

How to Use the Program

Install the CD

Just pop the CD that accompanies this book into your PC or Mac, and you and your students can begin solving word problems at individual computers or on the interactive whiteboard in your classroom.

The Main Menu

Once you have installed the CD and launched the program, the Main Menu will appear on your computer screen or interactive whiteboard. (**Quick Tip:** If you are in Full-Screen mode and wish to resize the Main Menu screen, hit the ESC button. This will allow you to adjust it as needed.)

From the Main Menu, you can click the Start button to go right to the first problem. You can also type in a problem number to skip ahead to that problem, or click on the name of a skill to take you to problems based on that skill. (See Figure 2.)

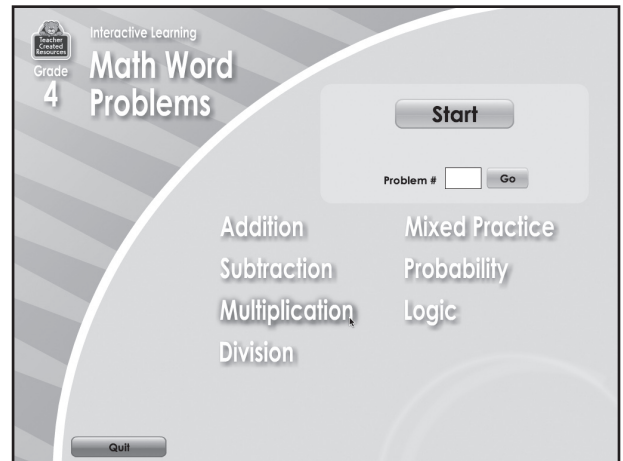


Figure 2

The Problem and Work Space

Each problem has its own page, which includes manipulatives and a work space. (See Figure 1 on page 4.) Click on the Previous or Next buttons on the lower-right side of the screen to move back or ahead. Click on Menu to go back to the main menu.

Skills are hidden by default to keep from giving too much away. Click on the word “Skill” in the upper-left corner to reveal that problem’s skill.

The problem appears in the upper-left box.

Click on the magnifying glass to make the problem appear in the work space for whole-class instruction. Use the provided pen and highlighter to emphasize key concepts. (See Figure 3.)

Some problems include hints. Hover the mouse over the info button to see the hint. (See Figure 4.) If the problem does not include a hint, the button will be inactive.

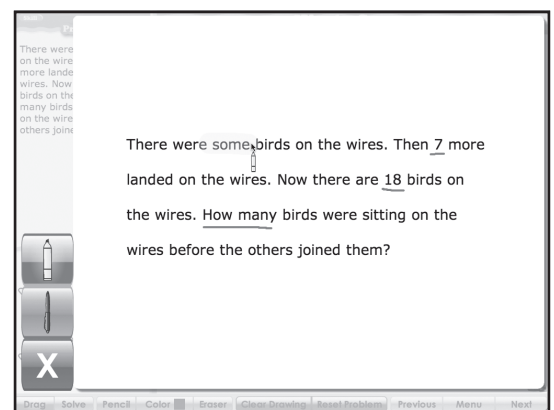


Figure 3

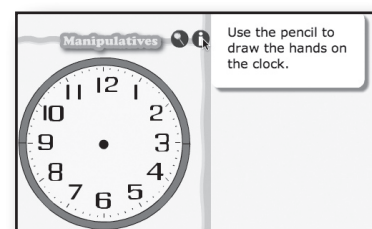


Figure 4

How to Use the Program (cont.)

The Problem and Work Space (cont.)

Click and drag manipulatives to add them to the work space. Once a manipulative has been added to the work space, it can be moved as needed. To delete a manipulative, drag it to the trash can on the lower-right section of the work screen. A manipulative that is about to be deleted will have a red highlight around it.

Some manipulatives can be added in batches of five or ten in order to save time. Look for the green badge on the manipulative to use this feature. (See Figure 5.)

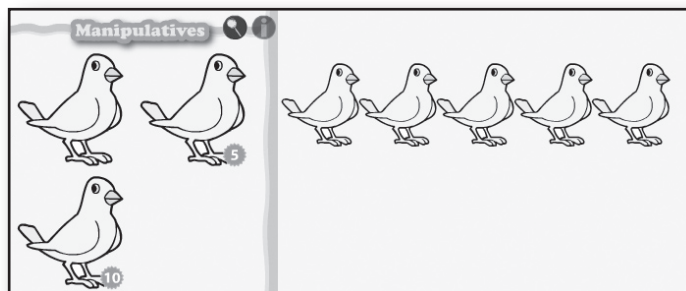


Figure 5

When performing operations with large numbers, you may not wish to have your students drag hundreds of manipulatives onto the work space. For these kinds of problems you might need to be creative and have a manipulative represent 10 or more items.

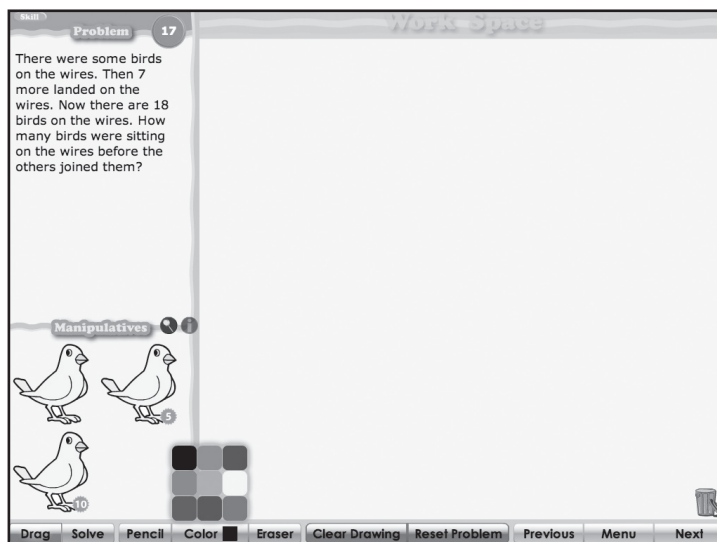


Figure 6

Click on the Pencil button to use the pencil. Click on the Color button to select a color from the palette. (See Figure 6.) Use the pencil to draw or write directly in the work space. If you make a mistake, click on the Eraser button to use the eraser tool. The eraser will only erase pencil marks. It will not erase manipulatives.

To remove all pencil marks from the work space, click on Clear Drawing. To start over, click Reset Problem.

When you are ready to solve the problem, click the Solve button. Multiple-choice answers will appear. Feedback is provided instantly with graphics and sound.

Directions: Read each problem carefully, show your work, and then circle the correct answer.

Walt earns \$5 for each dog he walks. On Monday, he walked 12 dogs. On Tuesday, he walked 9. On Wednesday, he walked 4. On Thursday, he walked twice as many as he did on Monday. How much money altogether has Walt earned this week?

- a. \$225
- b. \$315
- c. \$245
- d. \$350



Terry needs to buy 46 ice-cream cones for an ice-cream party she is giving her son. Each package of cones contains 7 cones. How many total packages will Terry need to buy in order to have enough cones for the party?

- a. 6
- b. 7
- c. 8
- d. 5

