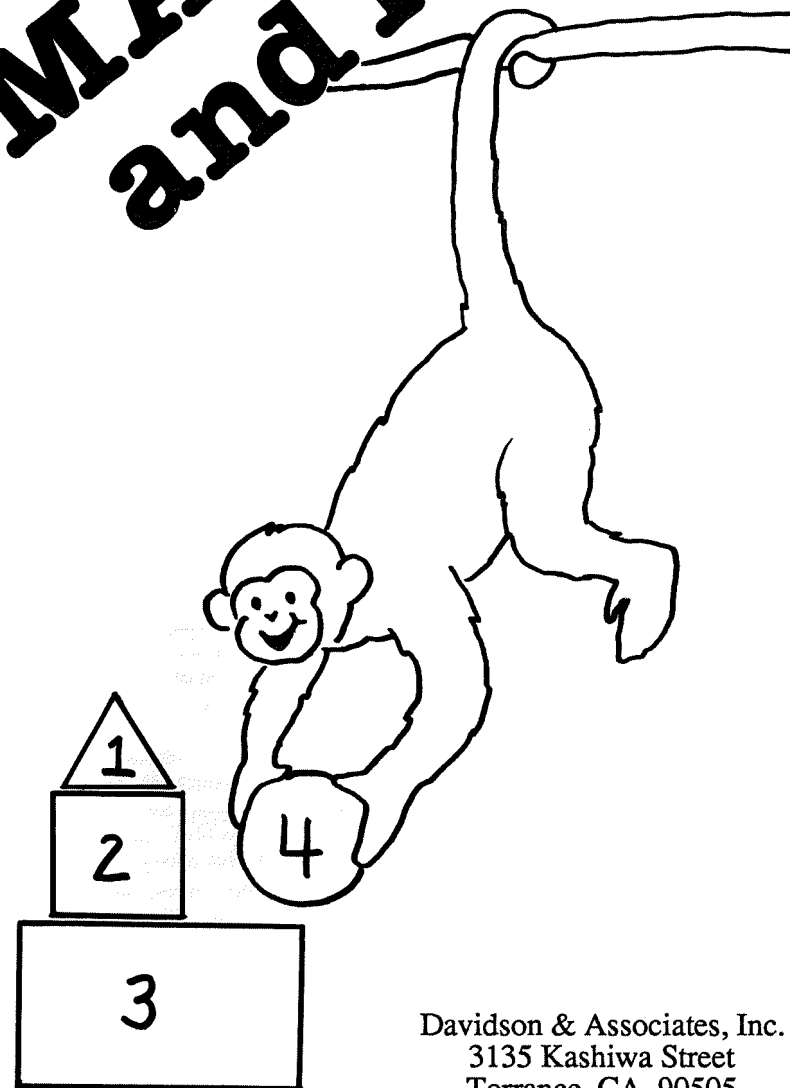


MATH and METM



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(213) 534-4070
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QUICK START

Start the Program

Apple

- Insert program disk, label side up, in drive 1.
- Turn on computer.

IBM

- Boot DOS (2.1 or more).
- Insert program disk, label side up, in drive A.
- At the A>, type MM.

Sign In

- Enter your name, then press <Return> or click the mouse.

Select a Subject

Mouse

- Click on an icon.

Keyboard

- Use arrow keys to select an icon. Press <Space>.

Select a Game

Mouse

- Click on an icon.

Keyboard

- Use arrow keys to select an icon. Press <Space>.

To stop a game at any time, press <Esc>.

INTRODUCTION

Welcome to *Math and Me*!

Math and Me was designed by educators at Davidson who believe that young children can learn basic mathematical concepts in an interesting, exciting, and entertaining way. Our purpose is to provide a learning environment for children that will give them a sound foundation in math, while making their first experience in math fun and challenging.

With *Math and Me*, children learn by doing. They learn at their own pace and receive a lot of positive reinforcement as they progress. And, most importantly, they achieve success as they learn. This early success in math gives children a head start and a positive attitude toward math.

Children enjoy the challenges and positive feedback *Math and Me* offers. Colorful graphics capture their attention and imagination. Math becomes a fascinating concept which children learn to apply to their everyday lives. Learning is a positive experience; math is fun!

Math and Me has many special features which enhance learning and motivate children:

Ease of Use

Math and Me is very easy for young children to use. They can use the mouse or the keyboard to get around in the program. When using the keyboard, children need to be familiar with only a few keys — the space bar, the arrow keys and the Escape key.

Clarity of Presentation

Carefully chosen graphics enhance the learning process. The child is never confused or distracted by a busy, cluttered screen display.

Activities which Grow with your Child

Math and Me covers four subject areas: Shapes, Numbers, Patterns, and Addition. Within each subject area there are three sequential learning games — twelve games in all. The presentation of material is different each time the child plays each game. So there are endless hours of fun and enjoyment for each child in the family or each child in the classroom.

Math Monkeys

Mischievous monkeys appear throughout the program. Children enjoy their antics and learn from them as well.

Graphic Certificate

When children complete at least one activity, they may print a graphic Certificate of Excellence. This award recognizes their achievement and reminds them of the fun they had learning.

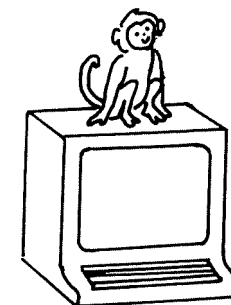
You'll find that *Math and Me* is one of the most comprehensive pieces of early learning educational software you'll ever use. But, more importantly, your child will receive benefits from *Math and Me* that will last a lifetime.

STARTING MATH AND ME

Included in this Package

Your *Math and Me* package contains

- the *Math and Me* disk
- this manual
- a registration card



Hardware Requirements

Math and Me runs on these Apple, IBM, and MS DOS computers:

Apple IIe, IIc, IIgs

- 128K, 1 or 2 drives
- extended 80 column card
- printer (optional)
- mouse (optional)

IBM (and MS DOS computers)

- 256K, 1 or 2 drives
- color/graphics adapter
- printer (optional)
- mouse (optional)

Starting the Program

To start *Math and Me*, follow the steps for your computer.

Apple

- Insert program disk, label side up, in drive 1.
- Turn on computer.

IBM

- Boot DOS (2.1 or more).
- Insert program disk, label side up, in drive A.
- At the A>, type MM.

Self-booting Instructions

To make the IBM version self-booting (on a two drive system):

- Boot the DOS disk (2.1 or higher) in drive A.

- Insert the *Math and Me* program disk in drive B.
- Type **sys b:** <Return>. Follow the screen prompts. (For one drive, insert the program disk when prompted for the disk for drive B; insert DOS when prompted for the disk for drive A.)
- At the next A>, type **copy command.com b:** <Return>.
- At the next A>, type **copy graphics.com b:** <Return>.

(If you wish to copy the program to a hard disk, see Appendix B.)

Signing In

On the opening screen, you will see a dialog box.

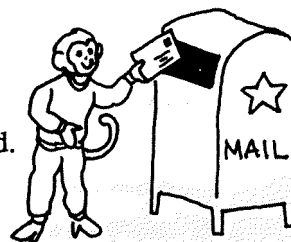
- Have your child enter his name in the dialog box <Return>.

Your name:

Katie

Registering Your Five-year Warranty

Davidson & Associates, Inc. provides a five-year warranty on *Math and Me* and will replace, free of charge, any malfunctioning or damaged disk. Complete and return the enclosed registration card. This ensures that you will receive information about the latest updates and new programs.



Purchasing a Back-up Copy

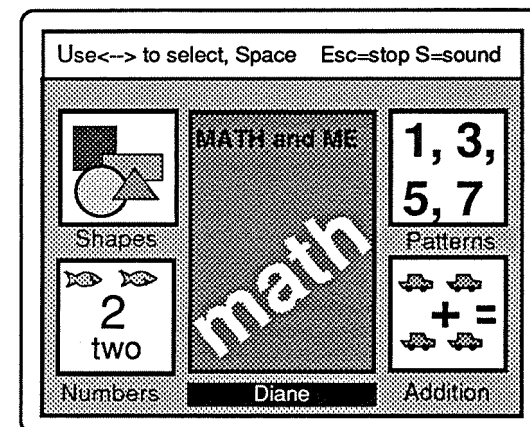
Program files are copy-protected. You may purchase a back-up copy for \$10.00 when you send in your registration card. Back-ups are available on 3 1/2" or 5 1/4" disks. Be sure to specify the disk size on your order.

USING THE DAVIDSON EARLY-LEARNER INTERFACE

Children learn best by doing things on their own. *Math and Me* was designed so that even a young child can move from one part of the program to another with ease. Your child has the option to use either the mouse or the keyboard to make selections. If he uses the keyboard, he will only need to learn a few keys – the Escape key, the arrow keys and the space bar. After some initial help, your child can probably work independently with *Math and Me*.*

Selecting a Subject and Game

The four *Math and Me* subjects are represented by colorful icons (pictures) on the Main screen.



* Please interpret our use of the masculine pronoun form to include both sexes. We find his/her and he/she cumbersome and awkward to read.

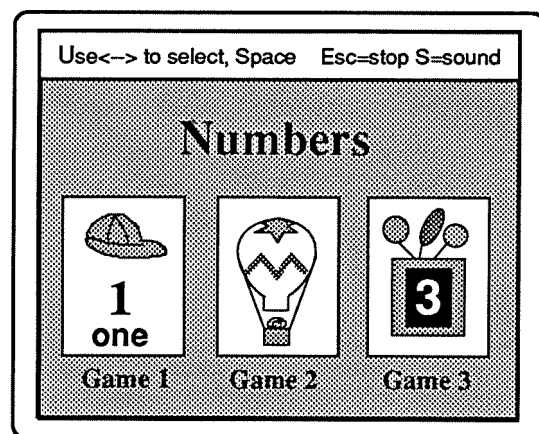
Your child may access a subject by selecting an icon with either the mouse or keyboard.

Mouse

- Click on the desired icon.

Keyboard

- Use arrow keys to select an icon; press <Space>.



Next, the game selection will appear. (There are three games for each subject – twelve games in all.) Using the mouse or keyboard, the child may select which game he wants to play in that subject area.

Selecting an Answer

In most of the *Math and Me* games, your child will select an answer from three or four choices. He may use either the mouse or keyboard. When the answer is a number, he may press the corresponding number key on the keyboard.

Mouse

- Click on the desired icon.

Keyboard

- Use arrow keys to select an icon; press <Space>.

If the child responds incorrectly, he is prompted to “Try again” with a message on the screen. If he responds incorrectly a second time, the correct answer will be supplied.

Stopping a Game

When your child wants to stop playing a game or choose another game, he will use the Escape key.

- If the child presses <Esc> *during a game*, a game selection screen will appear. At this point he can choose to play any game in the previously chosen subject area.
- If a child presses <Esc> *from a game selection screen*, the Main screen will appear and he can choose a new subject.
- If the child presses <Esc> *from the Main screen*, the program will stop and return to DOS. (If the child has completed at least one activity, you will have the opportunity to print a graphic Certificate of Excellence. See page 17.)

USING MATH AND ME

Now that you are familiar with the Davidson Early-learner Interface which *Math and Me* utilizes, you can help your child begin building a sound foundation in math.

Learning with the *Math and Me* Games

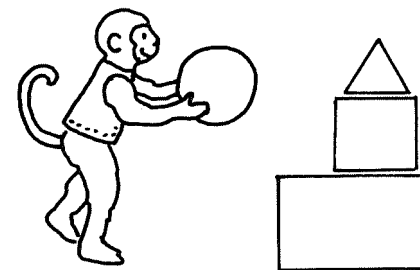
Math and Me builds early math skills with twelve motivating learning games in four areas of math: Shapes, Numbers, Patterns, and Addition. These four subject areas are represented by icons on the Main screen.

Within each subject are three learning games. Each learning game is designed to build on the previous one, but your child may play the games in any order. In general, the Shapes games are less difficult than the Number games, and the Number games are less difficult than the Pattern games. Within a specific subject, Game 1 is less difficult than Game 3.

Each game presents a specific number of questions for the child to answer. Most games contain eight or nine questions. When the child has answered all of the questions in a game, he will be returned to the game selection menu.

Shapes

Young children come into contact with many shapes in their daily lives. Without realizing it, they see, hold, and manipulate objects which fall into neat geometric categories. *Math and Me* builds on these concrete experiences by introducing the four basic shapes (circle, triangle, square, and rectangle) and challenging children to recognize and understand their attributes. Recognition and understanding of these shapes will be essential to developing an understanding of math concepts.



Shapes - Game 1

In this interactive tutorial activity, the four basic shapes and their names are introduced. The attributes of these shapes (roundness, number of sides, etc.) are demonstrated with colorful graphics and animation. Children are challenged to recognize the shapes of common objects, linking math to their "real world."

- Select **Shapes** from the Main screen.
- Select **Game 1** from the Shapes screen.
- Ask the child to watch the screen as the first shape appears.

- On the next screen, the child should look at the three objects and select the correct shape.
- Ask the child to watch the screen as the next shape appears.
- Continue working in the same manner.

Shapes - Game 2

In this learning game, children will enjoy matching the shape at the top of the screen with a shape in one of the colorful hot air balloons.

Children learn to recognize shapes as abstract forms and sharpen visual discrimination skills. When a correct response is chosen, the passenger monkey waves at the child and the hot air balloon rises.

- Select **Shapes** from the Main screen.
- Select **Game 2** from the Shapes screen.
- Instruct the child to look at the shape at the top of the screen and select the balloon containing the matching shape.

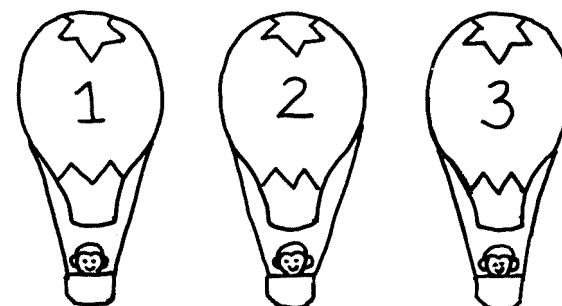
Shapes - Game 3

In this motivating game, children practice comparing the sizes of familiar shapes. If the child selects the correct size, the monkey lifts the weight! This type of comparison encourages the child to apply concepts such as *same*, *different*, *smaller*, and *larger*. And, children see a graphic depiction of equality — an important math concept.

- Select **Shapes** from the Main screen.
- Select **Game 3** from the Shapes screen.
- Instruct the child to look at the shape on the left end of the barbell and select the shape that is the same size.

Numbers

Children are fascinated with numbers. They announce their ages by holding up proud fingers, they count aloud, and they become very conscious of the concepts of *how many*, *more*, and *less* when it comes to their personal belongings. *Math and Me* builds on the natural curiosity children have about numbers by giving them practice in counting and recognizing the comparative values of numbers.



Numbers - Game 1

In this interactive tutorial activity, children are presented with three ways to express numbers — sets of objects, numerals, and words. For example, the screen may display three objects, the numeral 3, and the word *three*. The numeral then disappears and the child must re-enter it. Some children may accomplish this by remembering what the numeral looked like, and others may count the objects. Although your child may not be reading yet, the word supplies another clue. Colorful graphics and sound motivate children to build number recognition.

- Select **Numbers** from the Main screen.
- Select **Game 1** from the Numbers screen.
- Instruct the child to watch the screen and then select the correct numeral.

Numbers - Game 2

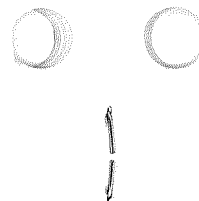
Children practice counting familiar objects in this learning game. They must find the correct number in one of the hot air balloons. When they select the correct balloon, their response is rewarded with motivating sound and animation. Practice in counting will help prepare your child for learning simple addition.

- Select **Numbers** from the Main screen.
- Select **Game 2** from the Numbers screen.
- Instruct the child to count the objects at the top of the screen and select the balloon containing the correct numeral.

Numbers - Game 3

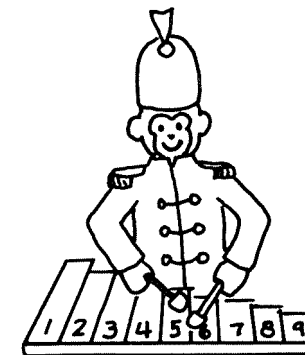
This entertaining guessing game teaches children the concepts of *more than* and *less than*. The child must guess the number of balloons in the box. He is then given clues like "More than 5" or "Less than 9" to help him with his next guess. The numbers that are still possible answers will remain boxed. When the child guesses the correct answer, the monkey will turn the crank and the balloons will pop out of the box.

- Select **Numbers** from the Main screen.
- Select **Game 3** from the Numbers screen.
- Instruct the child to guess the number of balloons in the box using the *more than* and *less than* clues.



Patterns

The ability to identify, verbalize, and extend a pattern is essential to success in math and problem solving. Pattern recognition is a difficult concept, but making the connection between concrete and abstract patterns will help your child face future challenges in math. *Math and Me* helps your child make this connection by beginning with a sequence of objects and moving to a sequence of numbers. Your child will learn to identify and complete patterns by applying the concepts of *before*, *after*, and *between*.



Patterns - Game 1

In this game, a graphic pattern is introduced using alternating familiar objects. The child must complete the missing pattern by selecting the correct object. Have the child verbalize the pattern. Saying "candy cane, tree, candy cane, tree" aloud may help him fill in the missing object more easily. When the answer is correct, the monkey appears to reward his response.

- Select **Patterns** from the Main screen.
- Select **Game 1** from the Patterns screen.

- Instruct the child to complete the graphic pattern by selecting the correct object.

Patterns - Game 2

A colorful xylophone serves as a number line to help your children understand the sequence of numerals. An incomplete pattern appears above the xylophone. Your child uses the xylophone as a reference when deciding what comes *before*, *after*, and *between* certain numbers. When the answer is correct, a monkey directs the xylophone to play the corresponding sequential notes. Your child will thus see the completed pattern and hear the sequence of musical tones. (This game also provides helpful ear training for future musical activities.)

- Select **Patterns** from the Main screen.
- Select **Game 2** from the Patterns screen.
- Instruct the child to complete the number sequence using the xylophone as a reference.

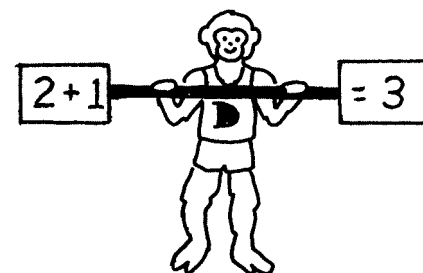
Patterns - Game 3

In this learning game, children must identify and complete number sequences in both increasing and decreasing order. This adds another type of pattern recognition and helps reinforce the concepts of *before* and *after*. Asking your child if the numbers are getting bigger or smaller will help him identify the correct pattern. When the child selects the balloon containing the correct missing number, the balloon will rise.

- Select **Patterns** from the Main screen.
- Select **Game 3** from the Patterns screen.
- Instruct the child to complete the number sequence by selecting the balloon containing the missing number.

Addition

Simple addition is one of the first concepts your child will be expected to understand as a math student. The best way to teach addition is to go from the concrete to the abstract. The equation $2 + 2 = 4$ means nothing to a child until you have shown him that two apples and two more apples make four apples in all. *Math and Me* uses colorful graphics and animation to introduce this concept and give your child practice in application. Learning to add is an exciting experience for children and an essential skill for success in math.



Addition - Game 1

This game introduces the concept of addition by using sets of objects in an addition problem. Encourage your child to count the objects on one side of the addition sign, then on the other, and then count all of the objects on the screen. When they select the correct answer, the sets of objects become numerals, reinforcing the fact that numerals are symbols for sets of objects. The monkey will appear as a graphic reinforcement for correct responses.

- Select **Addition** from the Main screen.
- Select **Game 1** from the Addition screen.
- Instruct the child to add the sets of objects together and select the correct answer.

Addition - Game 2

The weightlifting monkey makes his second appearance in this addition game. The child must look at the problem and select the correct answer in order to make the monkey lift the weight. This motivating activity will help your child master the very basic math facts.

- Select **Addition** from the Main screen.
- Select **Game 2** from the Addition screen.
- Instruct the child to look at the problem and select the best answer.

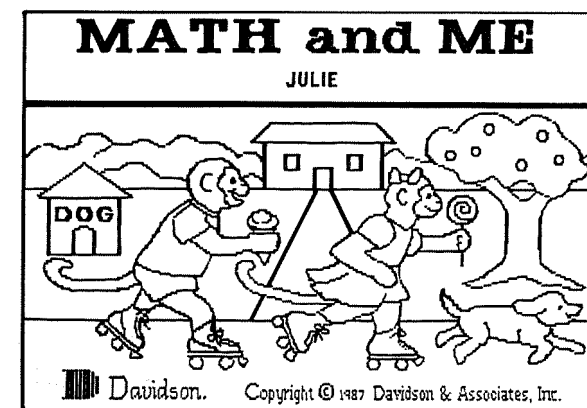
Addition - Game 3

This familiar game is more of a challenge because your child must select the correct answer to an addition problem from the numbers in the rising balloons. Encourage the child to study the problem on the screen and select the correct answer before the balloons rise to the top.

- Select **Addition** from the Main screen.
- Select **Game 3** from the Addition screen.
- Instruct the child to look at the problem and select the best answer.

Printing a Certificate

The printed graphic certificate is a special feature which rewards children for completing an activity and reinforces a positive feeling about math. This tangible graphic reward is designed so that children may color and display it.



To print a graphic certificate:

- Press <Esc> from the Main screen after your child has completed at least one learning game.
- Follow the screen prompts.

Note to Apple users: See Appendix A for a list of printers and directions for Printer Setup.

Note to IBM users: You must run **graphics.com** prior to *Math and Me* if you wish to print a graphic certificate. This file is on your DOS disk.

Notes to Parents and Teachers

Math and Me was tested with several children from 3 to 6 years old. We'd like to share some of our observations and experiences with you by offering suggestions for using the program.

1. Children notice and discuss many different things when they use *Math and Me*: color, sound, music, vertical movement, letters and words, and familiar objects. These observations indicate general school readiness and should be encouraged and praised even though the program's specific purpose is to build math skills.
2. When your child works with the Shapes games, discuss the various orientations of shapes. For example, a rectangle is sometimes tall and thin, and sometimes short and wide.
3. If your child responds incorrectly to a question, a "Try again" message appears at the top of the screen. For children who are not reading, it may be helpful to call their attention to the *look* of the message, i.e., it appears in a black box on a white background at the top of the screen.
4. The activity involving the most reading is Numbers Game 3. The question "How many balloons in the box?" can be read to a non-reader once, and after that, the child will be able to recognize the game and remember how to play. During this game, clues like "More than 3" or "Less than 9" will appear.

You can help a non-reader understand these messages by pointing out that the possible answers remain boxed. Or, you can explain that the message that begins with "L" means that he should guess a lower number, etc.

5. In many programs, the Return key is used to accept a choice. However, we observed that children seem to be able to find the space bar more easily on the keyboard. Children can use either <Space> or <Return> to accept a choice when using *Math and Me*.
6. If your child has trouble finding any of the necessary keys on the keyboard, try putting colored stickers on or next to those keys. If you have a mouse for your computer, your child might feel more comfortable using it instead of the keyboard.
7. As your child learns to move around in the program, spend time explaining the function of the Escape key. Any time he wants to stop playing a game and choose a new one, he should press <Esc>. If he wants to play a game in a new subject area, he should press <Esc> again.
8. If the program runs too fast on your computer, you may adjust the speed. From the Main screen, type <Ctrl> T. Use the arrow keys or the mouse to adjust the speed, then press <Space> or <Return>. Your change will be saved to the disk; you may readjust the speed later.

ABOUT THE AUTHORS

Math and Me was developed by a team of educators and programmers at Davidson & Associates, Inc. The team was directed by Dr. Jan Davidson, former teacher, founder and president of Davidson & Associates, Inc. and Mike Albanese, programming manager.

The *Math and Me* team:

Diane Savereide programmed both the Apple and IBM versions;
Marilyn Marr designed all the graphics for the program;
Julie Baumgartner served as product manager, wrote the manual, and offered her educational expertise in the product's design.

The *Math and Me* team received an abundance of enthusiastic support and assistance from all of the associates at Davidson. Faye Schwartz and Cathy Johnson assisted in manual preparation, program sound, and product testing. Drawings for the manual were created by Marilyn Marr.

APPENDIX A: PRINTER SETUP

(Apple Version)

Before printing the graphic Certificate of Excellence, answer these questions.

Printer category:	A	(A-U)
Interface category:	A	(A-Y)
Line feed:	Y	(Y-N)
Slot Number:	1	(1-7)

- Scan the following lists to find the category of the printer you are using; enter the appropriate letter.
- Find the category for the interface card your printer uses; enter its letter.
- Choose Y(Yes) for Line Feed. Print out a sample certificate to see if this choice is correct for your printer. (If there is a blank line between each line of graphics, change the Yes to No.)
- Enter the Slot Number for your printer card (usually slot 1).
- Save these choices to the disk. They may be changed and resaved if necessary.

On the following pages are a list of printers and printer interface cards supported by the Apple version of *Math and Me*.

PRINTERS

The *Math and Me* graphic certificate may be printed if you have one of the following printers:

- A. Anadex DP-9000/9500 *
- B. Anadex DP-9001/9501 *
Datsouth 180
- C. Apple Dot Matrix **
- D. Apple Scribe
- E. Brother M-1009
Epson FX-80
Epson FX-85
Epson JX-80
Epson LX-80
Panasonic KX-P1091/1092
- F. Epson MX-70
- G. Epson MX-100
Epson MX-80 with Grafrax
HP Thinkjet ***
Panasonic KX-P1090
- H. Epson RX-80
Epson LQ-800
- I. Apple Imagewriter
Apple Imagewriter II
Epson AP-80
- J. Malibu 200
- K. Mannesmann Tally 160/180

- L. Okidata Microline 82A/83A ****
- M. Okidata Microline 92/93
Okidata Microline 84
- N. C. Itoh Prowriter
C. Itoh Prowriter II
C. Itoh 7500
C. Itoh 8510
NEC PC-8023/8025
- O. Smith Corona D100/200/300
- P. Blue Chip M120/10
Mannesmann Tally Spirit 80
- Q. Star Delta 10/15
Star Gemini 10/15
Star Radix 10/15
- R. TRS-80 DMP-105
TRS-80 DMP-400
- S. Transtar 315
- T. Okidata Microline 192/193
- U. Legend 1385
IBM Compatibles

* Option R (2K buffer expansion) is required for printing graphics.

** Set dip switches as follows: O = Open C = Closed

SW1								SW2							
1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8
O	O	O	O	O	O	O	O	C	O	O	O	C	C	O	O

*** Switch 5 must be up to set the alternate mode (Epson compatible).

**** Must be equipped with the Okigraph graphics option.

PRINTER INTERFACE CARDS

The *Math and Me* graphic certificate may be printed if you have one of the following printer interface cards:

- A. Apple Communications
SSM-AIO-II Serial
SSM-ASIO
Versacard Serial
- B. Apple II Serial Port
- C. Apple Centronics Parallel
Apple Parallel
Apricorn Parallel
Epson APL
Graphicard
Microsystems MSE 1022
Microtek RV-611C
MCP-AP-80
MCP-AP-Graph
Omnigraph
Printer Pro
Printerface
Printmax
SSM-Appic
Tymac
Versacard Parallel
Wizard-IPI

- Wizard-BPO
- D. Apple Serial
- E. CCS 7720 Parallel
- F. CCS 7728 Parallel
- G. Dispatcher
Dual-Comm Plus
Franklin Dual Port
Printermate
- H. Dumpling 64
- I. Dumpling GX
- J. Fingerprint+ Parallel
Grappler+
- K. Grafstar
Grappler
Orange
Spies Niceprint/Super-MX
- L. Grappler Serial
Pretty Print
- M. Mountain Comp Parallel
- N. Mountain Comp Serial
- O. Micro Buffer II
- P. Apricorn Serial
MCP AP-SIO
MPC Graphwriter
- Q. PKASO or PKASO/U
- R. Quadram-Apic
- S. K-T Parallel
SSM-AIO-II Parallel

SSM-APIO

- T. Apple Super Serial
Fingerprint+ Serial
Microtek SV-622C
Videx PSIO Serial
- U. Videx Uniprint
- V. Fingerprint
- W. Transtar Pics
- X. MBI VIP
- Y. Apple Firmware (GS)

Note: If you do not have one of the printers or printer interface cards listed in this appendix, you may still print a text certificate; follow the prompts on the screen.

APPENDIX B: HARD DISK INSTALLATION (IBM Version)

The IBM version of *Math and Me* may be installed onto a hard disk:

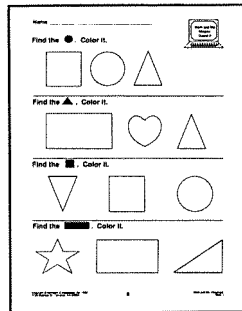
- Boot the hard disk as usual.
- Put the *Math and Me* disk in drive A.
- At the C>, type **a:hdinstal c:** and press <Return>. (If your hard disk is not c, then type the correct designator in place of the c.)

A subdirectory named MM will be created and the necessary files will be copied into the subdirectory.

To run *Math and Me* from your hard disk:

- Boot your computer as you normally would.
- If you plan to print the graphics certificate, at the appropriate prompt, type **graphics**. (You probably have this file on your hard disk in a DOS subdirectory; if not, use the file on your DOS disk.)
- At the C>, type **cd mm** and press <Return>. This will change to the *Math and Me* directory.
- Type **mm**.
- You will be asked to insert the key disk temporarily when you boot the program.

Math and Me™ Supplementary Workbooks



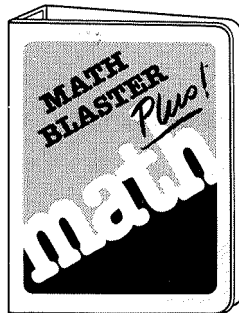
To supplement the *Math and Me* software program, Davidson has developed a series of colorful and educational workbooks. They are reproducible for use in the classroom, and they can be used at home.

Ages: 3 through 6
Suggested retail: \$4.95 each

Math and Me Preschool Book 1
Math and Me Kdg. Book 1
Math and Me Grade 1 Book 1

Math and Me Preschool Book 2
Math and Me Kdg. Book 2
Math and Me Grade 1 Book 2

Math Blaster Plus!™



After *Math and Me*, your child will be ready for *Math Blaster Plus!* This program builds accuracy, problem-solving skills and confidence as students master basic math facts. *Math Blaster Plus* contains over 750 basic math problems covering:

- Addition & Subtraction
- Multiplication & Division
- Fractions, Decimals & Percents

Grades: 1 through 6
Suggested retail: \$49.95

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Torrance, CA 90505
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