This Program requires the CD

To start the program:
1. Insert the *Personalized Math Ages 4–6* CD into your CD-ROM drive.
2. Click on Play.

Signing In
Before you can join Reader Rabbit and friends at the amusement park, you will need to sign in. Type your name onto the sign-in sheet, and then click on **START**. Subsequent students will need to click on **Add New Name**.

Activities
After signing in, you can choose to go to the rides area or circus area to complete the various activities.

- **Circus Area**
- **Rides Area**

Technical Notes
- This program saves to the C:\ drive, so student data is saved to specific workstations and they will need to use the same workstation to pick up where they left off.
- There is nothing to prevent the student from selecting another student's name from the list of names.
- The Sign in list can only have up to 99 names. Teachers can delete names by highlighting the name and using the Ctrl+R key combination to delete users from the workstation.
Concepts and Skills Covered

Math Racer Game
• Matching groups of objects with Arabic numerals
• Recognizing the number of sides of various shapes
• Testing knowledge of addition and subtraction facts for numbers from 1 to 10
• Matching equivalent expressions

Log Ride
• Manipulating objects to gain “hands-on” experience in math
• Exploring multiple solutions to a given problem
• Combining sets of one- and two-digit numbers to arrive at a desired sum

Roller Coaster
• Finding and completing a pattern of numbers
• Finding and completing a pattern of shapes and colors

Calliope Counting Game
• Associating number symbols with their spoken names by hearing the numbers in song
• Exploring and counting numbers from 1 to 8
• Discovering and creating musical tunes
• Identifying numbers and recognizing simple number relationships
• Learning simple number concepts with visual and auditory reinforcement

Tightrope Show
• Matching sets of objects to target numbers from 1 to 10
• Matching less than (<) and greater than (>) in target numbers from 0 to 99
• Adding and subtracting numbers from 0 to 15
• Understanding the concept of Equivalence

Balloon Matching Game
• Building concentration and recall
• Associating and matching numbers with groups of objects
• Associating numbers from 1 to 18 with their written names
• Matching sums or differences to numbers or other sums and differences
• Adding and subtracting two-digit numbers from 1 to 99

Sea Lion Show
• Solving addition and subtraction problems to create number patterns
• Observing and recognizing number patterns created by repeatedly adding or subtracting a given number from 1 to 99