

USERS' GUIDE and LESSON PLANS



Super Star Online by Help Me 2 Learn

www.helpme2learn.com

Games of Math 3 Multiplication

Multiplication Practice, Multiplication Games from 2×10 to 12×12 ,
Word Problems, Number Patterns, Negative Numbers & Decimals,
Multiplication Algebra

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Guide written by:
Dan L. Sheffield

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Games of Math 3 - Multiplication - Overview/Helpful Tips

(Target grades 2 & 3)

Dear Teachers:

Games can be a powerful instructional tool. Games of Math 3 - Multiplication was developed to help reinforce math skills while making learning fun and engaging.

By playing Games of Math 3 - Multiplication, your class will learn about:

- Multiplication Practice
- Multiplication 2 x 10 and below to 12 x 12 (untimed)
- Multiplication 2 x 10 and below to 12 x 12 (timed)
- Multiplication word problems
- Negative Numbers and Decimals
- Multiplication Patterns
- Multiplication Algebra
- 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.

Students can keep track of their progress status by clicking on the Progress button from any page or screen. The progress report displays the student's name and their level of achievement in each game in a graph. With your permission, once a student has earned a gold star certificate of completion, they can print out the certificate.

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 3 includes all the components necessary for effective learning:

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

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 3 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 program and a Pre-Test and Post-Test program. We highly recommend that you take advantage of our Pre- and Post-Tests. Click on the Pre-Test Post-Test button found beneath the Teacher & Parents and Sign in buttons on the 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 25 multiple choice questions and is timed for a maximum of 2 minutes. Since there are 8 tests, it should take about 25 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.

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 3. 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 1 – Addition & Money
- Games of Math 2 – Subtraction and more
- 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

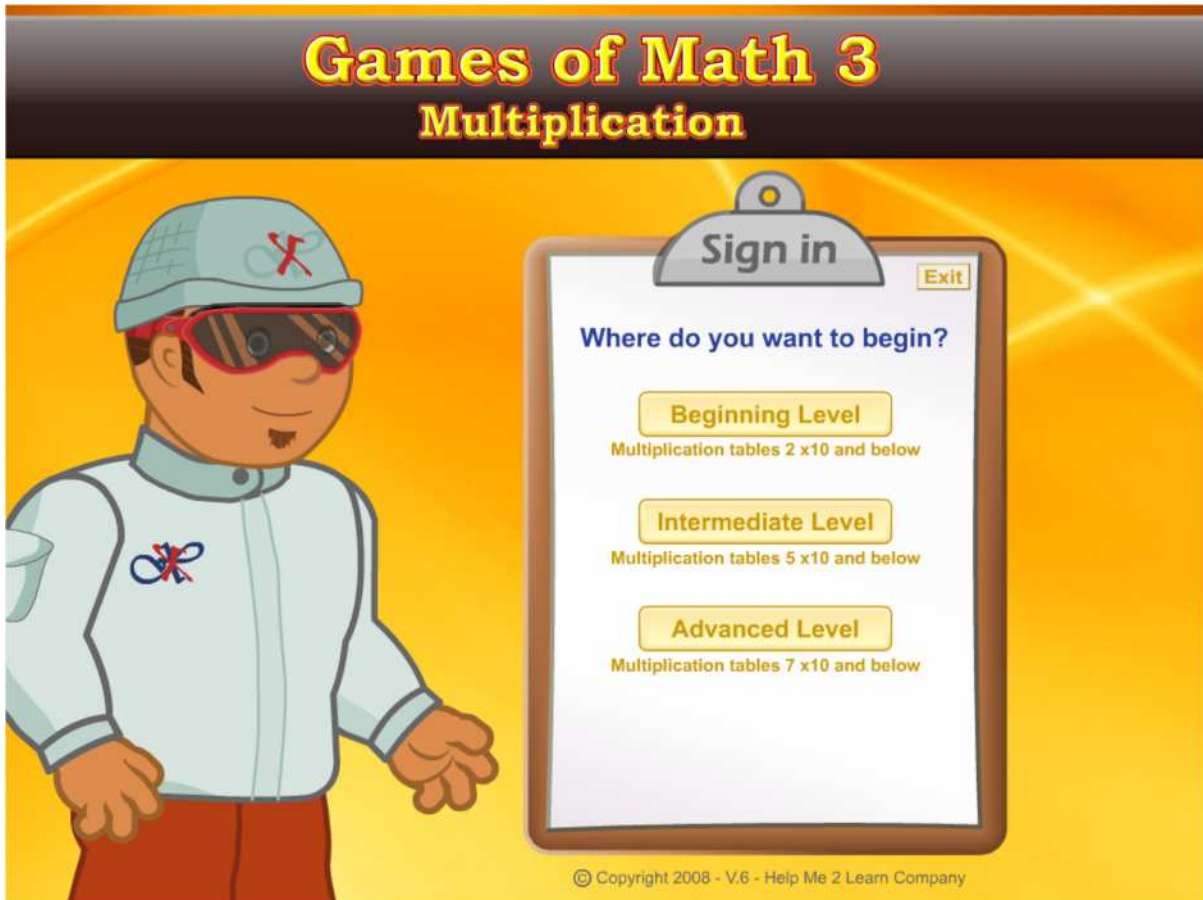
You may also want to use our app which is designed to make it easier for students to login to Super Star Online. Download our free app at:

<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 (Figure 1).

Getting Started - Figure 1



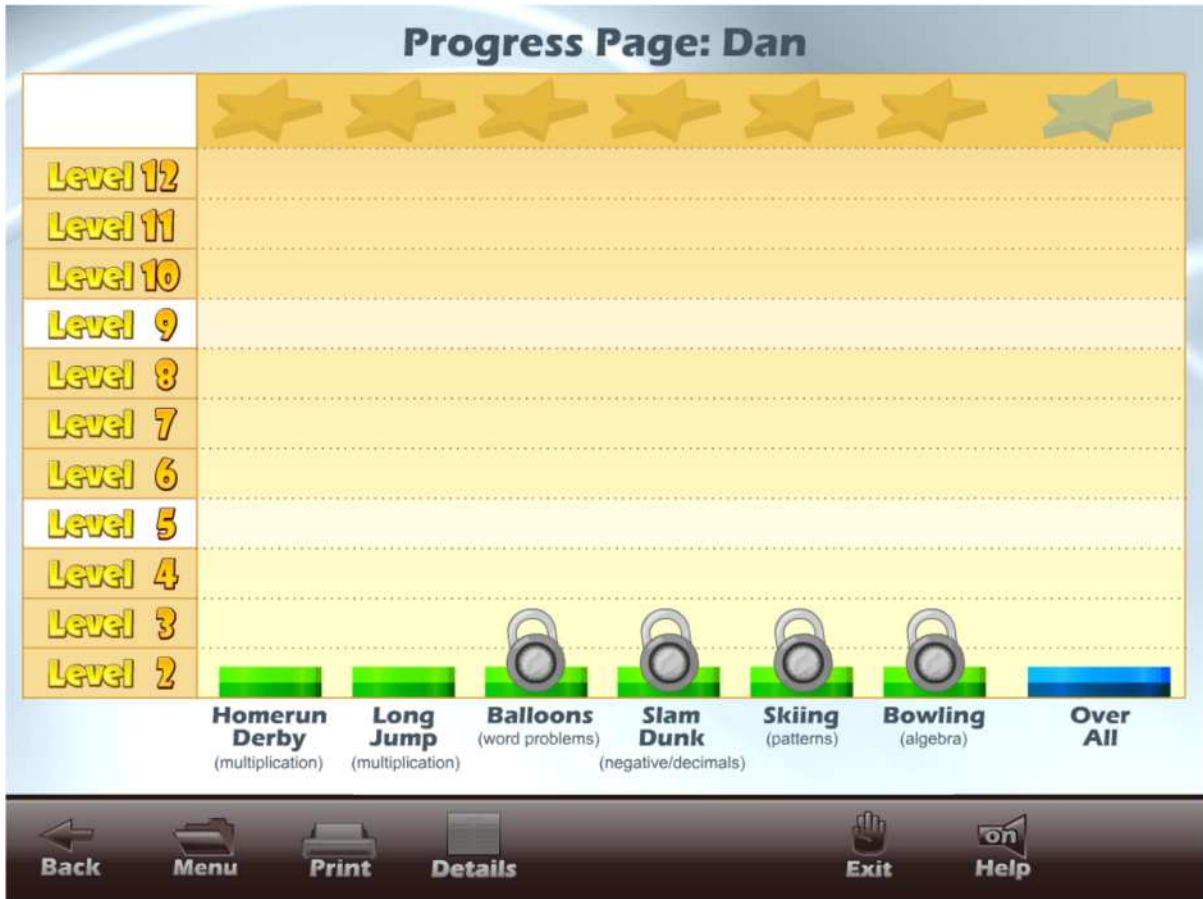
The beginning level is problems 2 X 10 and below.

- The intermediate level is problems 5 X 10 and below.
- The advanced level is problems 7 X 10 and below.
 - If a student chooses the advanced level, they will be given 3 problems to answer. If they answer the 3 problems correctly, they can proceed at the advanced level. If they miss any of the problems, they will begin and the intermediate level.

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 3 – Multiplication. This simple system does wonders

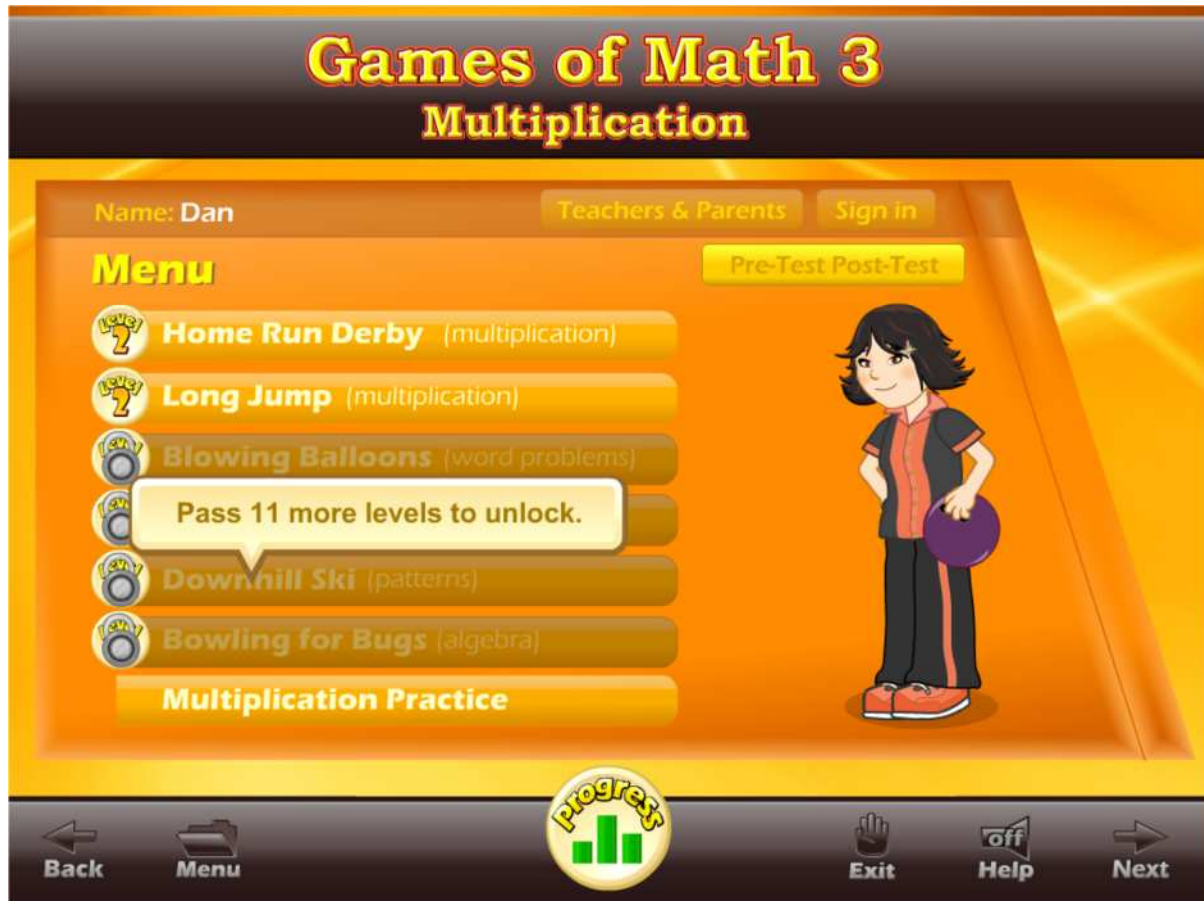
for motivating a student to complete each level and each game. This is a variation of our "Super Star Motivational and Data Tracking System". The student progress is also displayed on the Progress screen (Figure 2), which can be accessed by clicking on the Progress button in the lower center portion of the screen.

Getting Started - Figure 2



When the student first begins the program, only two games are available to the student (Figure 3). Once a student completes some levels of a game, the next game will be unlocked. When a game is unlocked, a student can choose the level for the game being unlocked. All the games can be locked or unlocked from the Student Management area of the Teachers and Parents section.

Getting Started - Figure 3



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 Parents' 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

OBJECTIVE

Students will take a Pre-Test to determine their level of Multiplication skills before using Games of Math 3 – Multiplication.

ACTIVITY

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

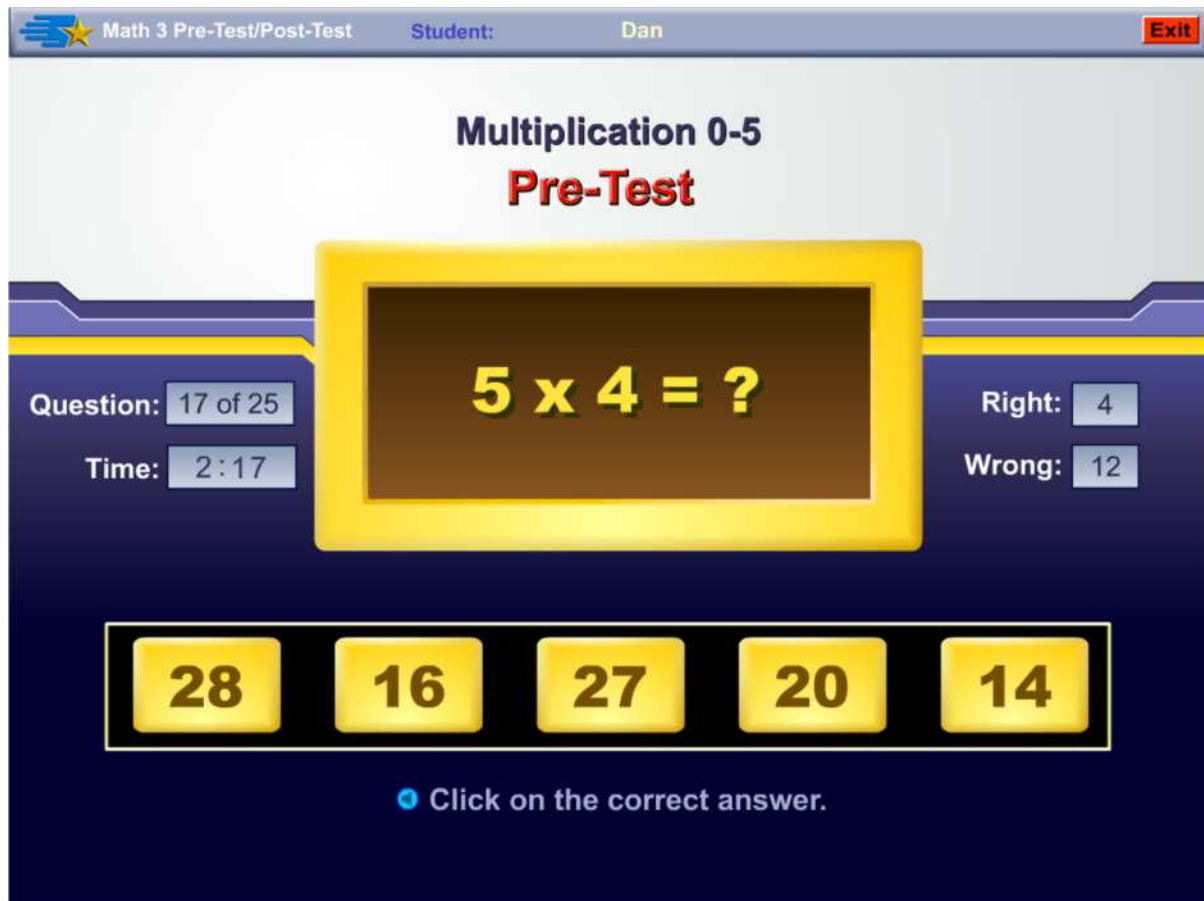
Click on the “Pre-Test Post-Test” button from Menu screen (preparation - we suggest that you lock the Pre-Test portion of the program from the Student Management section of the Teachers & Parents section). Let the students do as many of the Pre-Tests as you feel appropriate (Figure 1).

Lesson 1 – Figure 1



The test is a set of 25 randomly generated multiple-choice problems. The test is a maximum of 3 minutes long. When all 25 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: Multiplication Practice

OBJECTIVE

Students will prepare for the games by practicing the multiplication problems in: a 1 minute timed test, a 2 minute timed test, a 3 minute timed test or a 30 question untimed test.

ACTIVITY

Click on the "Multiplication Practice" button from the bottom of the main menu. This is one of the most powerful activities in the program. Click on the Terms button to review the multiplication terms. Click on the Close Terms button to return to the Multiplication Practice screen.

Click on the Off button to the right of a numbered row to select all of the multiplication problems in that row. Select as many problems as you wish to practice those problems.

Lesson 2– Figure 1

The screenshot shows a software interface for multiplication practice. At the top, there is a 'Terms' button and a green arrow labeled 'NEXT'. Below this is a multiplication table with columns labeled 0 through 12 and rows labeled 0 through 12. To the left of each row is a red 'OFF' button, except for rows 7, 9, and 10 which have green 'ON' buttons. The table contains the following data:

x	0	1	2	3	4	5	6	7	8	9	10	11	12
0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	0	1	2	3	4	5	6	7	8	9	10	11	12
2	0	2	4	6	8	10	12	14	16	18	20	22	24
3	0	3	6	9	12	15	18	21	24	27	30	33	36
4	0	4	8	12	16	20	24	28	32	36	40	44	48
5	0	5	10	15	20	25	30	35	40	45	50	55	60
6	0	6	12	18	24	30	36	42	48	54	60	66	72
7	0	7	14	21	28	35	42	49	56	63	70	77	84
8	0	8	16	24	32	40	48	56	64	72	80	88	96
9	0	9	18	27	36	45	54	63	72	81	90	99	108
10	0	10	20	30	40	50	60	70	80	90	100	110	120
11	0	11	22	33	44	55	66	77	88	99	110	121	132
12	0	12	24	36	48	60	72	84	96	108	120	132	144

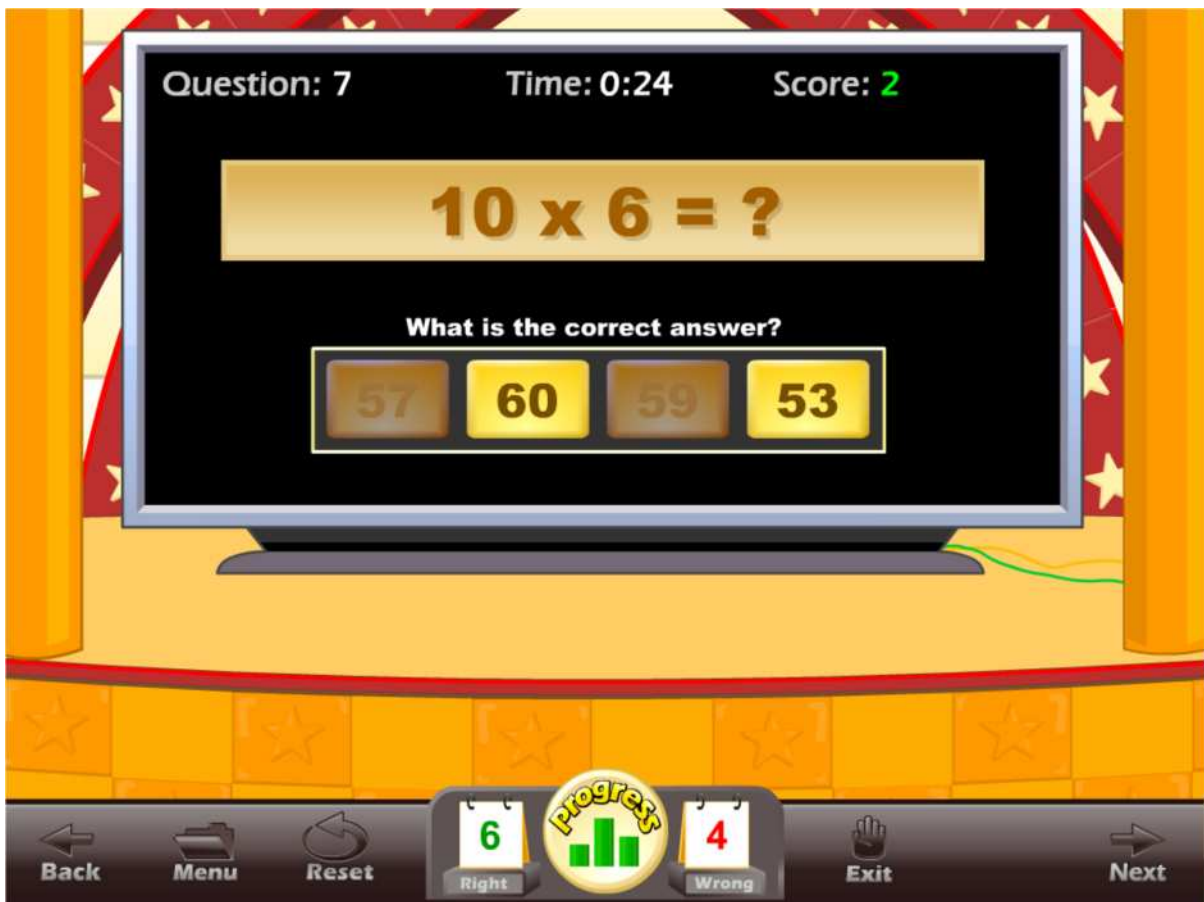
At the bottom of the screen is a navigation bar with buttons for Back, Menu, Reset, a progress indicator (a bar chart with three bars of increasing height), Exit, Help, and Next. The progress indicator shows '0' for 'Right' and '0' for 'Wrong'.

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

Select the type of practice you want to take. You can select a 1 minute, 2 minutes, 3 minutes or a 30 questions (no time) test. Click on any 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 (Figure 2). (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.

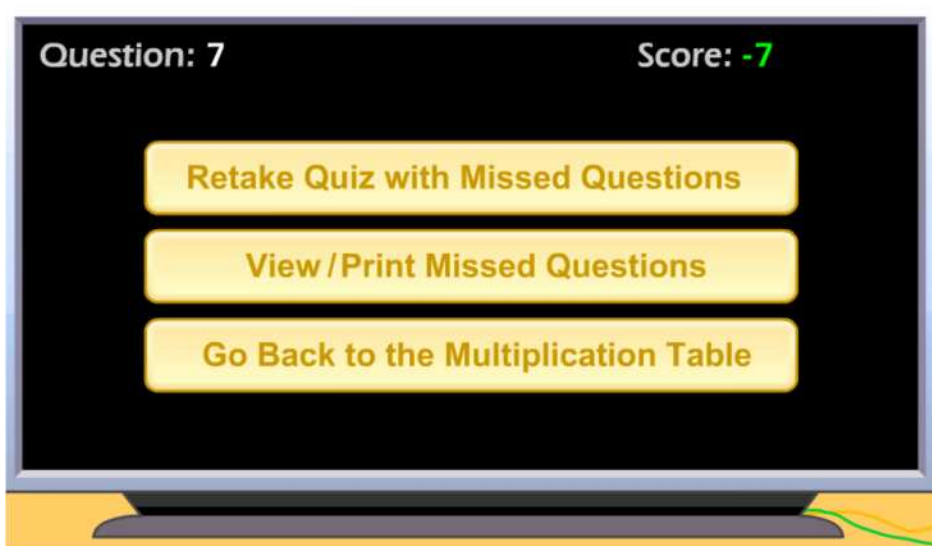
Lesson 2– Figure 2



Once the test is over and if the student missed 4 or more questions, a screen will appear with the following options (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 Multiplication Table – where the student can select problems for another test.

Lesson 2– 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 3: Home Run Derby

OBJECTIVE

Students will work on basic multiplication skills in an exciting untimed baseball game.

STANDARDS

- Fluently multiply and divide within 100, using strategies such as the relationship between multiplication and division (e.g., knowing that $8 \times 5 = 40$, one knows $40 \div 5 = 8$) or properties of operations. By the end of Grade 3, know from memory all products of two one-digit numbers. (note: division is covered in Games of Math 4)

ACTIVITY

Click on the "Home Run Derby" button from the main menu. The Home Run Derby main screen displays the goal for the game, the personal best score, today's best score and the High Scores list.

Click on Start to begin the game.

The game problems and difficulty will change depending on the level of that game. There are 11 levels of play (from level 2 to level 12).

Lesson 3– Figure 1

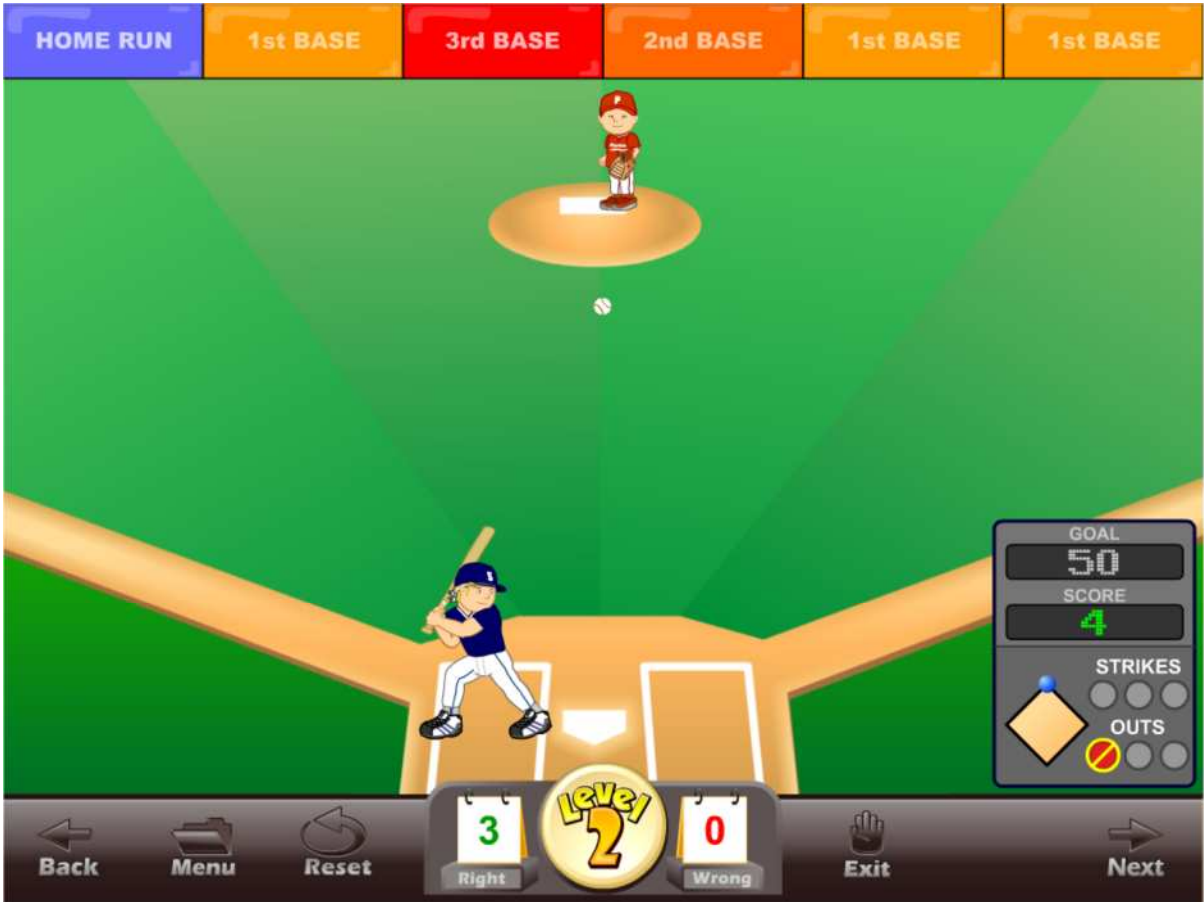


On level 2, the program associates addition with multiplication (Figure 1). In this example, students should be able to see that multiplication is repeated addition. Click on the correct answer to answer the problem.

Before beginning the game, the program will show the instructions for batting. If you already know how to bat, you can click on the Skip button. Should you want to review batting, you can click on the How to Play button.

The game is pretty simple. Click with the mouse or press the space bar on the keyboard to make the batter swing. The objective of the game is to score enough points to make the level goal. At the top of the screen, you will see the various hits that are available (Figure 2). Hitting the ball into the Home Run box will earn more points than hitting into the 1st Base box. Players also score points by driving the runners across the home plate.

Lesson 3– Figure 2



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 (Figure 3). At the highest level, students will need to type the answers into the answer box.

Lesson 3– Figure 3



- The penalty for “guessing” or answering a question wrong is that Out boxes will appear (Figure 4). Three strikes or wrong answers and you are out. Hitting the ball into an Out box will also be recorded as an out. Three outs and you lose the game.

Lesson 3– Figure 4



- Once the player achieves the required number of points the player will see the end-of-game screen. The player can choose to end the game, and then to move up to the next level or the player can choose to keep on playing and try to achieve a higher score for the game. If the player chooses to keep playing, they can end the game at any time by clicking on the End Game button above the score.
- Each level is weighted so that the points for that level are higher than for a lower level, so it generally makes sense for a student to keep moving up the levels. Moving up the levels is also the way to unlock the next game.
- If a player hits a home run, the player can speed up the base running by clicking anywhere.

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.
- Note: this is an exciting game and we generally recommend that this game be used later in the afternoon to avoid getting students too hyped-up early in the day.

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. Team members alternate at bat. 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 bat. 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.
- You can have a home run elimination derby by counting only the home runs. In the first round, let each student have one turn at bat. If the student hits a home run, then they advance to the next round and keep advancing until just one student wins.

Lesson 4: Long Jump

OBJECTIVE

Students will build basic multiplication skills in a timed long jump game.

STANDARDS

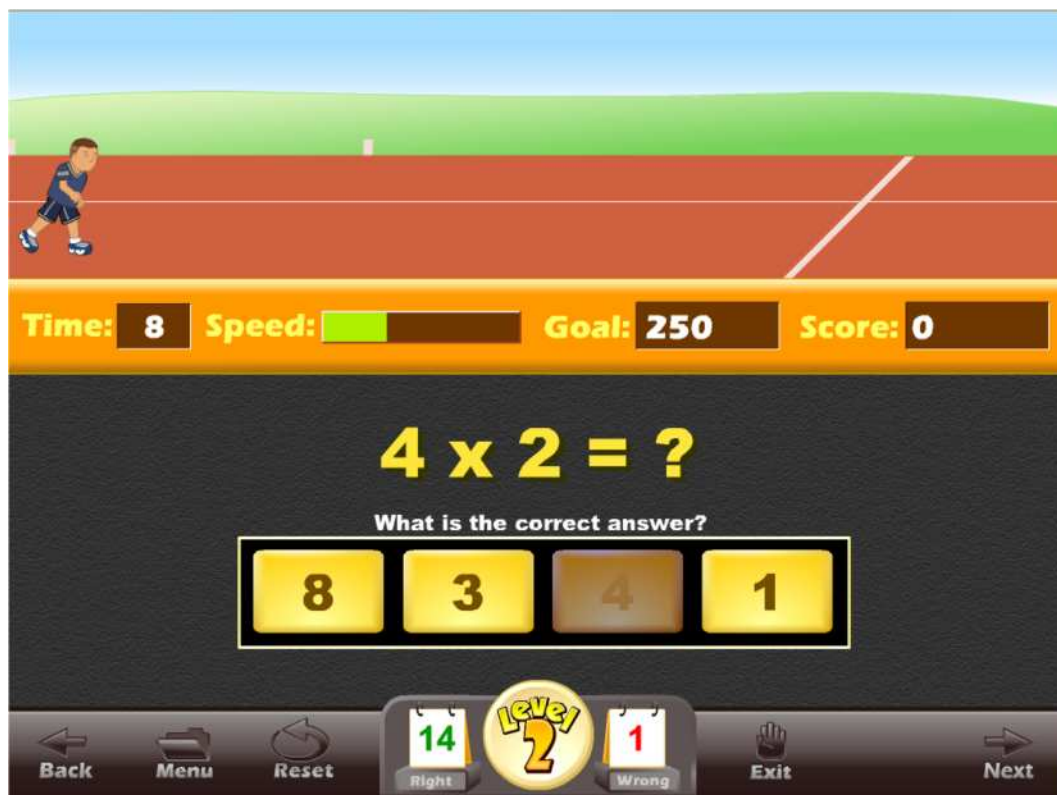
- Fluently multiply and divide within 100, using strategies such as the relationship between multiplication and division (e.g., knowing that $8 \times 5 = 40$, one knows $40 \div 5 = 8$) or properties of operations. By the end of Grade 3, know from memory all products of two one-digit numbers. (note: division is covered in Games of Math 4)

ACTIVITY

Click on the "Long Jump" button from the main menu. The Long Jump 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. Click on a player. (It does not matter which player you click on.) The goal for this level is displayed. Click on the correct answers as quickly as you can. The faster you click on the correct answers, the faster your player will run. Wrong answers will slow your player down.

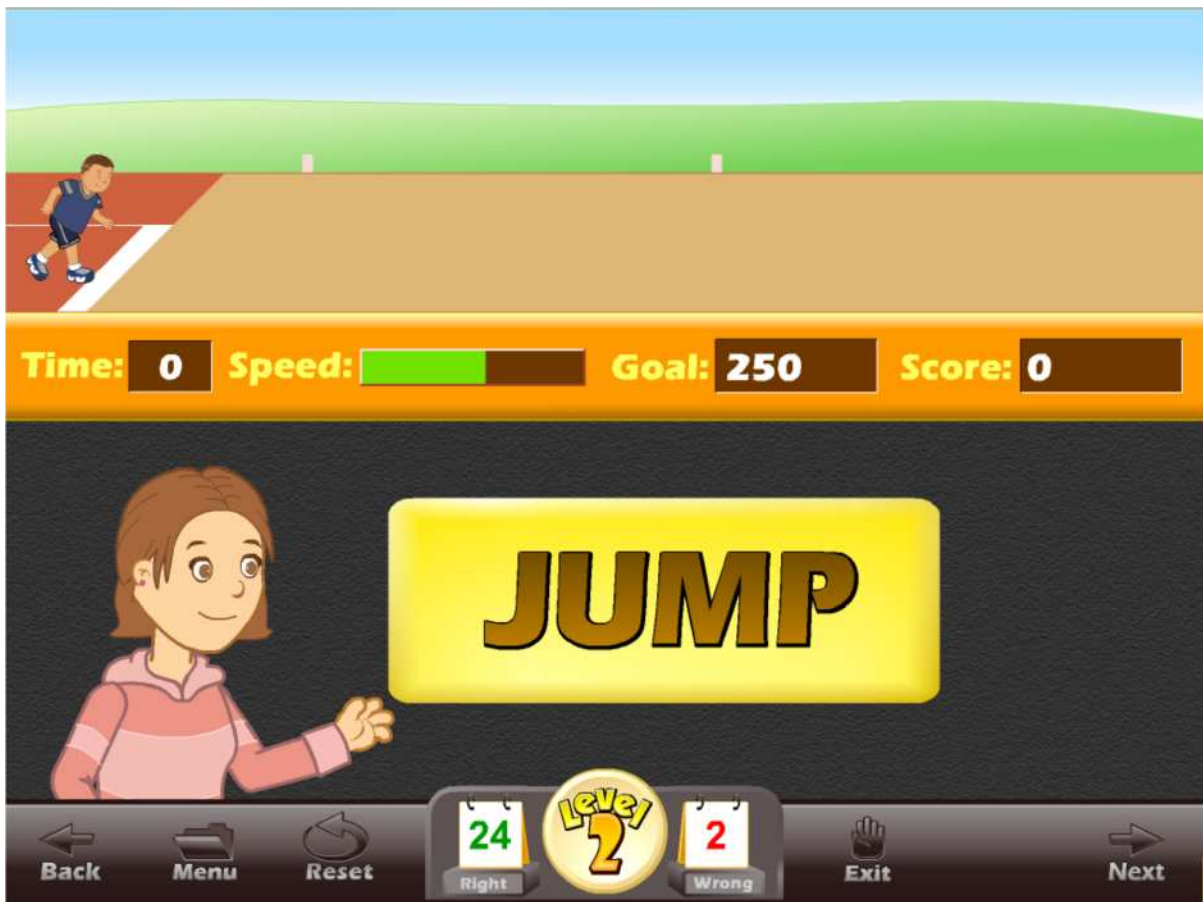
Lesson 4– Figure 1



As your player is running, the time remaining in seconds is displayed (each attempt starts with 45 seconds), along with the speed of the player, the level goal, and the total score. As usual, the number of right and wrong answers is displayed at the bottom.

At the end of the run, the question and answers will be replaced by the Jump button. Click on the jump button just as the player reaches the white line. Click too early and the jump will be shorter than possible. Click too late and you will fault: the jump will not count, and you will not earn any points.

Lesson 4– Figure 2



The faster your player is running, the further the jump will be. You will earn points for the distance of each jump. It takes three tries to complete a game. If you complete a game with the required point goal, you can advance to the next level of the game.

USING THIS GAME IN CLASS

Teacher-led –

- Just as with the Home Run Derby game, 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 of 3. Sign the team in on the sign in page. The teams compete for the highest score. The team members alternate between jump 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 jump attempt. 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, then the next student steps in.
- You can have a jump off. Each student takes one turn at a jump. You can use one attempt or all 3 tries. Record the longest jump or the most points. At the end of the tournament, the student with the longest jump or the most points wins.

Lesson 5: Blowing Balloons

OBJECTIVE

Students will work on basic multiplication skills as presented in word problems in the Blowing Balloons game. This game uses a timer, but the timer is only one factor used to score points.

STANDARDS

Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.¹

ACTIVITY

Click on the "Blowing Balloons" button from the main menu. The Blowing main screen displays the goal for the game, the personal best score, today's best score, and the High Scores list.

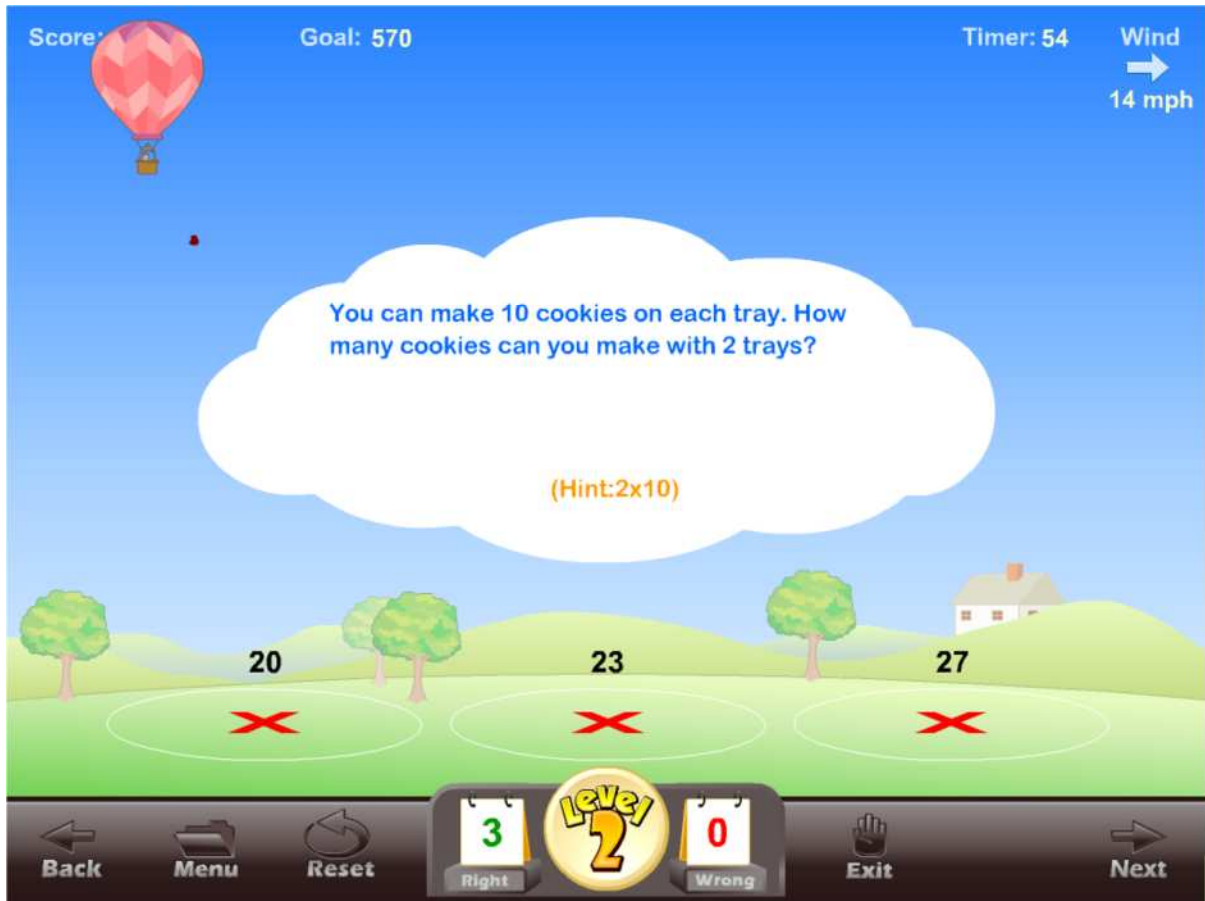
In this game, basic reading skills are required. Click on the Start button to begin the game. Click on a player. (It does not matter which player you click on.) Click on a balloon. You will notice that some balloons have a lock on them. You can unlock those balloons by earning the points displayed under each balloon.

You will be given instructions for playing the game. Should you ever need to review those instructions, click on the How to Play button. The game is simple, yet challenging. Read the question in the center cloud. Answer the question by moving your balloon over the correct answer and clicking. You can move your balloon by moving the mouse in the desired direction.

At the top of the screen, you will notice your score, the goal, the timer, and the wind speed (Figure 1). In the beginning, the wind speed will affect your marker. You want to release your marker so that it lands inside the circle of the correct answer. In the center of the circle, there is an "X". Dropping your marker near the center of the circle will earn you more points than if it is away from the center.

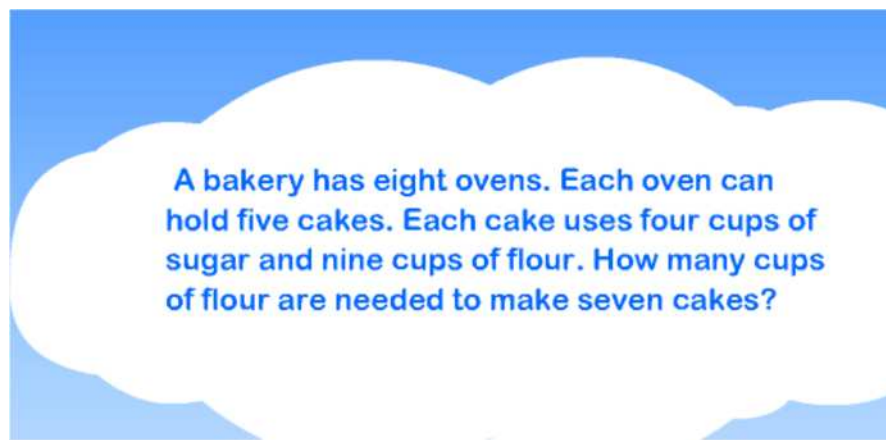
There is a timer. The faster you drop your marker in the correct circle, the more points you will earn. Earn the required number of points to advance to the next level and to unlock balloons. When you have the required number of points, the End Game button will appear. You can click on the button to advance to the next level without continuing the game.

Lesson 5– Figure 1



You will notice that Level 2 has a hint. This is to help students associate the work problems with multiplication problems. This hint is not present in Level 3 and higher. In higher levels of the game, you will find that not all of the statements are required to solve the problems.

Lesson 5– Figure 2



USING THIS GAME IN CLASS

Teacher-led –

- Since this game requires reading skills, the teacher will need to assess how prepared the students are to read. If students struggle with the reading, the teacher may need to assist.
- The teacher can assign a student to read the question aloud for the class and then let that student answer the question by dropping the marker.
- The teacher can lead the class in reading the question aloud and then let the class discuss the correct answer. Students can then take turns dropping the marker.

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 reading the question aloud and dropping the marker. Students can consult their teammates to arrive at the correct marker, and teammates can assist in placing the balloon to make the best drop. 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 reads the question aloud, explains the correct answer, and then releases the marker. You may want the class to help with the answers, or you may want them to be silent.
- You can have a balloon dropping contest. Each student lines up and takes a turn. The student reads the question aloud and then drops the marker. Someone records the score of each drop. The student with the highest number of points for the drop wins.
- Tournament - Continuing the dropping contest, the eight students with the highest points scored would advance to a play-off. The four best scores would advance to the final four. The two best scores would advance to the finals. The best score would win the tournament.

Lesson 6: Slam Dunk

OBJECTIVE

Students will work on multiplying negative numbers and decimals in a challenging slam dunk basketball game.

STANDARDS

Use the four operations to solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money, including problems involving simple fractions or decimals, and problems that require expressing measurements given in a larger unit in terms of a smaller unit.

ACTIVITY

Click on the "Slam Dunk" button from the main menu. The Slam Dunk main screen displays the goal for the game, the personal best score, today's best score, and the High Scores list. Please also notice the Math Rules button. Click on this button to review a short explanation of multiplying with negative numbers and multiplying decimals.

Click on the Start button to begin the game. Click on a player. (It does not matter which player you click on.) The goal for this level is displayed. You have 3 minutes to earn as many points as you can.

Lesson 6– Figure 1



Watch the triangle move from end to end over the top of the basketball goals (Figure 1). When the triangle is over the top of the correct answer, click the mouse (anywhere) to shoot the basketball. If the triangle is directly over the middle of correct goal you will score a slam dunk. If the triangle is a little to the side, you will earn a swish shot. If the triangle is one marker off, you will earn a backboard shot. You earn points for each shot, but a slam dunk earns more points than a swish shot, which earns more points than a backboard shot. If you make a slam dunk, you also earn more time. If you miss, then you will not score any points for that ball.

Lesson 6– Figure 2



The lower levels of the game are easier than the higher levels of the game (Figure 2). In the lower levels, there are only two answers. As the student earns the higher levels, the number of answers will grow as well as the difficulty of the level. The answers may be whole numbers, decimals or negative numbers. The program makes working with these numbers quite easy, especially if the students start on the beginning 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.
- Note: this is an exciting game and we generally recommend that this game be used later in the afternoon to avoid getting students too hyped-up early in the day.

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 shooting the basketball. 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 to shoot 2 basketballs. 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.
- You can have a slam dunk elimination derby by counting only the slam dunks. In the first round, let each student have four shots. If the student scores a slam dunk, then they advance to the next round and keep advancing until just one student wins. You can also reduce the number of shots each round.

Lesson 7: Downhill Ski

OBJECTIVE

Students will work on multiplication patterns in a timed Downhill Ski game.

STANDARDS

Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations. *For example, observe that 4 times a number is always even, and explain why 4 times a number can be decomposed into two equal addends.*

ACTIVITY

Click on the "Downhill Ski" button from the main menu. The Downhill Ski main screen displays the goal for the game, the personal best score, today's best score and the High Scores list. Please also notice the Math Rules button. Click on this button to review a short explanation of number patterns.

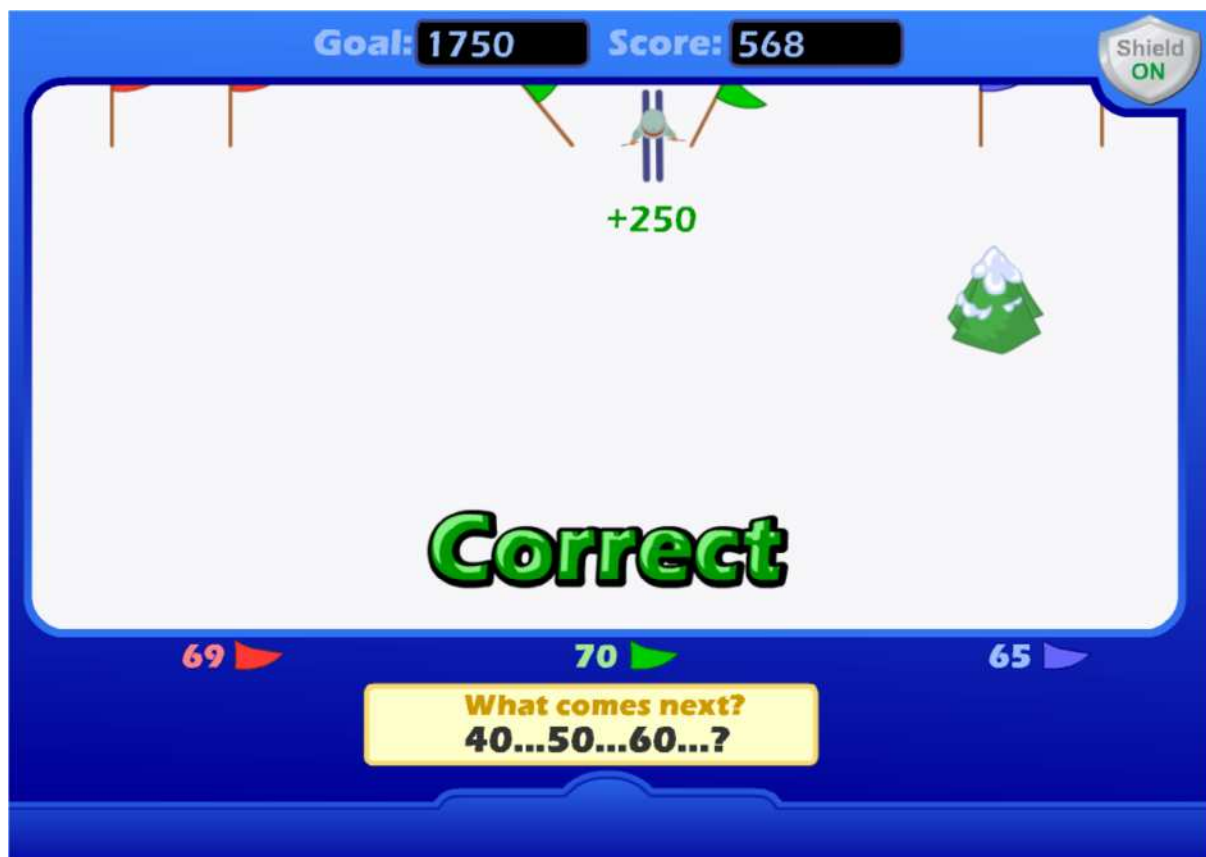
Lesson 7– Figure 1



Click on the Start button to begin the game. You may see a short explanation of how to ski; click on the skip button if you already know how to ski. The ski instructions are very important if you have not played this game before. You may want to review them more than once; if so, click on the How to Play button on player screen. Next, you will click on a player. (It does not matter which player you click on.) Click on a ski route. Some of the slopes will be locked until you have performed well enough to unlock them. You will also notice a shield at the bottom right of the screen. When the shield is in the on position, it will keep you from clicking on the button bar by mistake. Turn the shield off to see the button bar. The goal for this level is displayed. Click on a route to begin the game.

The problem and answers are displayed near the bottom center of the screen. Use the mouse to line the skier up so that he/she goes through the color-coded flag that corresponds to the correct color-coded answer. You will earn points for getting the correct answer. A wrong answer will subtract points.

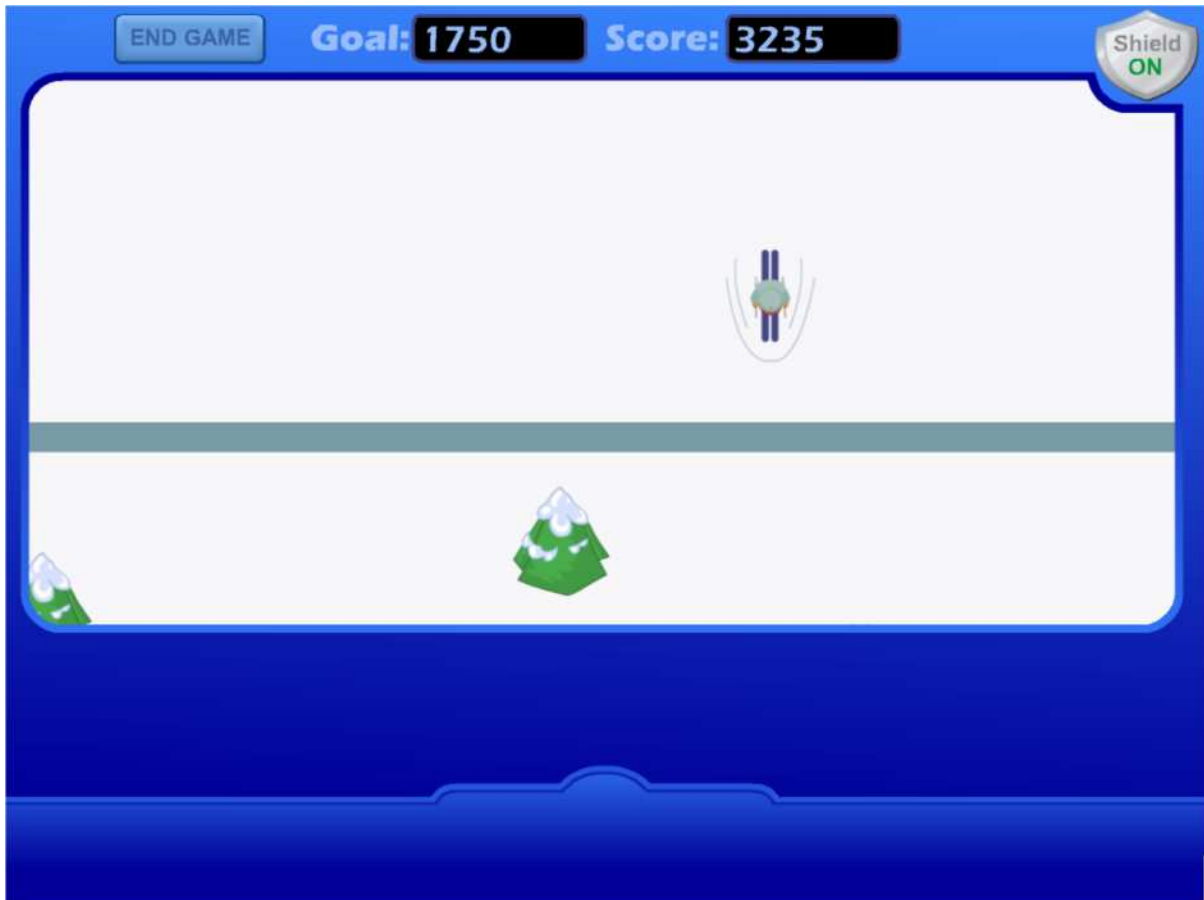
Lesson 7– Figure 2



There are elements in the game to make it more fun. You can make the skier go faster by holding down the left mouse button. Hitting a tree will slow you down and subtract a small amount of points. Going over a jump will give you a small

number of points, but answering a question correctly will give you a much larger number of points. You can also hold the left mouse button down when going over a jump: this will put you into a spin and you can earn additional points, but if you release the button at the wrong time, you will lose points. The jumps are not required and may be a distraction, so it might be better not to do them in class. The jumps will be especially appealing to students who play a lot of video games, and can help the program be more engaging to some students.

Lesson 7– Figure 3



The game ends when the skier crosses the finish line. When you reach the required number of points, you can click on the End Game button to advance to the next level.

USING THIS GAME IN CLASS

Teacher-led –

- This game may be harder to operate than some of the other games, so it is suggested that the teacher learn to play the game before the class starts. You may find that some of the students will be better at the game than you are!

- The teacher should demonstrate the game to the class (or ask a student to demonstrate the game). Concentrate on solving the problems and moving the skier to the correct answer.

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.
- You can have a downhill ski elimination tournament. In the first round, let each student ski to the finish line. Take the students with the highest scores to advance to the next elimination round. Students with the lowest scores advance to a consolation round. Students who are eliminated from the top round may be moved to the consolation round.

Lesson 8: Bowling for Bugs

OBJECTIVE

Students will work on multiplication algebra skills in an untimed bowling game.

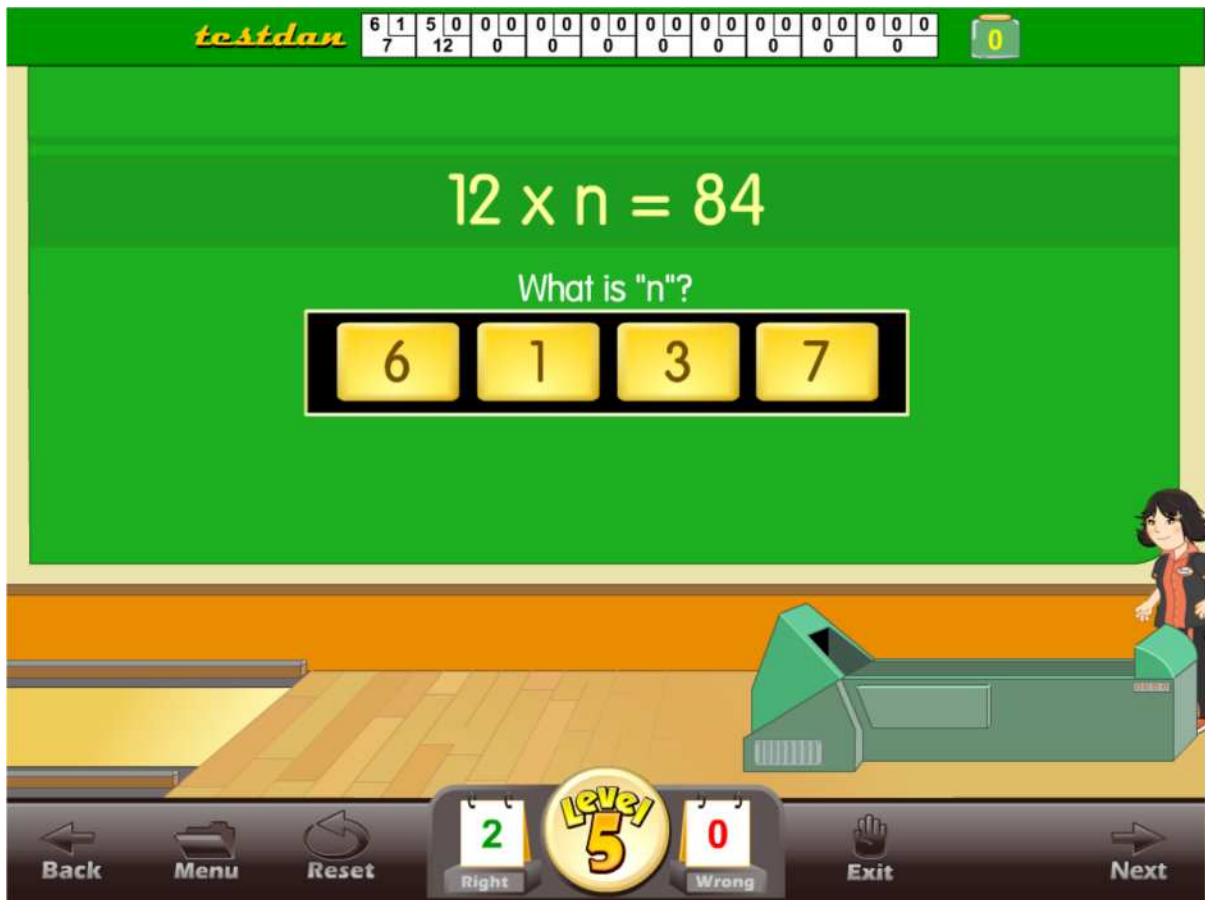
STANDARDS

Determine the unknown whole number in a multiplication or division equation relating three whole numbers. *For example, determine the unknown number that makes the equation true in each of the equations $8 \times ? = 48$, $5 = _ \div 3$, $6 \times 6 = ?$*

ACTIVITY

Click on the "Bowling for Bugs" button from the main menu. The Bowling for Bugs main screen displays the goal for the game, the personal best score, today's best score and the High Scores list. Please also notice the Math Rules button. Click on this button to review a short explanation of algebra multiplication.

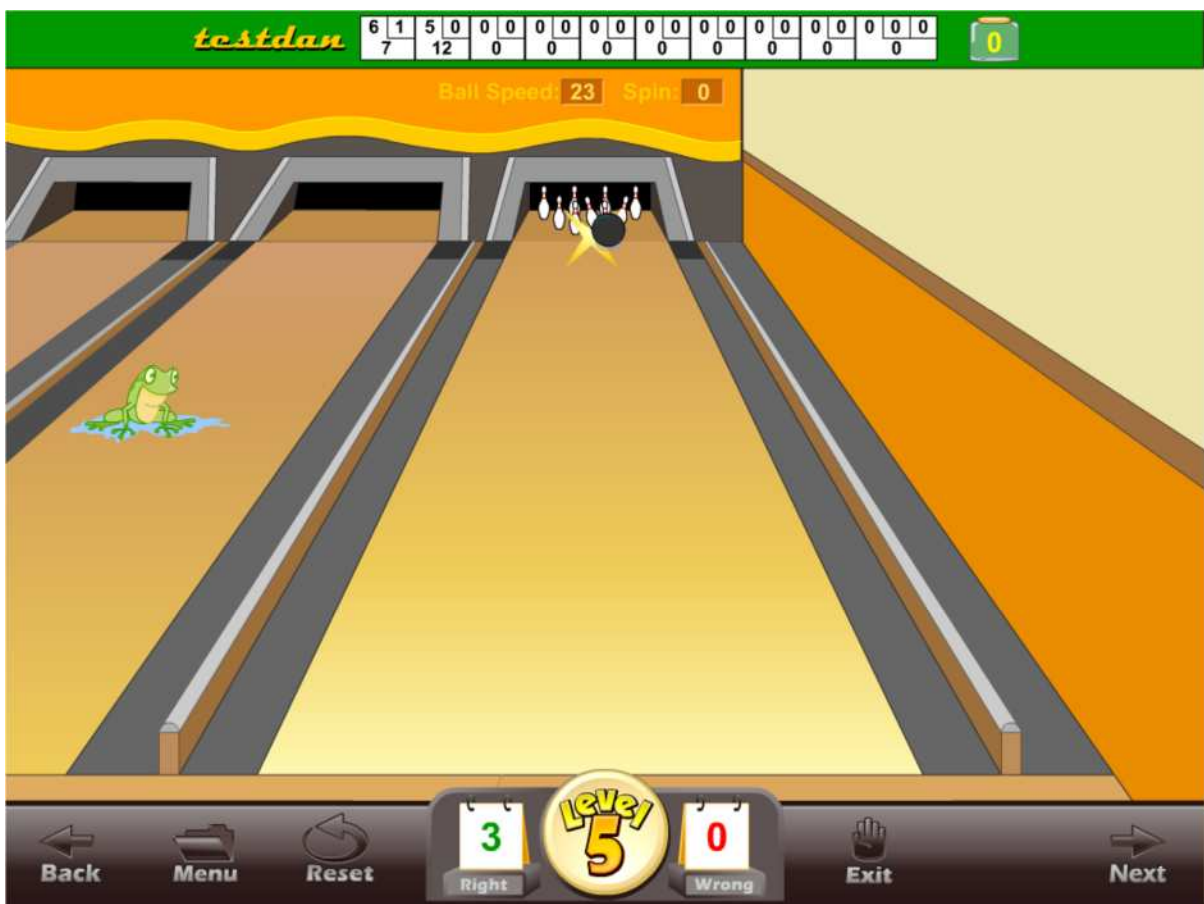
Lesson 7– Figure 1



Click on the Start button to begin the game. Click on a player. (It does not matter which player you click on.) You will see a problem. Click on the correct answer (Figure 1). You will earn two balls if you get the answer correct the first time. You will earn only one ball if you miss the first answer. You may see an explanation of how to bowl. If you already know how to bowl, click on the Skip button to skip these instructions. You will see written instructions for bowling; you can review the animated instructions by clicking on the Watch Animated Instructions button.

Click on the Start button to begin bowling. Knock down as many pins as you can to move to the next question. Your bowling score and bug score is recorded at the top. You also earn a bug for each strike you bowl. There is a short bug game at the end of the bowling to help make the game more engaging. When you reach the required number of points, you can click on the End Game button to advance to the next level.

Lesson 7– Figure 2



USING THIS GAME IN CLASS

Teacher-led –

- Bowling can be challenging, even for a teacher! It is suggested that the teacher learn to play the game before the class starts. Again, you may find that some of the students will be better at the game than you are!
- 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 solving the problems.

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 bowling. 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 bowling. You may 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.

The Gold Star Progress Data Tracking System

- The Gold Star Progress page

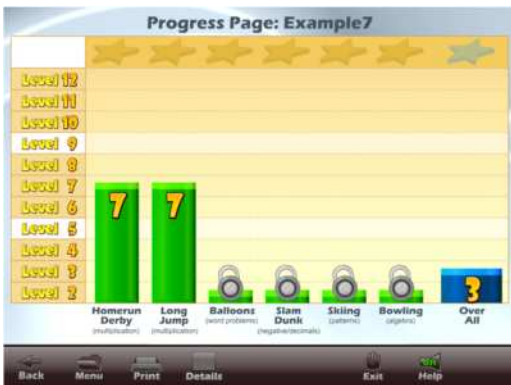
The Gold Star Progress Page



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.

Progress Page: Example7	
Total Program Play Time is 0 minutes	
Homerun Derby (multiplication - no time limit) Level 7 Number of Plays: 0 Time Played: 0 minutes Questions Answered: 0 Overall Percent Correct: 0%	Long Jump (multiplication - with time limit) Level 7 Number of Plays: 0 Time Played: 0 minutes Questions Answered: 0 Overall Percent Correct: 0%
Blowing Balloons (word problems) Level 2 Number of Plays: 0 Time Played: 0 minutes Questions Answered: 0 Overall Percent Correct: 0%	Slam Dunk (negative numbers and decimals) Level 2 Number of Plays: 0 Time Played: 0 minutes Questions Answered: 0 Overall Percent Correct: 0%
Downhill Ski (number patterns) Level 2 Number of Plays: 0 Time Played: 0 minutes Questions Answered: 0 Overall Percent Correct: 0%	Bowling for Bugs (programming students) Level 2 Number of Plays: 0 Time Played: 0 minutes Questions Answered: 0 Overall Percent Correct: 0%

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 3 - Multiplication. 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 3 - Multiplication is research based. You can review our research and effectiveness studies at: <http://helpme2learn.com/school/research> .

State Standards Correlations – Games of Math 3 - Multiplication 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 objectives:

- 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 Games of Math 3 and Phonics 2b. You might also have a class called "Ms. Teacher B" with 8 students and access to Games of Math 4 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 Active? 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.

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 a 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 3 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.

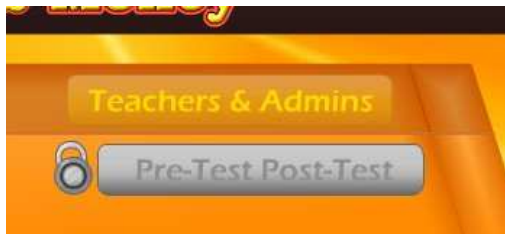


The Lock Printing button is unlocked by default. This means that anyone can use the print features within the program to print pages such as the Gold Medal Progress page reports, the Gold Medal Certificate of Achievement and any other print page. If you lock the printing, teachers will still be able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

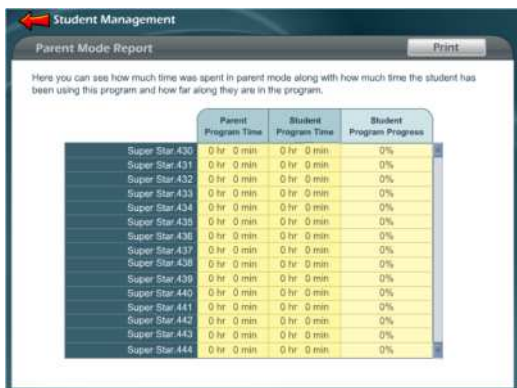
work. Many parents aren't used to being involved. We believe that Super Star Online makes it easy and fun for them to be involved and is a unique way to encourage their involvement. But it takes the school, the teacher, and the student to make sure that they know about Super Star Online and how they 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 (it is off 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

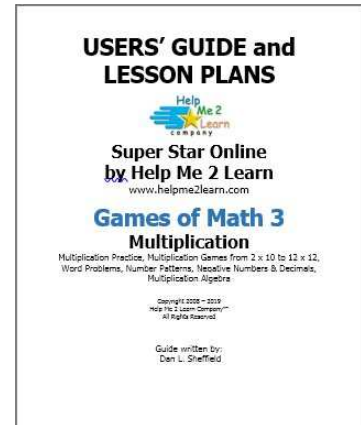
text into the box (keyboard command: control + V). You should remember that all parents will see the same message and that you will need to change the message from time to time. Don't forget to click on Save to save the message.



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.

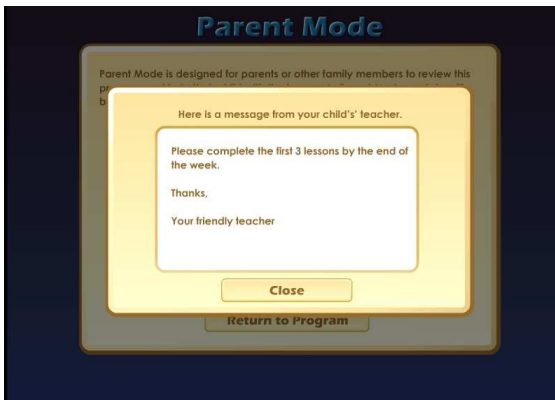
The final button on this menu resets all of the class settings to the default. Use this button if you have made some settings that are giving you some problems or if you just want a fresh start for your class settings.

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.



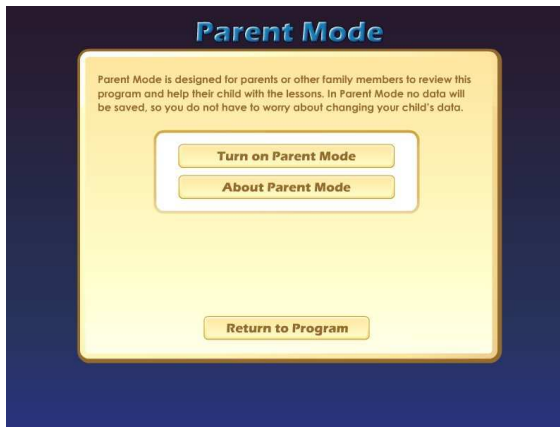
Understanding the Parent Mode

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.



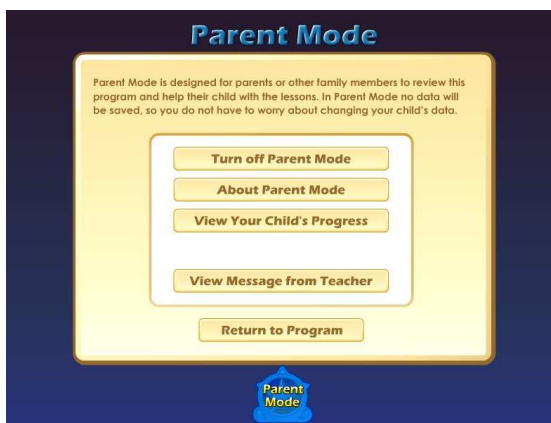
Message from the Teacher – if the teacher has written a message, the parents will see the message when they first enter the Parent Mode. If the teacher has not written a message, this screen will not appear. The purpose of this screen is to give parents some guidance as to what lessons the child is working 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.



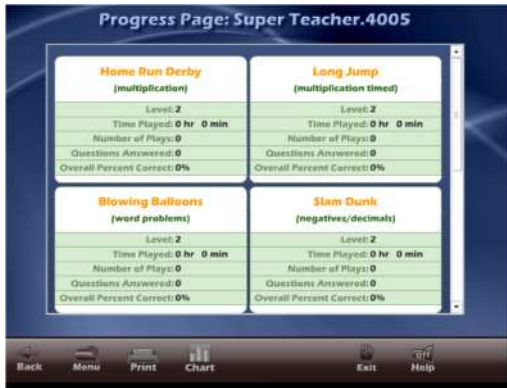
Parent Mode Menu 2 – when the parent clicks on the Turn on Parent Mode button, they will see the next screen that confirms they are now in the Parent Mode. They should notice the Parent Mode button at the bottom of the screen; this indicates that they are now in the Parent Mode. From this screen they 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 3.

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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Credits:

Executive Producer:

Dan L. Sheffield

Graphic Artist and Programmers:

Danny Glover

Educational Consultants:

Don Wigginton

Laurie Calma

Vocal Artists:

Christi Hartt

Thomas Eban Clark

Carla Meyer

Marshall Elfstrand

Danny Glover

Woody Andrews

Tim Heard

Testing:

Breanna Craig

Maureen Sheffield

Collin Craig

Woody Andrews

Susan Troop

For tech support, email: techsupport@helpme2learn.com
or 1-800-460-7001