

Mighty Math Software - General Instructions

Starting the Program

1. From the Math folder in PISD Apps, double-click the icon of any of the Edmark Software titles.
2. Choose GUEST and make sure the game you want is selected.
3. Click GO!

NOTE: The program is not currently setup to enter student names. Please have students choose GUEST.

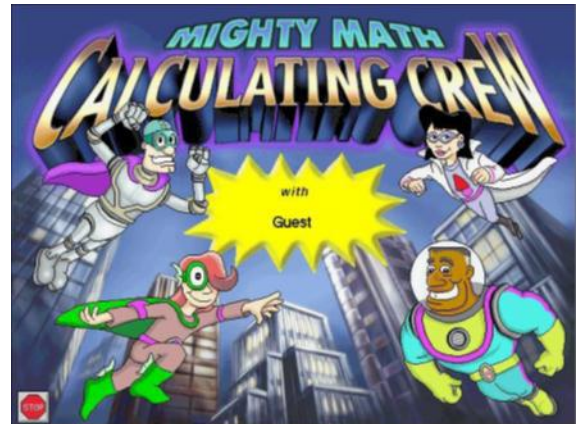
The following pages describe the activities in these programs:

- Calculating Crew
- Carnival Countdown
- Number Heroes
- Zoo Zillions

Calculating Crew

The Main Menu

At the Main Menu, choose from the four different learning activities by clicking one of the heroes.



Nautical Number Line

Navigate a number line under the ocean! Use addition, subtraction, multiplication, fractions, and decimals to guide Wanda Wavelet's ship to points on the Nautical Number Line where treasures are hidden. Explore on your own, or challenge a friend to a two-player game.



Click in bottom left corner to go back to the Main Menu.

Dr. Gee's 3D Lab

Experiment with three-dimensional figures in Dr. Gee's lab. Flatten 3D (three-dimensional) solids into 2D (two-dimensional) nets, rotate solids to see them from many angles, or choose and decorate your own nets and see the corresponding solids come to life.



Calculating Crew (cont.)

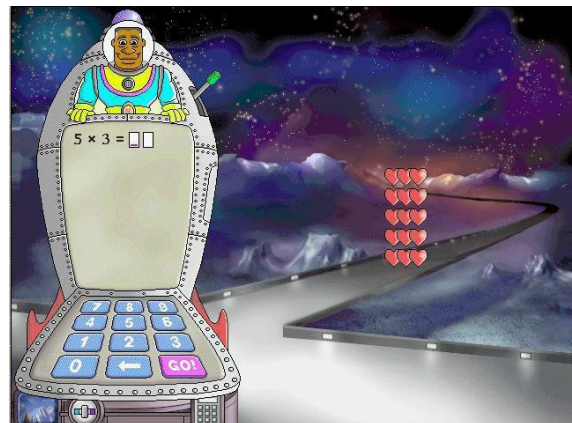
Superhero Superstore

Our heroes need supplies to save the city, so it's off to the Superhero Superstore! Choose items within the superheroes' budgets, calculate the total amount of money owed, and make change. Use the Scratch Pad and the Superstore Calculator to help you count, add, subtract, multiply, and divide money.



Nick Knack, Supertrader

Multiplication and division are essential for our hero, Nick Knack. His mission? Delivering supplies to the citizens of Plan-et Havarti! Help Nick take inventory by multiplying, or put your division skills to work as you distribute goodies equally among the Havartians.



Modes

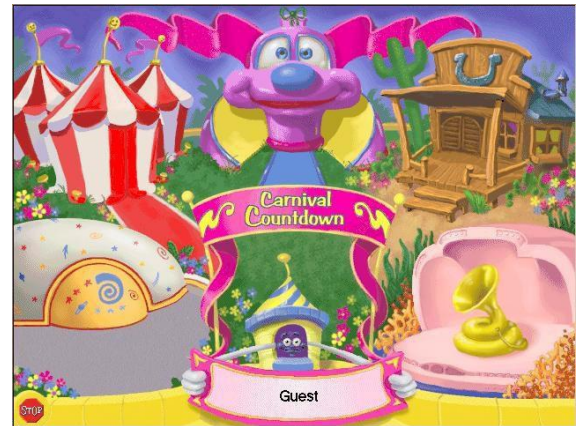
Nautical Number Line and Dr. Gee's 3D Lab have two modes. Switch between modes by clicking the appropriate buttons at the bottom of the screen.

- Question & Answer Mode - find the answers to a character's questions. All activities will open in this mode.
- Explore Mode - explore, experiment, and create.

Carnival Countdown

The Main Menu

At the Carnival Entrance, you can choose from five fun learning activities. To enter an activity, click one of the five areas shown on the screen.



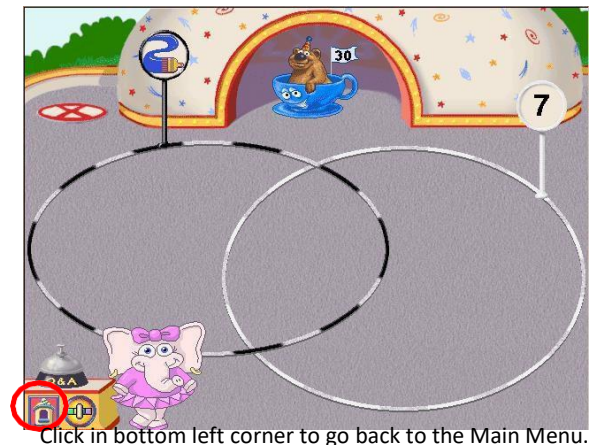
Modes

When you first enter an activity, you are in the Question & Answer Mode. Your Mighty Math friends take the lead, asking you questions and making requests. When you are ready, ring the bell to enter the Explore Mode. Now you can experiment on your own. Play as long as you like. If you want to go back to the Question & Answer Mode, ring the bell again.



Carnival Cars

Allison loves to put things in their place, and you can help! Learn about sets and Venn diagrams as you move bumper cars to the correct places. Sort cars into sets that Allison picks, or choose the sets yourself.



Carnival Countdown (cont.)

Giggle Factory

Odd Otter and Even Otter help you balance laughs – big and small – as you explore the concepts of greater than, less than, and equal to.



Snap Clowns

Direct the clowns in a show of numbers. Pile clowns in every direction or stack them to the ceiling as you count, add, sub-tract, multiply, and divide.



Bubble Band

The bubbles are flying as the Bubble Band plays. Play with ones, tens, and hundreds bubbles to explore the meaning of place value.



Pattern Block Roundup

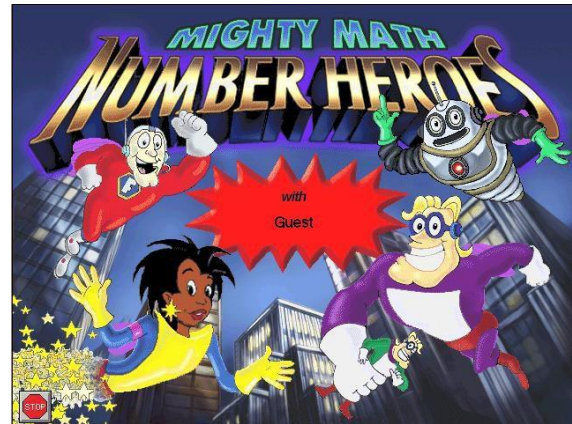
Learn about basic concepts of geometry with Armadillo Annie as you create designs, fill in patterns, identify fractions, compare areas and perimeters, and explore symmetry.



Number Heroes

The Main Menu

At the Main Menu, choose from the four different learning activities by clicking one of the heroes. Once you have entered an activity, click the icon in the lower left corner of the screen to return to the Main Menu.



Fraction Fireworks

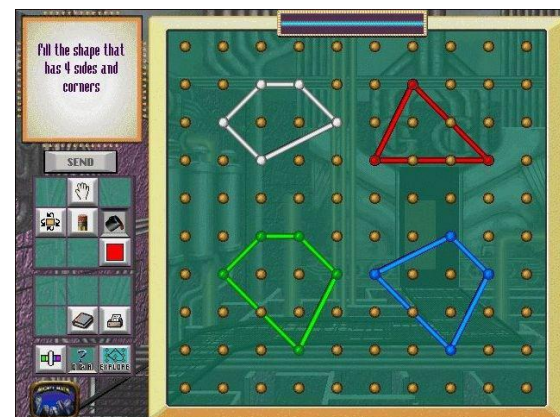
Put on a fraction fireworks show with Fraction Man's help. Choose from four types of fireworks and use the control pad to enter a fraction. Launch the fireworks to watch your fractions light up the sky.



Click in bottom left corner to go back to the Main Menu.

GeoComputer

The GeoBot roams the city, searching for geometry problems and transmitting them to G.C., the GeoComputer. You're at GeoComputer's controls; help solve the problems the GeoBot uncovers.



Number Heroes (cont.)

Quizzo

Join Star Brilliant, host of the hottest math game show in town. Compete against a friend or challenge one of the citizens of Mighty Math City. Remember--on Quizzo, brain power is the greatest superpower of all!



Probability

Leave it Chance--Handsome Chance, that is--to use probabilities to make action figures of himself. Use the spinners and coins on his Probability Machine to determine which action figures are produced.



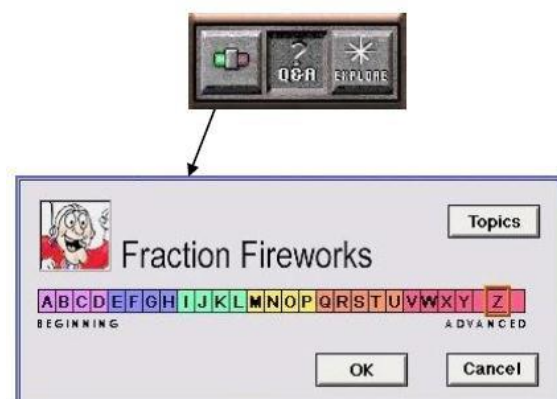
Modes

Fraction Fireworks, GeoCompute, and Probability have two modes. Switch between modes by clicking the appropriate but-tons at the bottom of the screen.

- Question & Answer Mode - find the answers to a character's questions. All activities will open in this mode.
- Explore Mode - explore, experiment, and create.

Grow Slides

As a student successfully answers questions, the slider on the activity's Grow Slide automatically advances and more difficult questions are offered.



Zoo Zillions

Main Screen

At the Zoo Entrance, you can choose from five fun learning activities. To enter an activity, click one of the five areas shown below.



Modes

When you first enter an activity, you are in the Question & Answer Mode. Your Mighty Math friends take the lead, asking you questions and making requests. When you are ready, ring the bell to enter the Explore Mode. Now you can experiment on your own. Play as long as you like. If you want to go back to the Question & Answer Mode, ring the bell again.



Fish Stories

Move fish in and out of tanks to practice addition, subtraction, early multiplication, and early division. The results of your actions are reflected three ways: in pictures, in spoken and written sentences, and in a mathematical equation. With Fish Stories, it's easy to make the connection between objects, numbers, and words!



Click in bottom left corner to go back to the Main Menu.

Zoo Zillions (cont.)

Gnu Ewe Boutique

Dress the zoo animals in outrageous outfits as you learn about money. To help the animals make their purchases, you'll need to identify coins and bills and their values, make the connection between cash and its numerical representation; and count, add, and subtract amounts of money.



3D Gallery

Sharpen your spatial skills and build math vocabulary as you learn to identify 3D solids--even when they turn in different directions or are partially hidden! Choose a 3D shape and watch it rotate. Freeze the shape at any angle, create a sticker of the shape, and use the shape sticker to make incredible 3D pictures and designs!



Annie's Jungle Trail

Review and practice basic math skills such as addition and sub-traction, place value, skip counting, rounding, and mental math strategies in an exciting one-player or two-player game. As you solve problems, Annie and her friends invite you to spin the spinner and advance along the trail to meet up with some fun surprises.



Number Line Express

You're the engineer on the Number Line Express! Your animal friends need to get to stops located all over the zoo. To bring them to the right places, you'll locate numbers on the number line, add numbers to move forward on the number line, subtract numbers to move backward, and more.

