They should notice the Parent Mode button at the bottom of the screen; this indicates that they are now in the Parent Mode.
From this screen they can turn off the parent mode, read about the Parent Mode, view a progress report for their child or view the message from the teacher (if there is one).

View Your Child's Progress – click on this button to view or print a progress report. The top of the report will show the progress through the course and the bottom of

the report will show the progress of the Pre-Test and Post-Test. Click on the Print button next to the Parent Mode button to print this report. Parents can also track the progress of their child from the Gold Medal Progress page; however they need to turn off the Parent Mode in order to be able to navigate to the Gold Medal Progress page.

Progress page – Parents can view and print progress pages for their child from the Progress page. There are two different views on the Progress page:
- the Chart view
- the Details view
-

Each view presents the progress in a different format and is designed to help track the progress of the student. Once a student has earned completed all of the levels of a game, the star at the top of the game will turn gold and the student can (with your permission) print a certificate of achievement, for that game. When a student completes all of the levels, the student can print a certificate of achievement for Games of Math 1.

Parent Mode Button – to begin using the course in the Parent Mode, the parent would click on the Return to Program button. When in the Parent Mode, the Parent Mode button will be displayed at the bottom center of the screen. Parents can click on the Parent Mode button to return to the Parent Mode screen and turn off the Parent Mode.

It is our hope that the Parent Mode will be a valuable asset to the school, the teacher, the student and to the parent. Super Star Online provides a unique opportunity for the school to provide an easy to use and fun way for parents to work with their child at home. The level of parent involvement will obviously vary greatly. Some parents will only occasionally check the progress of their child, while some parents will be actively involved. We also encourage parents to use Super Star Online to build their skills as they work with their child.

At-home Use

We have provided the tools to enable your students to use Super Star Online at home, however at-home use will need your support and encouragement to be used. Here are some suggestions for encouraging at-home use.

1. Send a letter home with your students advising the parents that Super Star Online is available and encouraging the parents to work with their child at home. We have a sample parent letter available at www.helpme2learn.com/support/online . Please use this letter as a guide. To complete this letter you will need the user name and password of each student, you should be able to get these from your school's site administrator. You will use the same URL (web address) that you use in your classroom.
2. Remind your students to ask their parents to work with them at home.
3. After a couple of weeks, run a report to see how many parents have logged in and are using the program in the Parent Mode. You may need to send a follow up letter to parents who are not working with their child at home.
4. Whenever you have an open house or meeting with parents, let them know about Super Star Online and how they can use it to work with their child.
5. Suggest to your school administration that they hold a special Super Star Online night where your school explains the use of the program to the parents. You might be able to incorporate this as part of a back to school night or PTA meeting.
6. Use the message center and write a message on a regular basis to your parents. Let them know what lessons you are working on and what to expect from their child.

Some students will not have access at home. Encourage these students to seek out alternative access sites such as the public library, after school programs or relatives who do have Internet access.

The goal of Super Star Online is to build a better bond between the school, the teacher, the student and the parents. This stronger bond will build a better team all working together. We call this the Super Star Strategy for Success.

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