

Beginning Addition

The program shows two bug groups. One migrates to the other. Initially students count both groups but, with encouragement, start at the first number and count on.

Memory Match - Addition

Concentration matches addition pairs.

Mystery Math - Addition

Help the spaceships hand on the right square by solving addition problems. Mystery Pictures are featured with two or three single digits that make two digit sums. Subtraction Mysteries offer similar challenges.

Board the Addition Train

This is a step by step practice program that helps students add two digit numbers, initially without regrouping and then, later, with regrouping. Subtraction problems offer challenges initially without regrouping and then with regrouping.

Addition with Regrouping

Tens sacks and ones in circles represent each two digit numbers. First the ones migrate together and students type in the sum. Then similar actions take place with the tens sacks. At the next level groups of ones transform into a tens sack, demonstrating regrouping.

Follow-up: These activities link directly to simple operation practice. Attached blackline train page and mystery spaceship page may be used to have students record their solutions or create addition problems.

Concentration games are ideal for practice not only at school but also at home.

Rock Jumper Adding and Mixed Problems

Our jumping frog must plan his journey carefully, hopping on a series of small stones to make the final numeral answer displayed on the large rock. The program offers six levels, beginning with simple one digit addition and moving along with more complex addition and subtraction.

Follow-up: Try the rock jumper blackline (attached) and have players work out challenges. How can finish first? Or try having pairs of students compete. How many journeys can we solve in five minutes.

Fill in the Blanks

A friendly turtle needs to make a two operation journey. We must help him by correctly placing the numbers into the

The screenshot displays a vertical menu of math activities. On the left, labels include: Basic Addition Lesson, Memory game, Mystery Puzzle Two Digits, Mystery Puzzle Three Digits, Addition without regrouping, Addition with regrouping Level 1, Level 2, Mystery Picture Level 1, Mystery Picture Level 2, Rock Jumper Adding - Mixed Problems, and Fill in the Blanks. The main area shows a preview of the 'Basic Addition Lesson' which features a cartoon bug, a 'HELP' button, a 'NEXT' button, and a chalkboard. Below this, a 'Mystery Puzzle Two Digits' section shows a grid of numbers (12, 7, 14, 10, 13, 8, 4, 14) and a list of addition and subtraction problems. The 'Addition without regrouping' section shows a train with a math problem. The 'Addition with regrouping' section shows a grid of numbers and a list of problems. The 'Rock Jumper' section shows a frog jumping on stones. The 'Fill in the Blanks' section shows a turtle and a sequence of numbers.



equation.

Follow-up: One worksheet is supplied but teachers can easily create more or allow clever turtle assistants to make their own to challenge classmates.

Rabbit Takeaway

Groups of hoppers join together. Count the bunnies and click the answer.

Follow-up: Simple subtraction worksheet.



Catapult

A good follow-up to Fill in the Blanks. Players chose numbers from a grid to fill in these blanks. Unlike Fill in this activity is more difficult because we are not provided with a limited range of digits.



Number Balance

Introduce this program with a balance. As a whole group lesson give the students a target number on one side and have them guess sums that will balance. Hands-on activities as a center provide individual and small group practice.

Computer work should follow individual practice. Children should be encouraged to develop a rule for balance.

Follow-up: Blackline of scales. Students add numbers that reflect the scale's position.



Count on Convict

The unjustly imprisoned prisoner has escaped and we're helping him to safety by filling in a sequence of numbers.



The Pyramid Solution

Fill in in the correct sums to climb to the peak.

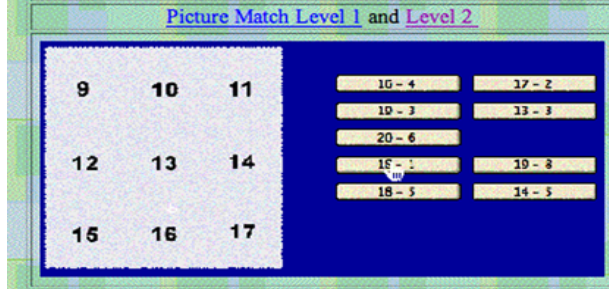
Follow-up: Use blackline to practice sums.



Basic Subtraction Lesson

Blocks migrate to demonstrate take aways.

Follow-up: simple subtraction worksheet.



Picture Match

Equation and answer match at level one. Word and number match at level two.



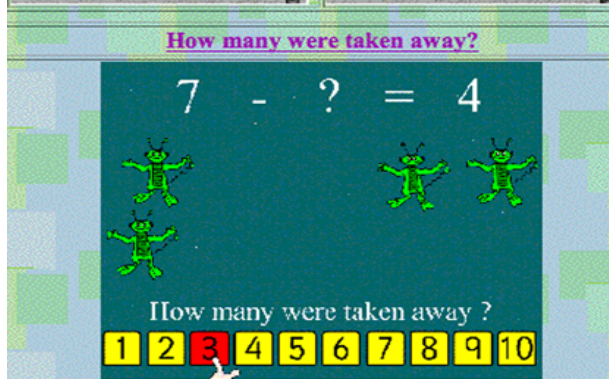
Subtraction Mystery

(see above explanation)



Subtraction Train

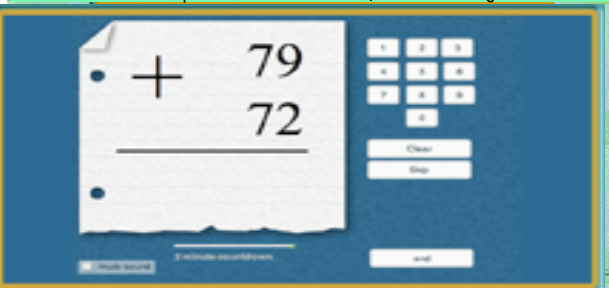
(see above explanation)



How many were taken away?

Use the little green men to complete the equation.

Math Fact Race 4 operations, 5 levels of difficulty. Let the race begin.



Math Fact Race

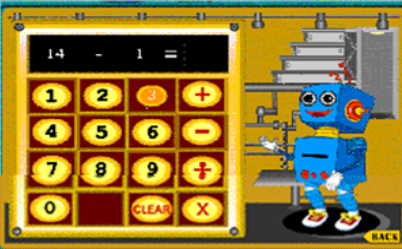
Speed into your favorite operation. Choose your level of difficulty from 5 levels. How fast can you respond in two minutes?

Like Those Math Apples?

Help the friendly monkey cross the lake and save his fruit basket by solving problem in 4 operations. A timed activity. Print out of high score awards.



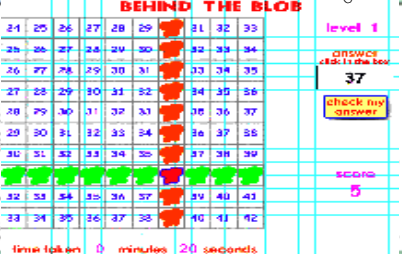
Robot Calculator adding, subtraction, multiplication and division each with three levels.



Math Magician adding, subtraction, multiplication and division each with three levels. Beat the time!



Behind the Blob Lots of blobs hide the target number.



Math Doodles Number Jump Hate flies? Pounce on them with your tricky ball, but remember, you can only move the ball by adding or subtract.



Connect Sums Add up dice to make target numbers



Robot Calculator

All basic operations, each at beginning, middle and difficult levels. Players must solve number problems. Adding, subtraction, multiplication and division each with three levels of difficulty. It's a beak the clock project. Print out of high score awards.

Hint: Graph players scores. Have them challenge themselves to improve their achievement.

Math Magician

Multiple skills, multiple levels. A timed activity with an identified challenge Can you beat the clock?

Behind the Blob

The challenge is to identify the number hiding behind the red blob while lots of other numbers are going incognito

Follow-up: Have students use centimeter squared grid to design their own hidden blobs or use the blacklines.

Math Doodles Number Jump

Your challenge is to swat those nasty flies with your little green ball. To succeed you must move the ball by adding or subtraction. The additional challenge is getting from row to row.

Connect Sums

Add up dice to make target numbers.

Follow-up: Try this game with an array of real dice or use polyhedron dice with 10 sides.

Polyhedron dice are also great for making two digit numbers - one die for tens, another for ones or, if you have two sets, you can make larger numbers.