**Exploring Elementary Software**

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**Type to Learn Jr. (K-2):** Kindergarten through second grade students practice keyboarding skills with this program. They practice typing keys with their left or right hands. They identify rows of letters on the keyboard and learn the exact location of the letter keys.

**Procedure to open:** Click on Type to Learn Jr. Network icon, click on continue, click on the class name, click on a student’s name, click on done.

**Type to Learn 3 (3-5):** Third through fifth grade students practice keyboarding skills in this program.

**Procedure to open:** Click on Type to Learn 3 icon, click on the correct grade level, click on the class name, click on the student’s name, click on OK.

**Coin Critters:** Multiple lessons teach children about U.S. coins from the penny to the half dollar. Children build skills such as coin identification, purchasing and counting back change. Children earn tokens for the munching maze game as a reward for completing a lesson. You are able to print worksheets.

**Procedure to open:** Click on Coin Critters icon, click on Lessons, click on new player, type in name, click OK, and click OK.

**Options:** Number of Questions per lesson (1-10)

Number of attempts per question (1-3)

Turn sound on

Turn voice on



**http://ndreadon.utma.com/computer.pict.gif**

**Everyday Math EC (EMGames EC) (K):** Math games that correlate with our math curriculum for kindergarten.

**Procedure to open:** Click on EMGames EC icon, click on the game to play, click on play now.

**Programs within Everyday Math EC:**

**Coin Exchange:** Collect and exchange coins until all the quarters have been taken from the bank.

**Disappearing Train:** Use addition or subtraction to either make all 12 cars disappear or to build a train with 12 cars.

**Monster Squeeze Game:** Try to find a secret number on a number line. (1-10 or 10-20)

**One-Dollar Game:** Collect and exchange 1cent and 10 cent coins until you get a $1 bill.

**Paper Money Exchange Game:** Collect and exchange $1 or $10 bills until you get a $100 bill.

**Penny Cup:** Try to earn points in a money game by guessing how many pennies are hidden under a cup.

 **Top – It:** Try to collect more cards than the computer.

**Spin and Number:** Try to beat the computer by getting to the end square first.

**Plus or Minus Game:** Try to beat the computer by being the first to get 16 counters on your board.

**Everyday Math 1-3 ( EMGames 1-3):** Math games that correlate with our math curriculum for grades 1-3.

**Procedure to open:** Click on EMGames 1-3 icon, click on the game to play, click on play now.

**Programs within Everyday Math 1-3:**

**Angle Race:** Try to beat the computer in a race to form angles that add up to 360 degrees.

**Baseball Multiplication:** Try to beat the computer by getting the most points at the end of three innings.

**Basketball Addition:** Play a game of basketball addition with the computer.

**Beat the Computer:** Try to beat the computer in finding answers to basic multiplication facts. (1-5 or 5-9 facts)

**Dime-Nickel-Penny Grab:** Try to beat the computer by getting the most points in this money game.

 **Exchange Games:**

1. Base-10 Exchange 5. Money Exchange - $10 Bill

2. Coin Exchange 2 6. One-Dollar Exchange

3. Money Exchange - $1, $10, $100 7. $1, $10, $100 Exchange

4. Money Exchange - $10, $100, $1000 8. Penny-Nickel-Dime Exchange

 **Factor Bingo:** Find factors of numbers to get Bingo in the least number of turns.

**Multiplication Bingo:** Multiply numbers to get Bingo in the least number of turns.

**Name That Number:** Make a number sentence using addition or subtraction.

**Number-Grid Game:** Try to beat the computer in a counting game as you race around a number grid.

**Penny-Cup:** Try to earn points in a money game by guessing how many pennies are hidden under a cup.

**Pick-a-Coin:** Click a coin or dollar button and multiply its value by the number on the die. Try to beat the computer to get the largest sum.

 **Tens-and-Ones Trading Games:**

1. Trade UP – Collect and trade your blocks until you get 10 longs.

2. Trade Down – Try to remove all the blocks on your mat.

 **Top-It –** Try to collect more cards than the computer.

1. Addition Top-It with 2 Cards 9. Multiplication Top-It

2. Addition Top-It with 3 Cards 10. Number Top-It with 5 digit #’s

3. Addition Top-It with 2-digit Numbers 11. Number Top-It with 7 digit #’s

4. Animal Top-It 12. Number Top-It with 2 Place Decimals

5. Coin Top-It 13. Number Top-It with 3 Place Decimals

6. Coin Top-It (Advanced) 14. Subtraction Top-It

7. Domino Top-It 15. Top-It

8. Fraction Top-It 1

**Two-Fisted Penny Addition:** Try to earn points by guessing the number of pennies hidden behind a door.

**Everyday Math 4-6 ( EMGames 4-6):** Math games that correlate with our math curriculum for grades 4-6.

**Procedure to open:** Click on EMGames 4-6 icon, click on the game to play, click on play now.

**Programs within Everyday Math 1-3:**

**Baseball Multiplication:** Try to beat the computer by getting the most points at the end of three innings. (Multiplication with 2, 3, or 4 dice)

**Beat the Computer:** Try tobeat the computer in finding answers to basic multiplication facts. (1-5 facts, 5-9 facts, or extended facts)

**Credits/Debits Games:** Try to beat the computer by having a larger amount of money at the end of 10 rounds. (Normal or advanced game)

**Exponent Ball:** Click dice to roll them. The red dice is the base and the yellow one is the exponent. Use the value of the number to move across the field.

**Factor Bingo:** Find factors of numbers to get Bingo in the least number of turns.

**Factor Captor:** Try to earn the most points by finding factors of numbers.

**Frac-Tac-Toe:** Play a Tic-Tac-Toe game with the computer by changing fractions into decimals or fractions into percents.

**Hidden Treasure:** Try to find the hidden treasure on a coordinate grid.

**High-Number Toss:** Try to earn the most points by making the largest number possible. (With or without decimals)

**Landmark Shark:** Choose the data landmark that will give you the most points for your cards.

**Multiplication Wrestling:** Try to get the highest possible score by making the largest 2 digit number you can and multiplying them.

**Name That Number:** Try to earn points by naming a target number. To name the target number, add, subtract, multiply or divide the values of as many number cards as possible.

**Top-It:** Collect more cards than the computer.

1. Addition with Positive and Negative Numbers 9. Fraction Top-It 2
2. Addition Top-it with 2 cards 10. Multiplication Top-It
3. Addition Top-It with 3 cards 11. Number Top-It with 2-Place Decimals
4. Addition with 2-Digit Numbers 12. Number Top-It with 3-Place Decimals
5. Division Top-It with 3 Cards 13. Number Top-It with 7-Digit Numbers
6. Division Top-It with 4 Cards 14. Subtraction with Positive and Negative
7. Factor Top-It 15. Subtraction Top-It with 3 Cards
8. Fraction Multiplication Top-It 16. Subtraction Top-It with 2-Digit Numbers

**Fire Zapper:** The object of the game is to put out as many fires as you can in the time allowed. To do this, children answer addition, subtraction, multiplication, or division facts.

**Procedure to open:** Click on Number Facts Fire Zapper, click on continue, click on New Player, type in name, click OK, choose operation, click OK, choose building, click OK, click Play.



**Preferences:** Turn Sound on or off

Skills (+,-, x, and division)

Playing time: 1 to 10 minutes

Speed level: 5 speeds from slow to fast

**Math Munchers (3-5):** Math Munchers reinforces students’ math skills by encouraging them to solve problems dealing with whole numbers, decimals, factors, and simple geometry. This is targeted for grades 3-5.

**Procedure to open:** Click on Math Munchers icon, click on play with troggles or play troggle-free, click on the grade level, click on OK.

**Student Center:**

**Procedure to open:** Click on the Student Center icon, click on Guest, click on Next.

**Programs within Student Center:**

**Mighty Math Carnival Countdown (K-2)** – Five activities invite students to explore K-2 math topics, including addition, subtraction, place value, early multiplication and division, 2D geometry and equivalencies, as well as develop their problem solving skills.

**Mighty Math Calculating Crew (3-6)** – Students learn multiplication, division, money skills, and 3D Geometry. This program is targeted for grades 3-6.

**Mighty Math Number Heroes –** Four games cover the subjects of probability, fractions, multiplication, division, addition, subtraction, analogies, decimals and basic geometry.

**Mighty Math Zoo Zillions** (K-2) – Five activities introduce key topics from the grades K-2 math curriculum, including addition, subtraction, story problems, number facts, 3D shapes, counting money, and making change.

**Storybook Weaver Deluxe (K-5)** – Create multimedia storybooks with pictures and sounds for grades K-5.

**Story options:**

1. Story Starters – There are several starter stories available in this area.

2. Create a Story – This allows students to create their own story.

3. Read A Story – To open and view stories created by students. You are able to open it and read without the ability to change the story.

4. Get Started – This is a tutorial to go through with your students.

5. Load a Story – This allows students to access saved work.

**To Save:** Click on file, click on save, click on the X drive, click on your grade level, click on the correct teacher’s name. Change the file name “untitled.swd” to the child’s name. Click the green checkmark.

For the older students that have their own log-ins, they can save in their documents folder.

**Thinkin’ Things** – Six activities help students improve their memory, explore musical and visual creativity, distinguish between attributes and develop spatial awareness.

**Turbo Math Facts:** Children practice basic addition, subtraction, multiplication and division. As children answer problems in drill format, their correct answers earn money to buy speedy race cars for an interactive race. It prints worksheets. The Pit Stop tutorial gives visual demonstrations when children miss problems.

**Procedure to open:** Click on Turbo Math Facts icon, click on Laps, click on Add New Player, type in name over highlighted .tmf next to File Name, click save.

**Options:** 1**.** Change the type of problem 3. Sound volume

 2. See the player information 4. Change the # of wrong answers

**Key Skills Phonics Mastery:** With a focus on learning and using the alphabetic principle, the understanding that there is a predictable relationship between written letters and spoken words is covered.

**Procedure to open:** Click on the Key Skills Network Client icon, Click on grade, click on teacher’s name, click on student’s name, Click on Go. If the list is too long and not doing management, click on Guest, click on Go. If you want to do management, check with Rick Bell.

**Kindergarten is Red**

1. Alphabet Matching 8. Ending Phoneme Substitution 2. Alphabet Recognition 9. Short Vowels

3. Consonants – Beginning B-M 10. Long Vowels

4. Consonants – Beginning N-Z 11. Rhymes

5. Consonants – Ending 12. Syllables 1-2

6. Consonants – Middle 13. Phoneme Blending,

7. Phoneme Addition – Onset and Rime 14. Sight Words – Reading

**First Grade is Orange**

1. Consonants – Beginning 12. Long Vowel Digraphs, Sounds of Y

2. Consonants – Ending 13. Vowels – Digraphs and Diphthongs

3. Consonants – Middle 14. Vowel Rules

4. Short Vowels 15. Vowels – R-controlled

5. Short Vowels Again 16. Rhymes

6. Long vowel sounds 17. Letter/Sound Patterns

7. Consonants – clusters 18. Sight Words – Reading

8. Consonants – Digraphs 19. Decoding

9. Onset and Rime 20. Compound Words

10. Phoneme Blending 21. Contractions – combining

11. Syllables 1-3 22. Contractions – Breaking Apart

 **Second Grade is Yellow**

1. Consonants – Clusters 12. Homophones

2. Consonants – Digraphs 13. Sight Words – Reading

3. Vowel Pairs, Silent E, Sounds of Y 14. Decoding

4. Vowel Digraphs 15. Compound Words

5. Vowels – Diphthongs & R-Controlled 16. Contractions – Combining

6. Vowel Rules 17. Contractions – Breaking Apart

7. Onset and Rime 18. Word Endings

8. Syllables 3-5 19. Plurals

9. Hard and Soft C 20. Word Ending – le

10. Hard and soft G 21. Base Words and Prefixes

11. Letter/Sound Patterns 22. Base Words and Suffixes

**Third Grade is Green**

1. Sight Words – Reading 13.Vowel Digraphs

2. Decoding 14. Vowels – Diphthongs

3. Compound Words 15. Vowels – R-Controlled

4. Homophones 16. Vowel Rules

5. Contractions 17. Letter/Sound Patterns

6. Consonants – Clusters 18. Word Families

7. Consonants – Digraphs 19. Sounds of –ed

8. Hard and Soft C 20. Base Words and Prefixes

9. Hard and Soft G 21. Base Words and Suffixes

10. Word Endings 22. Syllabication – 2 Syllable Words

11. Plurals 23. Word Endings – Advanced 12. Vowel Pairs, Silent E, Sounds of Y 24. Syllabication – 3-5 Syllable Words

**Graph Club:** The Graph Club is a great tool for creating, exploring, interpreting, and printing graphs. The five different graph types are picture, bar, circle, line, and tables.

**Procedure to open:** Click on the Graph Club icon, click on Let’s Graph, and click on the activity you would like to do.

**Ideas to use:** Activities are suggested for math, social studies, science, and language arts.

**Kid Pix 4:**  Kid Pix is a fun way for students to express their creativity, build writing skills and document learning across the curriculum. Students use graphics, art tools, and text to create their own unique creations. Kid Pix creations can be put into slide shows.

**Procedure to open:** Click on Kid Pix 4 Network icon, enter name or click on student, click on Go.

**To Save:** Click on File, click on Save As, click on the down arrow next to the “Save in” folder at the top, click on Students on ‘Rsmedia’(X:), click on the grade level folder, click on the teacher’s name, type in the student name in the file name box and click save.

For the older students that have their own log-ins, they can save in their documents folder.

**Kidspiration 2:** Kidspiration helps younger students build early literacy skills and older students develop their ability to understand and communicate ideas. Students create graphic organizers with pictures, text and spoken words.

**Procedure to open:** Click on Kidspiration 2, click on new picture, new writing, or an activity.

**Ideas to use:** There are Kidspiration 2 projects ready to use in the following areas: reading and writing, social studies, science, math, and more.

**To Save:** Click on File, click on Save, click on the down arrow next to the “Save in” folder at the top, click on Students on ‘Rsmedia’(X:), click on the grade level folder, click on the teacher’s name, type in the student name in the file name box and click save.

For the older students that have their own log-ins, they can save in their documents folder.

**Inspiration 7.6 (3-5):** Students develop learning strategies as they create graphic organizers to visually represent concepts and relationships. The diagramming and outlining views help students visualize, think, organize and learn.

**Procedure to open:** Click on Start, click on programs, click on Inspiration 7.6.

**To Save:** For the older students that have their own log-ins, they can save in their documents folder.



http://www.education-world.com/a\_tech/images/odysseus.jpg