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Introduction



Overview

This Interactive CD contains activities that foster beginning mathematics skills for young students. In many of the activities, students make the important connection between everyday objects and various math skills. The skills that are attended to in these activities are counting, shape recognition, pattern building, ordering objects by size, numeration, and sorting. Students may experiment with the different objects and will progress in their mathematical skills through a colorful, enjoyable platform.

Getting Started

Macintosh Users

1. Insert the CD-ROM into the drive.
2. When the CD icon appears on the desktop, double-click the icon to open it.
3. Choose one activity folder and double-click to open it.
4. Open the activity (Adobe Flash file) by double-clicking it.

Windows Users

1. Insert the CD-ROM into the drive.
2. Locate the CD-ROM drive on My Computer.
3. Double-click the drive to open it.
4. Choose one activity folder and double-click to open it.
5. Open the activity (Adobe Flash file) by double-clicking it.

Introduction *(cont.)*



Navigating the Activities

How to View the Activity Directions

Directions are provided within each interactive whiteboard activity. To view the directions, touch or click the **Directions tab** at the top left of the activity. To minimize the directions, touch or click the **Directions tab** again.

How to Use the Tool Bar

A tool bar can be accessed from within each activity. It contains all the tools needed to complete the activities. To open the tool bar, touch or click the blue square in the bottom right-hand corner of the activity. The tools include the **move tool**, **draw tool**, **drag/zoom tool**, **highlight tool**, **notebook tool**, and **eraser tool**. With the **draw** and **highlight tools**, you can change colors and size as desired.

Note: To change the tool you are using, click on the tool you are using again to deselect it.

How to Reset the Activity

Once a child has completed an activity, you can reset the activity so that the child can practice again or another child can begin the activity. To reset the activity, press the right-click button and choose **Reset** from the pop-up menu. (If you are using a single-button mouse, press and hold the **CTRL** button and then select **Reset** from the pop-up menu.)

How to Exit the Activity

To exit the activity, press the **X** button in the top right-hand corner of the activity screen.

Count the Raindrops



Procedures:

1. Open the *Count the Raindrops* interactive whiteboard activity file. For this activity, you will need to use the **draw tool** in the tool bar. Click on the blue square in the bottom right-hand corner to maximize the tool bar.
2. Touch or click on the **Directions tab** to reveal the directions. Read the directions aloud.
3. Use the **draw tool** to write a number inside the cloud.
4. Talk about the number you have written.
5. To deselect the **draw tool** and use the **move tool**, click on the draw tool again. Ask the child to touch or click on the raindrop and drag it into the cloud. Continue this process until the number of raindrops matches the number written in the cloud.
6. When the child has moved the correct number of raindrops into the cloud, count the raindrops aloud.
7. If you wish to wish to write a new number and repeat the activity, reset the activity (see page 5).

Count the Raindrops (cont.)



Activity Screen



Shape Match



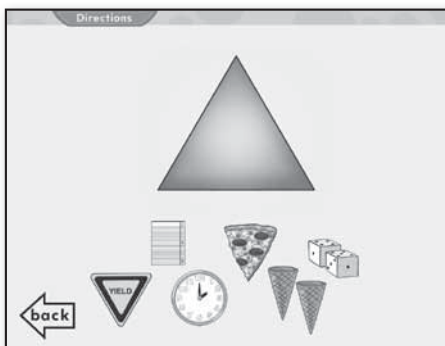
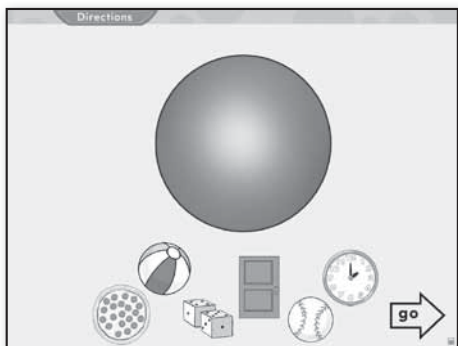
Procedures:

1. Open the *Shape Match* interactive whiteboard activity file. This activity does not require the tool bar. If you need the tool bar, click on the blue square in the bottom right-hand corner to maximize it.
2. Touch or click on the **Directions tab** to reveal the directions. Read the directions aloud.
3. Ask the child to look at the pictures at the bottom of the screen and think about which pictures match the shape in the center of the screen.
4. For the first screen, ask which pictures are the same shape as the large circle in the center of the screen. Have the child touch or click on the pictures that are the same shape and drag them onto the circle image.
5. Continue this process with the remaining pictures at the bottom of the screen.
6. When all of the pictures have been sorted, ask the child to touch or click on the **go arrow** to move to the next screen.
7. Continue this process with the remaining screens.
8. To extend this activity, you may wish to have the child look around the room and find items that are circles, squares, rectangles, and triangles. Create a chart for each shape and write the name of each item on the appropriate chart. Or, you may wish to maximize the tool bar and have the child use the **draw tool** to draw each shape.

Shape Match (cont.)



Activity Screens



Shape Patterns



Procedures:

1. Open the *Shape Patterns* interactive whiteboard activity file. This activity does not require the tool bar. If you need the tool bar, click on the blue square in the bottom right-hand corner to maximize it.
2. Touch or click on the **Directions tab** to reveal the directions. Read the directions aloud.
3. Ask the child to look at the shapes at the bottom of the screen. Have him or her name each shape (oval, rectangle, circle, diamond, square, octagon, triangle, star).
4. To create the beginning of a pattern, touch or click on different shapes and drag them into the blank area. For example, you may wish to begin the following pattern: circle, square, circle, square, circle.
5. Have the child decide which shape will finish the pattern. Have him or her touch or click on the correct shape and drag it to the end of the pattern.
6. If you wish to create a new pattern, reset the activity (see page 5). Or, you may wish to help the child begin a pattern and finish it together.

Shape Patterns (cont.)



Activity Screen

