## Games of Math 2 -Subtraction & More

# **Teaches**

- Adding and subtracting blocks
- Counting on number line
- Subtraction equation with numbers
- ★ Subtraction word problems
- Express the length of an object as a whole number of length units
- Identifying squares, rectangles, circles, half circles, quarter circles, triangles and trapezoids
- Read an analog clock and a digital clock

### **Features**

- Designed for Beginning, Intermediate and Advanced Students
- Exciting graphics and games provide feedback and interactivity
- ractice section allows the student to choose the problems they want to work on and they can print a report with those problems they miss
- Target Grades 1 and up

completion for the program.

**Tracking System** 

Appropriate for all ages 6 & above

**Motivation and Tracking System** 

The Help Me 2 Learn - Super Star Progess, Motivational and

Our Super Star Progess Graph, Motivational and Tracking System is

designed to keep students engaged and motivated. Students choose

the appropriate level to begin. Their goal is to complete each level in

each game (lesson) to move up the levels to complete level 5 of each game and all of the stages. They are rewarded with a gold star and a

certificate of completion for that game. If they earn a gold star in all 6

games, they are rewarded with an overall gold star and certification of

#### Super Star Online







#### The Games of Math

Games of Math 2 is a unique and exciting way to learn subtraction (with addition), measurement, geometry and time! Students begin at the appropriate level: beginning, intermediate or advanced. There is a practice section to work on specific number sense problems, addition and money skills. Students then select their character and build a custom pet which will be used throughout the games. There are 6 challenging games, each game features 5 levels of play. The objective is to complete each level and earn the gold star certificate while building skills and fluency.

Students chose the stage they want to begin on, though teachers can set or change the stage as needed.

## **Designed for Grades 1, 2 and 3**

This program features 3 stages, each stage has 5 levels.

- Stage 1 was designed for 1st grade students using 1st grade standards
- Stage 2 was designed for 2nd grade students using 2nd grade standards
- Stage 3 was designed for 3rd grade students using 3rd grade standards

#### The Practice

In the practice area, students can pick the problems they want to work on, then they can select a 1 minute, 2 minute, 3 minute or 30 question test. At the end of the test, the problems they missed can be printed and they can retake the test with those problems.

There are 3 practice areas:

- 1. Subtraction Practice
- 2. Measuring Practice
- 3. Geometry Practice
- 4. Time Practice

## **Pre-Test and Post-Test**

A Pre-test and Post-test helps track the progress of each student and class.

#### **Teachers' and Site Features**

This section includes:

- a) A Student Management System to manage student names and set control features
- b) Class Progress Report
- c) Class Test Report
- d) Game Locks & Difficulty Controls
- e) A school wide course usage report
- f) Teachers' and Site Admin Online Resources Course



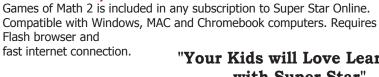


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