



### 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.



#### 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