

The Program

DLM Math Software is a comprehensive pre-kindergarten software package designed to address the standards of the National Council of Teachers of Mathematics, *Principles and Standards for School Mathematics* (2000).

Logging In

Students have the option of logging in as a guest, or teachers can use the management system to create sets of classes and students. If students login as a guest you will not have the ability to individualize assignments and maintain records of their progress.

This program has a limitation of 8 classes and you can only have up to 24 students in each class. Since there is an 8-class limit, you will see multiple SRA DLM Math icons such as 1 SRA DLM Math, 2 SRA DLM, Math, 3 SRA DLM Math, etc. Students will need to know which icon they are associated with.

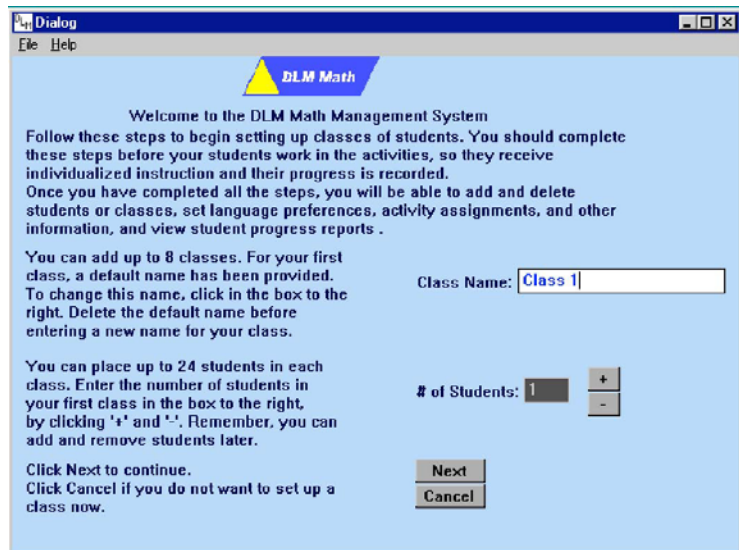
Setting Up the DLM Math Software

The teacher must configure their classes and assign students to each class. Click the DLMConfig icon to set up classes and an assignment.

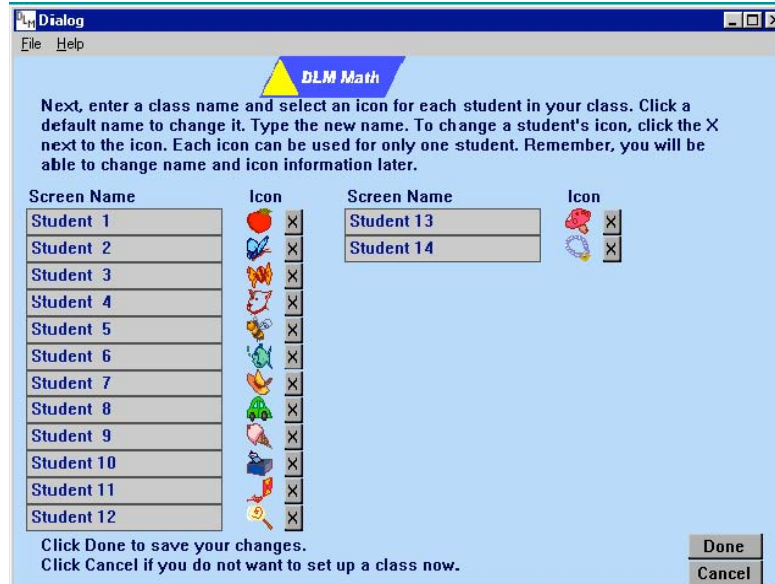
If this is the first time you are setting up *DLM Math Software* on your system, you will see this screen. If you do not see this screen, please refer to the section entitled, “Changing Class Information” in the DLM Math Users Guide.

Follow these steps to configure DLM Math:

1. Change the name of your class by clicking in the box next to Class Name. **Delete “Class 1,”** and type your own class name (this could simply be your name or the name you use for your class).
2. Use **+** and **-** to indicate the number of students in your class.
3. Click **Next**.



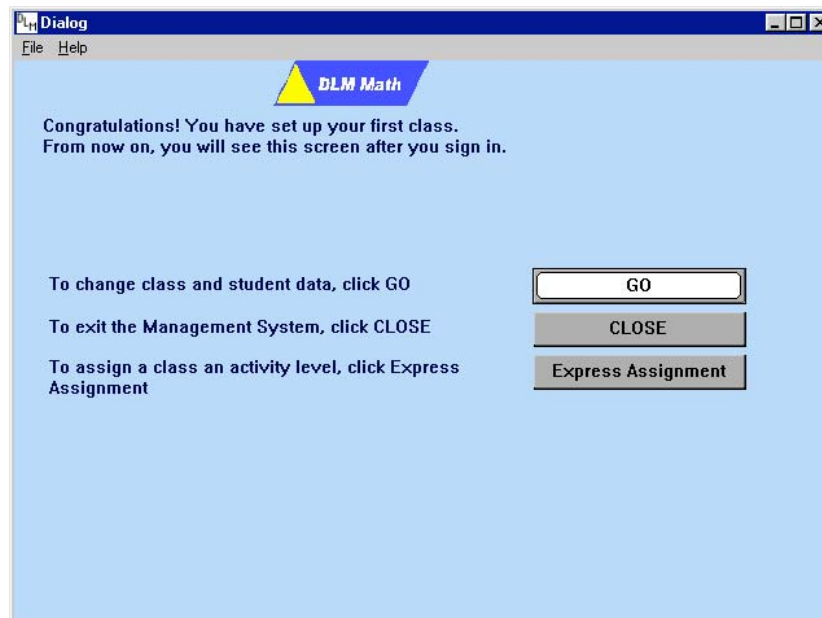
On the next screen, follow these steps for each student:



1. Click a **default name (e.g., Student 1)** to change it. Type a student's name.
2. Click **X** next to the name you typed to choose an icon for that student.
3. **Repeat** these steps for all the students in your class, then click **Done**.

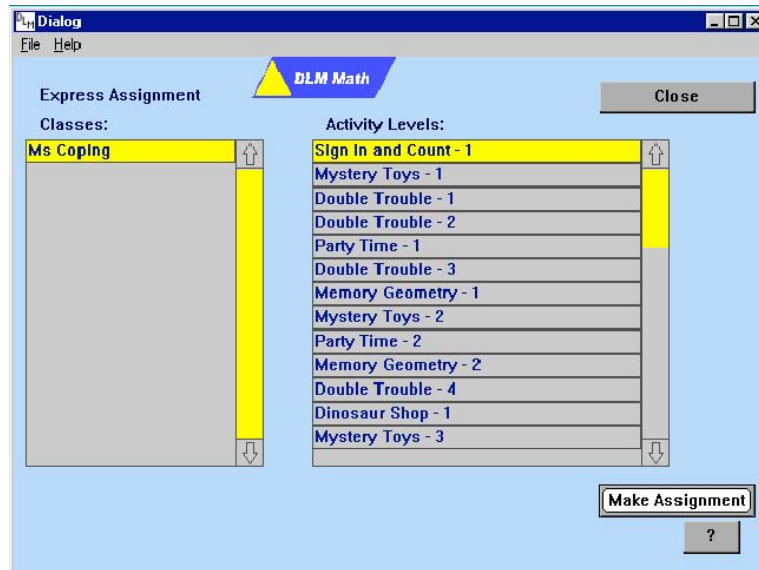
Making an Assignment

1. The fastest way to make an assignment is to click **Express Assignment**. You will then see the Express Assignment screen.



2. From the Activity Levels list, click **Sign In and Count – 1** to highlight it.
3. Click **Make Assignment**.

4. Click **OK**.
5. Click **Close**.
6. On the Welcome screen, click **Close** to complete the process.



Note: The DLM Math User's Guide has more information about the management system's other features, such as adding students or other classes, changing options, and making two assignments.

Using DLM Math

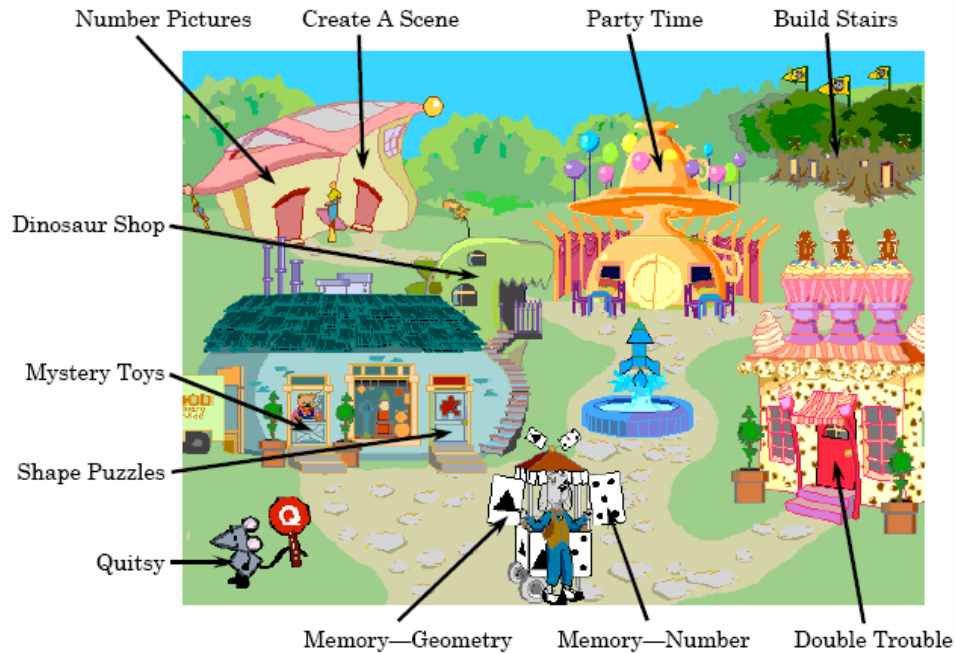
To run DLM Math, double-click the DLM Math icon. The opening animation will run and you should see a screen similar to that below.

Note: If you do not see the following screen, you may not have run the management system first.



Signing In

Each child clicks his or her name to sign in. Then, children are taken either to their assigned activities or to the Town.



DLM Math Town acts as a home base. Children first go to an assigned activity, and after successfully completing a level of that activity, they are given the option of going to the Town. Only the Town offers a free choice of one or more activities, which children can access by clicking any open activity. Open activities are buildings that are colored in, and closed activities are buildings that are not.

Detailed information about each activity is contained in the DLM Math User's Guide.