



# Mathematics

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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 different math skills. The skills that are attended to in these activities are counting, shape recognition, pattern building, and numeration. Students may experiment with the different objects and will progress in their mathematical skills with 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 of the six activity folders 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 of the six activity folders and double-click to open it.
5. Open the activity (Adobe Flash file) by double-clicking it.

**See page 16 for more detailed instructions on how to navigate the activities.**

# Make a Pattern



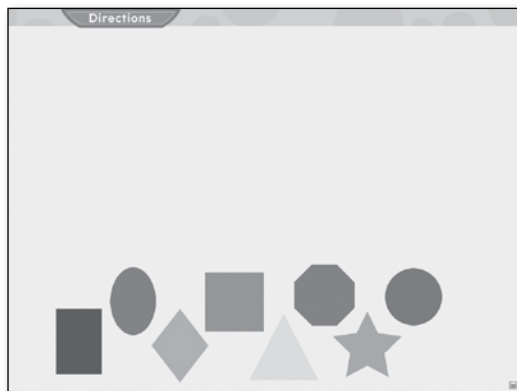
## Procedures:

1. Open the *Make a Pattern* 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 (rectangle, oval, diamond, square, triangle, octagon, star, circle).
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 16). Or, you may wish to help the child begin a pattern and finish it together.

# Make a Pattern (cont.)



## Sample Screens



# 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 **Play** from the pop-up menu. (If you are using a single-button mouse, press and hold the **CTRL** button and then select **Play** from the pop-up menu.)

## How to Exit the Activity

To exit the activity, press the **ESC** button and then close the window.