

## Items from our Math AT Library T-TAC/ODU



Coin-u-lator

The *Coin-u-lator* is a hand-held, coin-counting calculator that makes counting money fun and easy. This breakthrough invention in counting coins was patented by a special education teacher for students of all ages.

The *Coin-u-lator* allows individuals of all abilities to add and subtract various denominations of coins while it teaches the different values of each coin. It can add or subtract any combination of coins and bills up to \$99.99, and it has two different coin games.



Coin Abacus

The *Coin Abacus* makes the money-counting process easy because students see the coins and dollar bills as they count. Students use their fingers to slide the realistic coins and bills from left to right. When each coin or bill reaches the right side, the *Coin Abacus* displays the new total on the easy-to-read LCD screen on the right. When a coin or bill is moved back to the left, the amount is subtracted from the total. Students see how different coin combinations can equal the same amount of money.



Money Calculator

The Money Calc has two modes: The Money Calc and Calc Mode. In the Money Calc mode, the LCD screen shows values as decimals with the dollar sign, dollars, and cents. For example, when \$2.50 is added to \$2.50 the screen displays \$5.00, unlike a traditional calculator, which converts the amount to 5. The Money Calc can also be used to teach subtraction and calculate change. In the Calc Mode, the Money Calc functions as a traditional calculator for working math problems that do not involve money.



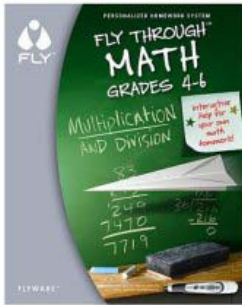
Talking Calculator

Simplify math computations with this easy-to-use calculator that 'talks.' The *Talking Calculator* states all entries and computations in two ways: complete number speech ('seventy-eight') or digit by digit ('seven, eight'). Allows students to see, hear, and learn math.



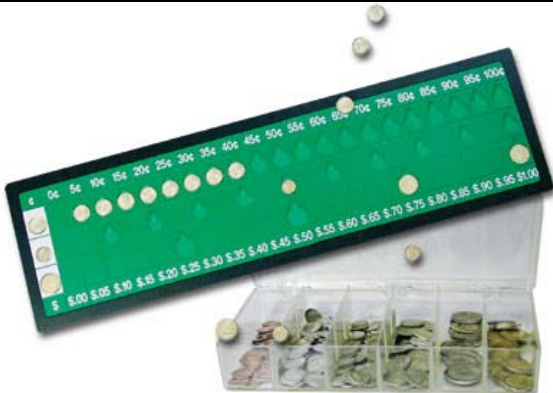
Fly Pen

Pentop computer with built-in processor scans what you write on special paper and calculates math problems, and allows you to draw instruments then play them and record the music



Fly Pen Math

Helps solve multiplication/division problems step by step so you can learn through process. Calculates problems with either whole numbers or decimals. Includes FLY Through Math cartridge, 40-page interactive math pad, 22-page interactive reference guide, help-on-demand control panel, lead pencil refill and FLY eraser. For grades 4-6

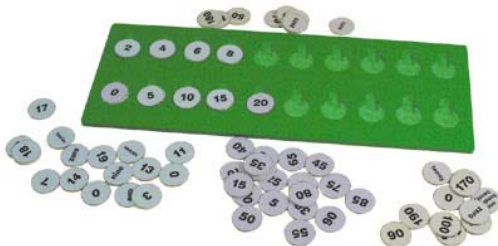


DollarLine

### Hands-on money counting tool

Helps teach students to count money and make change up to a dollar. Kit includes a DollarLine with two sides, superior imitation coins in a 6-compartment organizer plus a teacher's guide. Lessons cover:

- Counting like and unlike coins to and from a dollar
- Making equivalent change
- Making purchases and counting change.
- Story problems



Number Pattern Line

### Create patterns and count by 5s & 10s

This hands-on teaching tool helps students extend, solve and create number patterns. Number and word disks are organized in sequence or pattern on the Pattern Line board. The kit includes pattern board, 4 sets of 90 color-coded number disks (0–20, 5–100 and 10–200), organizer bin, and a teacher's guide with lesson plans.

- Match, extend and create number patterns
- Match number words to numbers
- Count forward and backward from number to number



Money Station

Money Station blends hands-on activities, worksheets and standards-based skill sets to form a comprehensive money program. Includes a 126 pg. Curriculum Guide, booklets for coin and bill counting, realistic imitation money and four durable Coin Cubes, used in adding and equivalency activities. The Curriculum Guide has eight sequenced skill sets with objectives, assessment sheets and worksheets with realistic illustrations, appropriate for all grades. The \$1.00 Coin Counter pictures actual size coins, ideal for match-to-sample activities. The \$10.00 Bill Counter begins at a dollar, with each page increasing twenty-five cents in value. Both show change back examples. Includes Win/Mac CD with printable PDF worksheets and forms.

Software:



Pizza Math

Each unit features several themed scenes, like "Pizza Gallery," "Oven Hot Shots," and "Tricky Toppings," where students complete a variety of activities. The same scenes are featured in each unit so that students are able to "hang out" at all of the cool outer space scenes, regardless of their skill level. Although the units are sequential, students can start at the beginning of the program or select topics and activities to work on based on individual needs or interests. Units include Patterns, Addition, Subtraction, Multiplication, Division, and Fractions.



Basic Menu Math

Skillfully produced in an engaging game format, *Basic Menu Math Software* provides hours of fun while improving independent math skills, basic reading skills, and sight-reading skills. Full-color food illustrations and voice narrations make the program ideal for individuals who have limited or no reading skills.



Drug Store Math

Software programs give students realistic experience in looking for and buying items on a shopping list as well as getting the "best buy" at a store. Each program covers 70 items commonly found in discount or drug stores, expanding students' vocabulary while improving their decision-making and addition skills. Game play works the same as in Grocery Store Software.

Drug Store  
 Departments include Medicine, Hair Products, Greeting Cards, and Skin Care. Items include vitamins, shampoo, birthday card, and soap.

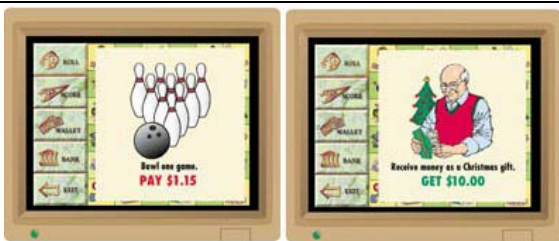


Discount Store Math

Software programs give students realistic experience in looking for and buying items on a shopping list as well as getting the "best buy" at a store. Each program covers 70 items commonly found in discount or drug stores, expanding students' vocabulary while improving their decision-making and addition skills. Game play works the same as in Grocery Store Software.

#### Discount Store

Departments include Kitchen Supplies, School Supplies, Pet Section, and Clothing. Items include baking dish, pencils, dog food, and tennis shoes.



Where does my money go?

Software program teaches basic money handling skills in an interactive computer game format.

Offered in both *Level I* and *Level II* software, this format teaches counting and shopping skills in a relaxed setting, with voice prompts and colorful contemporary graphics to cue players as they conduct money transactions at the grocery store, restaurant, mall, and shopping mart.

The program addresses earning money, paying fair share of weekly and monthly bills, dealing with good and bad luck money situations, and more.

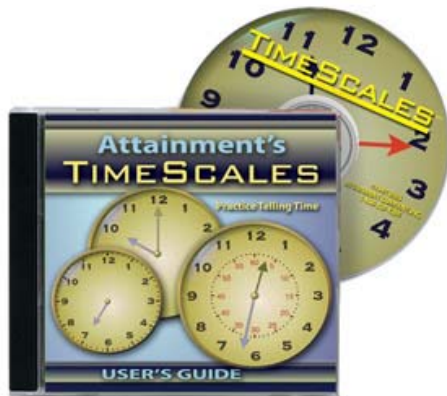


Banking Math

Uses everyday events to teach middle and high school students basic math concepts and banking skills. One hundred stories walk the students through realistic events, such as receiving a paycheck and going to the movies. Students use math strategies to solve the problem and then complete a banking transaction. Two levels of play make the program appropriate for students of varying ability levels. Instructional help is available for students as needed. The narrator also reinforces concepts, such as how to set up a math problem, when students make mistakes.



Revised with new money graphics, scanning capabilities and an option for instructors to select the shopping lists. In Spending Money, users browse through eight stores in a "money mall" and buy products like sweaters or soft drinks. They Select appropriate bills and coins and receive change back. Separate exercises let students practice their money handling skills, with the teacher choosing if the student pays with coins or bills and if the exact amount is required. In the shopping option, the teacher decided how much the student has to spend.



TimeScales has three modules of increasing difficulty: Hours of the day, minutes of the hour and from time to time. Each module has a multiple choice and set-the-clock option. You determine the nature of the stimuli or prompt. Choose from varying clock faces, digital time, time in words or audio cue only. A preference menu lets you influence the difficulty of each question. Features easy to understand graphics, clear audio, scoring and the ability to save student files. TimeScales CD-ROM is touch screen, single switch and IntelliKeys compatible.

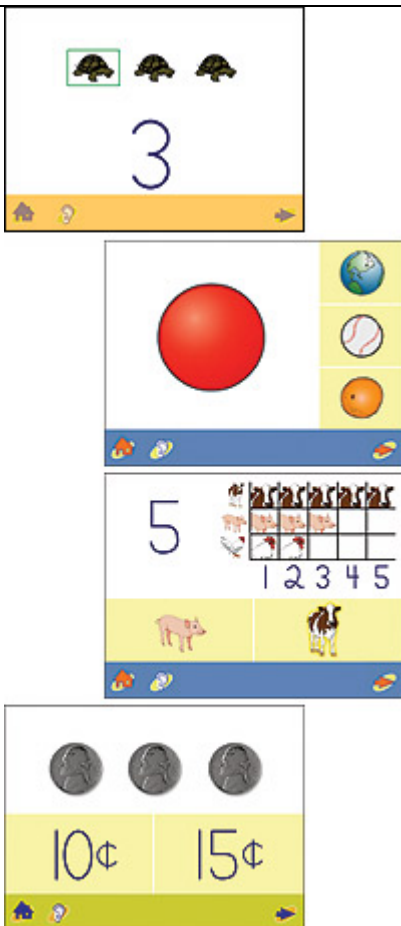


MatchTime™ features a programmed learning approach for students who struggle with time concepts. Four progressively difficult levels each provide a pre-set sequence of multiple choice matching exercises. Students simply find the clock that matches the large sample clock in Levels 1 through 3. Level 4 introduces the concepts of "earlier" and "later." Extensive record keeping tracks student progress.

Level 1 focuses on matching the hour hand while Level 2 introduces fifteen minute intervals. Level 3 provides exercises using all the minutes and Level 4 progresses to clocks that are up to four hours earlier or later than the sample. Digital and analog clocks are used. MatchTime CD-ROM is touch screen, single switch and IntelliKeys compatible.



Basic Fractions CD-ROM provides engaging graphics which stimulate learners of any age. Presents wholes, halves, thirds, quarters, sixths and eighths in illustrations of familiar foods. Provides practice in naming and recognizing fractions as parts of a unit whole, of collections and as measurements, plus practice identifying equivalent fractions. Three activities: "Name", "Match" and a Concentration Game that rewards correct matches with vivid illustrations showing real-life uses of fractions. Includes progress assessment quizzes. Print and save results for a permanent record.



Basic Picture Math

### 3 LEVELS

Level 1 teaches and reinforces the most basic math skills. Levels 2 and 3 introduce more challenging concepts. Each level is divided into units that cover skills taught in the print program. Every unit begins with a clear explanation of the concept. Students then complete a variety of interactive problems to practice and master the skill covered in that unit. Because the skills taught are so basic, the units are best used sequentially.

### LEVEL 1 COVERS

Number Recognition (0-10)  
Counting (1-10)  
Ordinal Numbers  
Greater Than/Less Than  
2-D Shapes and Patterns

### LEVEL 2 COVERS

Numbers and Counting (11-20)  
3-D Shapes and Patterns  
Graphs  
Addition Facts to 10  
Subtraction Facts From 10

### LEVEL 3 COVERS

Numbers and Skip Counting to 100  
Money  
Addition Facts to 18  
Subtraction Facts From 18  
Fractions  
Measurement