

# Edmark Software - General Instructions

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## Class Setup

**Note:** To view the Class Setup icon, you will need to login to the network using the TMSxxx account (xxx is your school number.) Check with your CTA for the password. Double-click the Class Setup of any of the Edmark software titles:

- [Calculating Crew \(3-5\)](#)
  - [Carnival Countdown \(1-3\)](#)
  - [Millie's Math House \(K-2\)](#)
  - [Number Heroes \(3-5\)](#)
  - [Zoo Zillions \(1-3\)](#)
- If your name does not appear in the list of teachers, click on a blank line below the last entry. Type in your name, & click Create User.
  - Once you have entered yourself as the teacher, click to highlight your name and use the drop-down box at the top of the window to select Students.
  - There are two ways to add new students:
    - Click on the blank line below the last name entered. Enter the child's name, and then click Create User.
    - OR to enter Multiple Names, click below the last name entered and begin typing the name. Press Enter and type the next name and press Enter, and so on.

## NOTES:

- You must have unique names for each student.
- You can also use this screen to Rename or Delete users.
- Once you have setup your class for one piece of EDMARK software, they will be setup for all software titles.

## Starting the Program

- Double-click the Program icon of any of the Edmark Software titles.
- Students will choose the teacher's name, his/her name, and the program desired. (They might have to scroll down on the right side to see the other software titles.)
- Then, click GO!

## Adult Options

Adult Options allow you to customize the program to suit each student or group. Consult your program's User Guide for instructions on accessing the Adult Options in each program. While some of the options will vary

for each of the different programs, most of the settings are the same.

## Preferences

- Use the system volume or set the volume manually with a slider.
- Turn printing off, or choose color/grayscale printing or black-and-white “coloring book” outlines.
- Allow students to save progress for certain activities.

## Single Switch Input Options for Students with Special Needs

Built-in scanning is available for single switch users in some of the activities. Consult your program’s user guide for more details on these settings.

## Grow Slides/Activity Settings

Adjustable Grow Slides allow you to monitor each student’s progress or set an activity to focus on a particular math topic your students are studying. As a student successfully solves problems, the slider on the Grow Slide automatically advances to more difficult problems and more advanced topics.



- Check “Remember progress from session to session” if you want the program to save this student’s progress in each activity when he or she exits the program. If this is unchecked, the program will always begin at the settings that are currently displayed on the Grow Slides.
- Check “Allow child access to Grow Slides” if you want this student to be able to adjust the topic or the level of difficulty. If this is unchecked, the Grow Slide buttons do not appear within the activities.

When you change the Grow Slide settings and options , only the currently selected user is affected. If you want to use the same settings for all students, select the desired settings, then click the “Apply Settings to All Users” button.

## User List

Use this option to remove, rename or add a user. If the “Allow New Users to Add Themselves” box is checked, students can add their names to the User List at the Main Menu. Uncheck this box if you do not want students to add their own names.

# Carnival Countdown

## The Main Menu

At the Carnival Entrance, you can choose from five fun learning activities. To enter an activity, click one of the five areas shown on the screen.



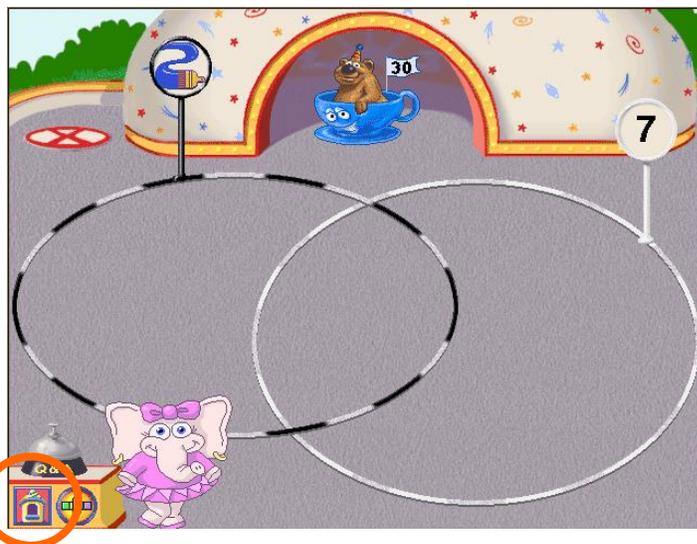
## Modes

- When you first enter an activity, you are in the Question & Answer Mode. Your Mighty Math friends take the lead, asking you questions and making requests. When you are ready, ring the bell to enter the Explore Mode. Now you can experiment on your own. Play as long as you like. If you want to go back to the Question & Answer Mode, ring the bell again.



## Carnival Cars

Allison loves to put things in their place, and you can help! Learn about sets and Venn diagrams as you move bumper cars to the correct places. Sort cars into sets that Allison picks, or choose the sets yourself.



Click here to go back to the Main Menu-->

# Carnival Countdown

## Giggle Factory

Odd Otter and Even Otter help you balance laughs--big and small--as you explore the concepts of greater than, less than, and equal to.



## Snap Clowns

Direct the clowns in a show of numbers. Pile clowns in every direction or stack them to the ceiling as you count, add, subtract, multiply, and divide.



## Bubble Band

The bubbles are flying as the Bubble Band plays. Play with ones, tens, and hundreds bubbles to explore the meaning of place value.



## Pattern Block Roundup

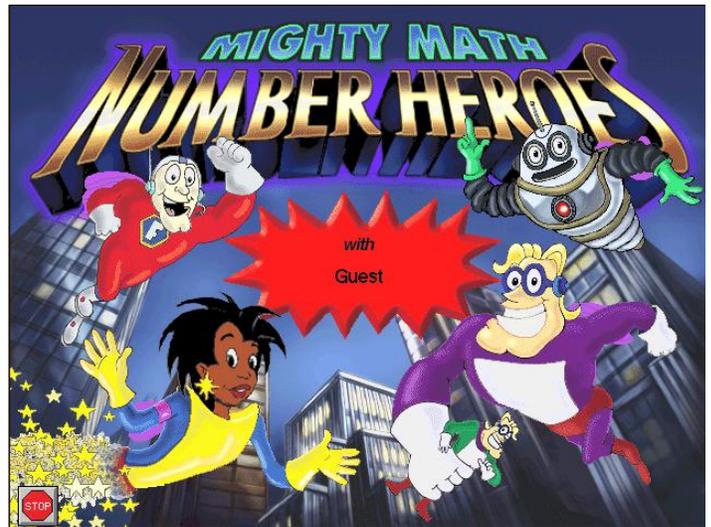
Learn about basic concepts of geometry with Armadillo Annie as you create designs, fill in patterns, identify fractions, compare areas and perimeters, and explore symmetry. You're bound to have a routin', tootin' good time!



# Number Heroes

## The Main Menu

At the Main Menu, choose from the four different learning activities by clicking one of the heroes. Once you have entered an activity, click the icon in the lower left corner of the screen to return to the Main Menu.



## Fraction Fireworks

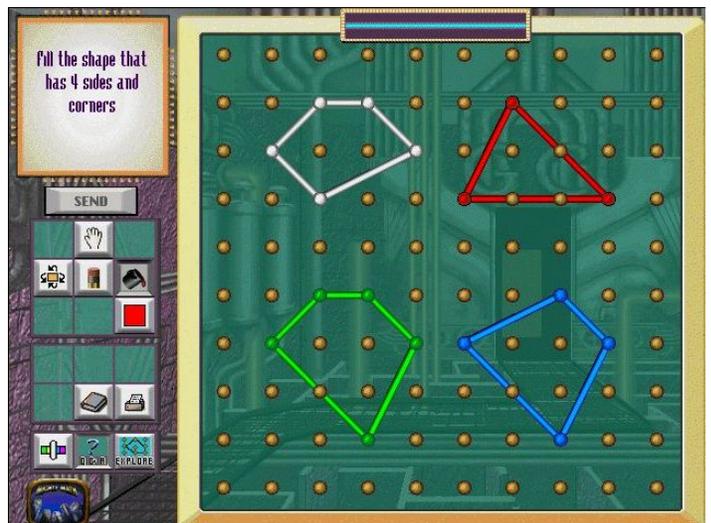
Put on a fraction fireworks show with Fraction Man's help. Choose from four types of fireworks and use the control pad to enter a fraction. Launch the fireworks to watch your fractions light up the sky.



Click here to go back to the Main Menu-->

## GeoComputer

The GeoBot roams the city, searching for geometry problems and transmitting them to G.C., the GeoComputer. You're at GeoComputer's controls; help solve the problems the GeoBot uncovers.



# Number Heroes

## Quizzo

Join Star Brilliant, host of the hottest math game show in town. Compete against a friend or challenge one of the citizens of Mighty Math City. Remember--on Quizzo, brain power is the greatest superpower of all!



## Probability

Leave it Chance--Handsome Chance, that is--to use probabilities to make action figures of himself. Use the spinners and coins on his Probability Machine to determine which action figures are produced.



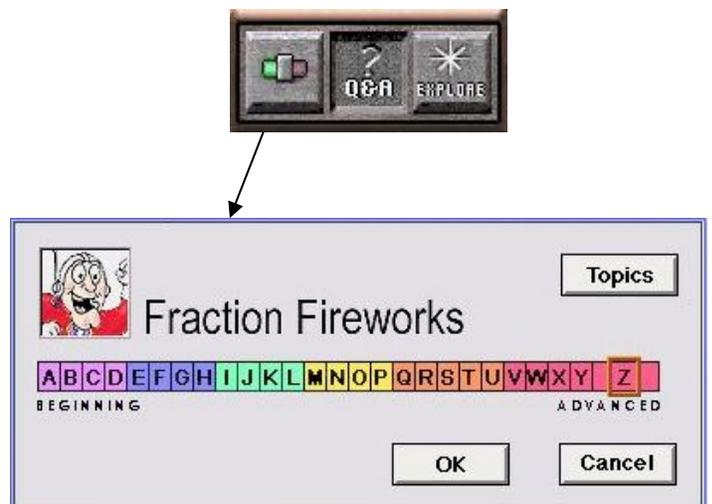
## Modes

Fraction Fireworks, GeoCompute, and Probability have two modes. Switch between modes by clicking the appropriate buttons at the bottom of the screen.

- Question & Answer Mode - find the answers to a character's questions. All activities will open in this mode.
- Explore Mode - explore, experiment, and create.

## Grow Slides

As a student successfully answers questions, the slider on the activity's Grow Slide automatically advances and more difficult questions are offered.



# Zoo Zillions

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## Main Screen

At the Zoo Entrance, you can choose from five fun learning activities. To enter an activity, click one of the five areas shown below.



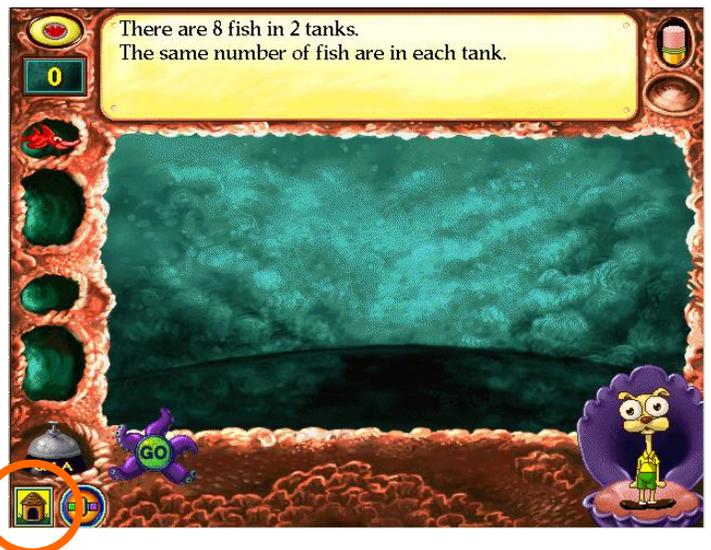
## Modes

When you first enter an activity, you are in the Question & Answer Mode. Your Mighty Math friends take the lead, asking you questions and making requests. When you are ready, ring the bell to enter the Explore Mode. Now you can experiment on your own. Play as long as you like. If you want to go back to the Question & Answer Mode, ring the bell again.



## Fish Stories

Move fish in and out of tanks to practice addition, subtraction, early multiplication, and early division. The results of your actions are reflected three ways: in pictures, in spoken and written sentences, and in a mathematical equations. With Fish Stories, it's easy to make the connection between objects, numbers, and words!



Click here to go back to the Main Menu-->



# Zoo Zillions

## Gnu Ewe Boutique

Dress the zoo animals in outrageous outfits as you learn about money. To help the animals make their purchases, you'll need to identify coins and bills and their values, make the connection between cash and its numerical representation; and count, add, and subtract amounts of money.



## 3D Gallery

Sharpen your spatial skills and build math vocabulary as you learn to identify 3D solids--even when they turn in different directions or are partially hidden! Choose a 3D shape and watch it rotate. Freeze the shape at any angle, create a sticker of the shape, and use the shape sticker to make incredible 3D pictures and designs!



## Annie's Jungle Trail

Review and practice basic math skills such as addition and subtraction, place value, skip counting, rounding, and mental math strategies in an exciting one-player or two-player game. As you solve problems, Annie and her friends invite you to spin the spinner and advance along the trail to meet up with some fun surprises.



## Number Line Express

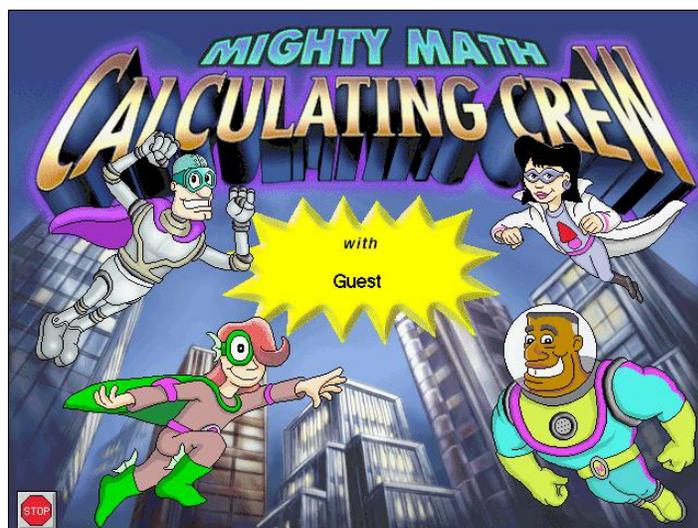
You're the engineer on the Number Line Express! Your animal friends need to get to stops located all over the zoo. To bring them to the right places, you'll locate numbers on the number line, add numbers to move forward on the number line, subtract numbers to move backward, and more.



# Calculating Crew

## The Main Menu

At the Main Menu, choose from the four different learning activities by clicking one of the heroes.



## Nautical Number Line

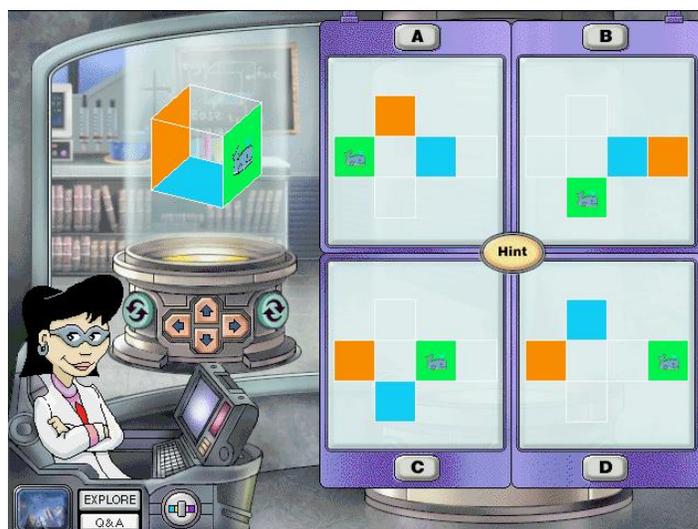
Navigate a number line under the ocean! Use addition, subtraction, multiplication, fractions, and decimals to guide Wanda Wavelet's ship to points on the Nautical Number Line where treasures are hidden. Explore on your own, or challenge a friend to a two-player game.



Click here to go back to the Main Menu-->

## Dr. Gee's 3D Lab

Experiment with three-dimensional figures in Dr. Gee's lab. Flatten 3D (three-dimensional) solids into 2D (two-dimensional) nets, rotate solids to see them from many angles, or choose and decorate your own nets and see the corresponding solids come to life.



# Calculating Crew

## Superhero Superstore

Our heroes need supplies to save the city, so it's off to the Superhero Superstore! Choose items within the superheroes' budgets, calculate the total amount of money owed, and make change. Use the Scratch Pad and the Superstore Calculator to help you count, add, subtract, multiply, and divide money.



## Nick Knack, Supertrader

Multiplication and division are essential for our hero, Nick Knack. His mission? Delivering supplies to the citizens of Planet Havarti! Help Nick take inventory by multiplying, or put your division skills to work as you distribute goodies equally among the Havartians.



## Modes

Nautical Number Line and Dr. Gee's 3D Lab have two modes. Switch between modes by clicking the appropriate buttons at the bottom of the screen.

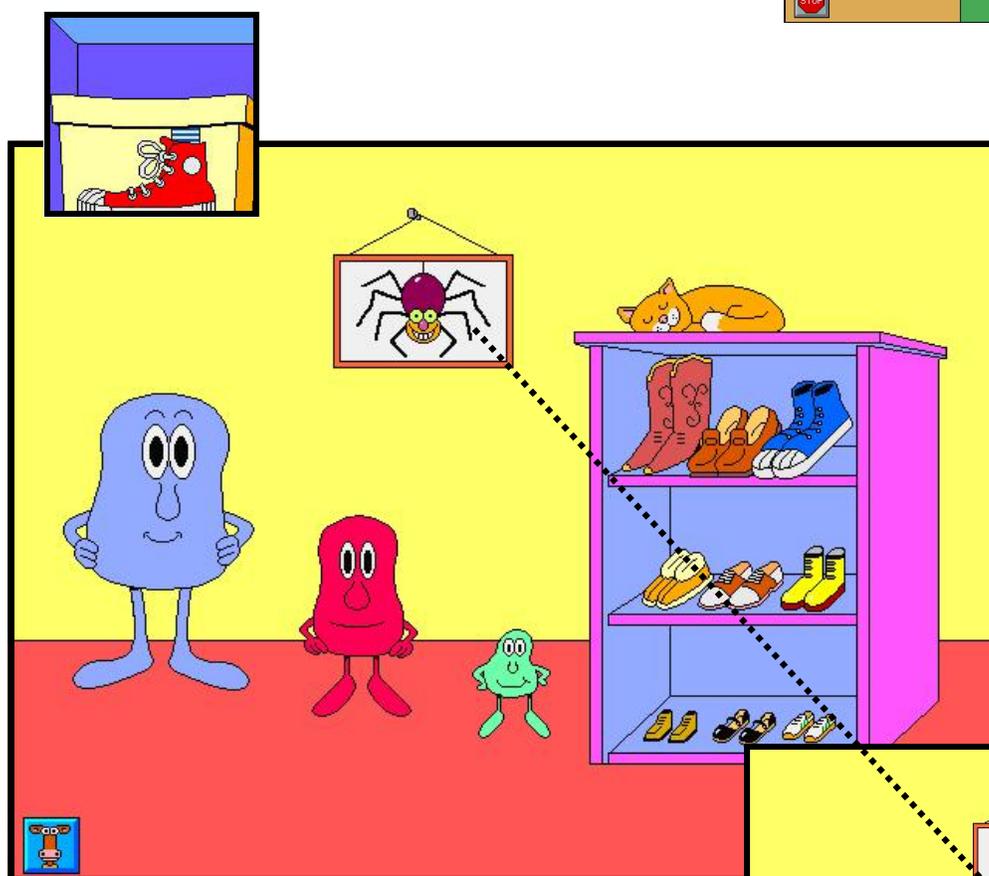
- Question & Answer Mode - find the answers to a character's questions. All activities will open in this mode.
- Explore Mode - explore, experiment, and create.

# Millie's Math House

## Main Screen

To play an activity, click one of the rooms on the main screen. Clicking on the helicopter or boxes on the floor, shows a simple animation, but does not start an activity.

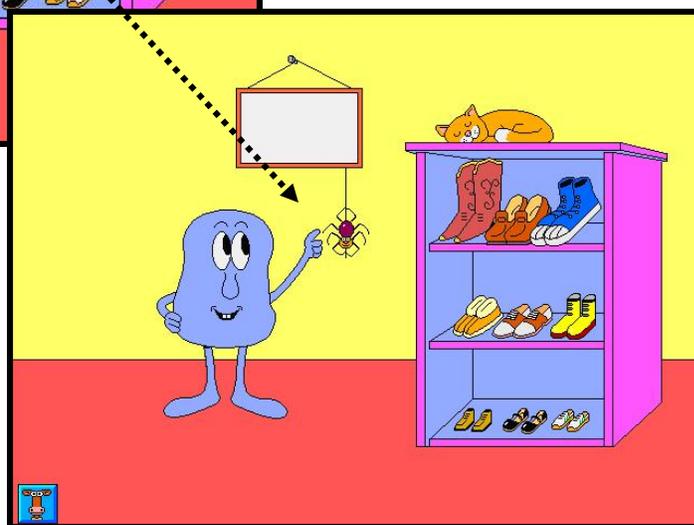
Consult the User Guide for this software to get more information regarding each activity and options for customizing the program.



## Little, Middle, & Big

This activity allows students to compare and match sizes. They will try shoes of three sizes on three different characters.

When students enter an activity room, they will initially be in the Explore and Discover Mode. When a student wants to enter the Question and Answer Mode, click the framed picture (each activity room as a different picture).

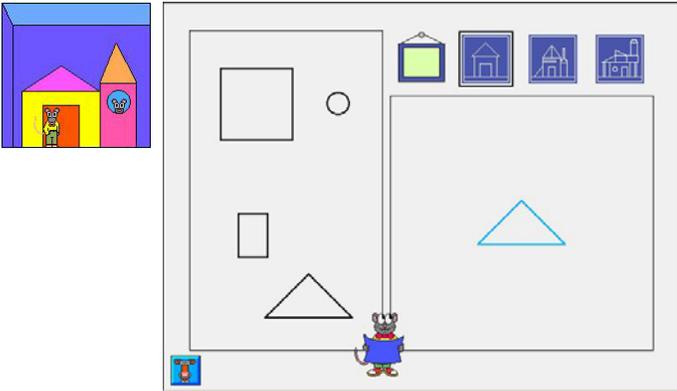


Click Millie to return to the Main Room from any activity room in the Math House.

# Millie's Math House

## Mouse House

Identify and match geometric shapes. Build in the empty work area or by following a blueprint. Print and color what is built.



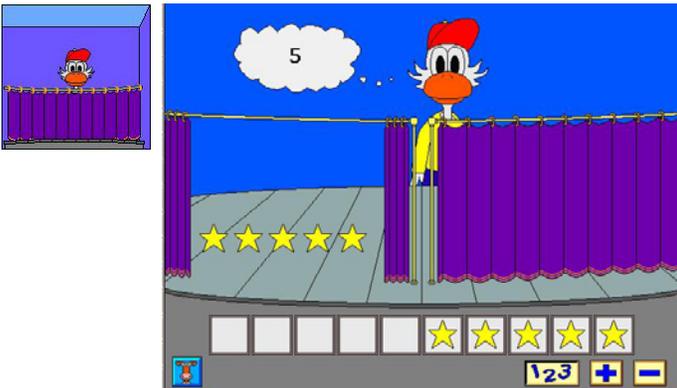
## Number Machine

Recognize numerals. See and hear a delightful assortment of critters counted as they pop out of a drawer.



## What's My Number?

Count or use addition and subtraction. Read number sentences and find Dorothy's number.



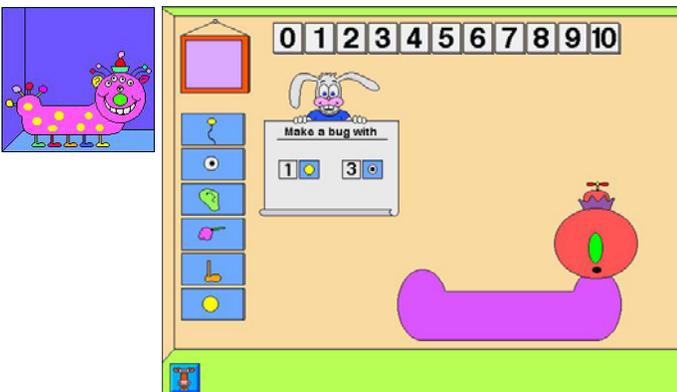
## Bing & Boing

Recognize patterns. Create and complete interesting patterns that are seen and heard. Record sounds for the pictures.



## Build-A-Bug

Hear and see numbers and the corresponding quantity. Place from one to ten eyes, ears, spots, etc. on a bug. Print and color creations and record sounds for the bug.



## Cookie Factory

Use thinking skills and counting. Try devices in different sequences to produce different results. Count jelly beans to decorate cookies.

