

# *Attainment's*



## *Software User Guide*

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## MatchTime

**MatchTime** provides a simple, accessible, and colorful context for practicing telling time. It features both dial clocks and digital clocks and provides activities at four levels of complexity. Within the four activities, matching tasks increase in difficulty, requiring a minimum number of correct answers of each goal before progressing to harder matches. MatchTime smartly advances the student through the program.

A [list of goals](#) for each activity is available toward the end of this user guide.

There are four activities by levels of complexity.



### Activity 1: MatchTime to the Hour

Focuses on recognition of the 12 hours on a clock.



### Activity 2: MatchTime to the Quarter Hour

Focuses on half hours and moves to quarter hours.



### Activity 3: MatchTime to the Minute

Begins with 20 minute divisions and progresses to single minutes.



### Activity 4: MatchTime Earlier and Later

Adds the challenge of finding times earlier or later than the target time.

Wraps up with combining hours and minutes in problems.

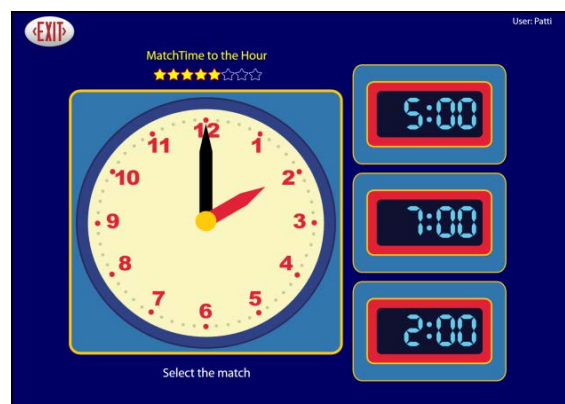
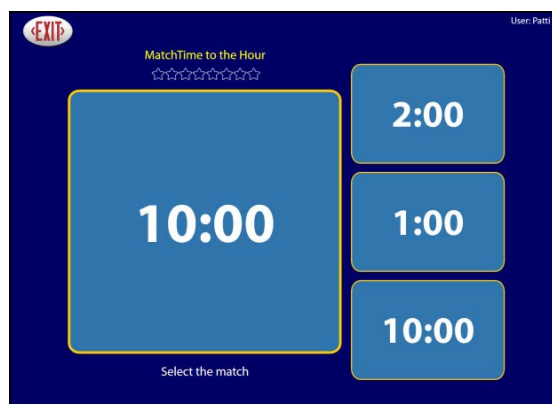
At the completion of each activity, a certificate of achievement is given.



## MatchTime to the Hour

**MatchTime to the Hour** focuses on recognition of the 12 hours on the dial clock and their equivalent digital representation.

Time is given on the large clock. The student is asked to select the matching time from one of three smaller clocks. A row of stars above the big clock indicates progression through the activity. Each star represents a goal. There are eight progressing goals in MatchTime to the Hour.



### Goals:

**Goal 1** Requires 2 consecutive correct answers matching from numerical time to numerical times showing any hour.

**Goal 2** Requires 2 consecutive correct answers matching from numerical time to digital clocks showing any hour.

**Goal 3** Requires 2 consecutive correct answers matching from a digital clock to numerical times showing any hour.

**Goal 4** Requires 4 consecutive correct answers matching from a dial clock to dial clocks showing 3, 6, 9, and 12 o'clock.

**Goal 5** Requires 4 consecutive correct answers matching from a dial clock to dial clocks showing 3, 6, 9, and 12 o'clock.

**Goal 6** Requires 4 consecutive correct answers matching from a dial clock to digital clocks or numerical times showing any hour.

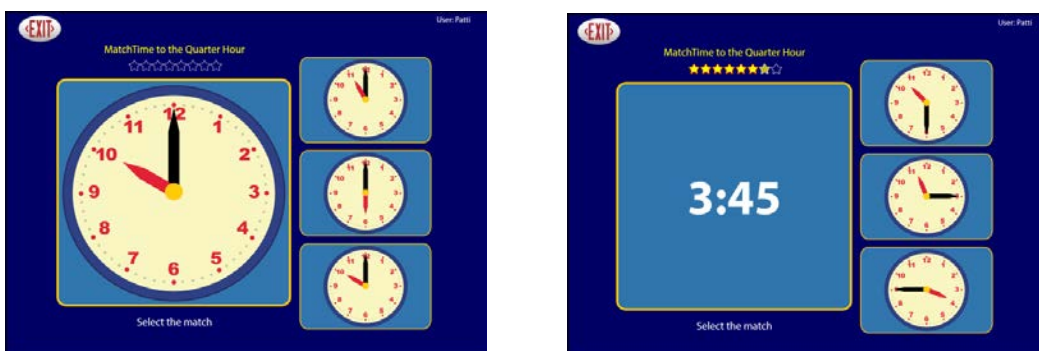
**Goal 7** Requires 4 consecutive correct answers matching from a dial clock or numerical time to dial clocks or digital clocks showing any hour.

**Goal 8** Requires 4 consecutive correct answers matching from a dial clock or a digital clock to dial clocks or numerical times showing any hour.

## MatchTime to the Quarter Hour

**MatchTime to the Quarter Hour** adds divisions of the hour to the matching goals, beginning with half hours and moving on to quarter hours.

Time is given on a large clock. The student is asked to select the matching time from one of the three smaller clocks. A row of stars above the big clock indicates progression through the activity. Each star represents a goal. There are eight progressing goals in MatchTime to the Quarter Hour.



**Goal 1** Requires 4 consecutive correct answers matching from a dial clock to dial clocks showing any hour and minutes divisible by thirty.

**Goal 2** Requires 4 consecutive correct answers matching from a dial clock to dial clocks showing any hour and minutes divisible by fifteen.

**Goal 3** Requires 6 consecutive correct answers matching from a dial clock to dial clocks showing 3, 6, 9, and 12 o'clock and minutes divisible by thirty.

**Goal 4** Requires 6 consecutive correct answers matching from a dial clock to dial clocks showing 12 o'clock and minutes divisible by fifteen.

**Goal 5** Requires 4 consecutive correct answers matching from a dial clock to dial clocks showing 3, 6, 9, and 12 o'clock and minutes divisible by thirty.

**Goal 6** Requires 4 consecutive correct answers matching from a dial clock to digital clocks or numerical times showing any hour and minutes divisible by thirty.

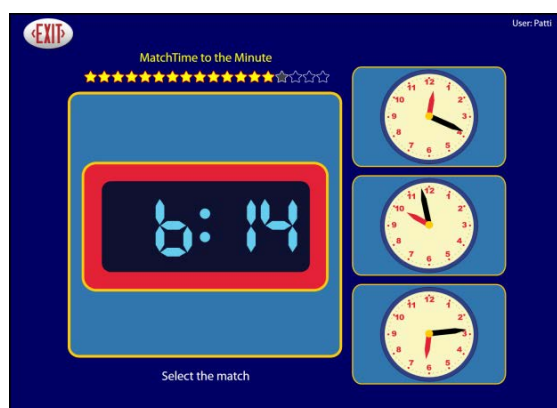
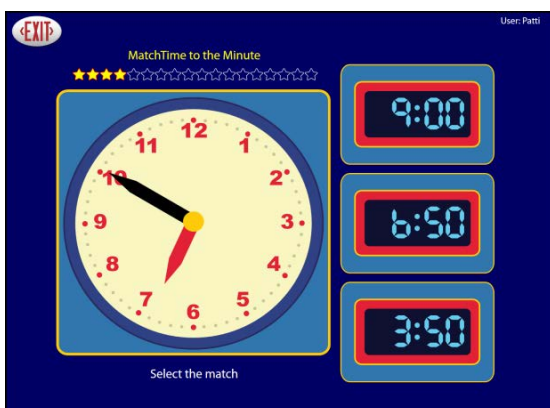
**Goal 7** Requires 4 consecutive correct answers matching from a dial clock or numerical time to dial clocks or digital clocks showing any hour and minutes divisible by fifteen.

**Goal 8** Requires 4 consecutive correct answers matching from a digital clock or numerical time to dial clocks showing any hour and minutes divisible by fifteen.

## MatchTime to the Minute

**MatchTime to the Minute** begins with 20 minute divisions of the hour, then the focus gradually narrows through 10 and 5 minute intervals down to single minutes.

Time is given on a large clock. The student is asked to select the matching time from one of the three smaller clocks. A row of stars above the big clock indicates progression through the activity. Each star represents a goal. There are eighteen progressing goals in MatchTime to the Minute.



**Goal 1** Requires 2 consecutive correct answers matching from a dial clock to digital clocks or numerical times showing 12 o'clock and minutes divisible by twenty.

**Goal 2** Requires 2 consecutive correct answers matching from a digital clock or numerical time to dial clocks showing 12 o'clock and minutes divisible by twenty.

**Goal 3** Requires 2 consecutive correct answers matching from a dial clock or a digital clock to dial locks or digital clocks showing any hour and minutes divisible by twenty.

**Goal 4** Requires 2 consecutive correct answers matching from a dial clock or a digital clock to dial clocks or digital clocks showing any hour and minutes divisible by twenty.

**Goal 5** Requires 3 consecutive correct answers matching from a dial clock to dial clocks, digital clocks, or numerical times showing 3, 6, 9, and 12 o'clock and minutes divisible by ten.

**Goal 6** Requires 3 consecutive correct answers matching from a digital clock or numerical time to dial clocks showing 3, 6, 9, and 12 o'clock and minutes divisible by ten.

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*continued MatchTime to the Minute Goals*

**Goal 7** Requires 3 consecutive correct answers matching from a dial clock or a digital clock to dial clocks or numerical times showing any hour and minutes divisible by ten.

**Goal 8** Requires 3 consecutive correct answers matching from a dial clock or a digital clock to dial clocks or numerical times showing any hour and minutes divisible by ten.

**Goal 9** Requires 2 consecutive correct answers matching from a dial clock to dial clocks showing 12 o'clock and minutes divisible by five.

**Goal 10** Requires 3 consecutive correct answers matching from a dial clock to dial clocks, digital clocks, or numerical times showing 3, 6, 9, and 12 o'clock and minutes divisible by five.

**Goal 11** Requires 3 consecutive correct answers matching from a dial clock, a digital clock, or numerical time to dial clocks showing 3, 6, 9, and 12 o'clock and minutes divisible by five.

**Goal 12** Requires 4 consecutive correct answers matching from a dial clock, a digital clock, or numerical time to dial clocks, digital clocks, or numerical times showing any hour and minutes divisible by five.

**Goal 13** Requires 2 consecutive correct answers matching from a dial clock to dial clocks showing 12 o'clock and all minutes of the hour.

**Goal 14** Requires 4 consecutive correct answers matching from a dial clock to dial clocks, digital clocks, or numerical times showing 3, 6, 9, and 12 o'clock and all minutes of the hour.

**Goal 15** Requires 4 consecutive correct answers matching from a dial clock, a digital clock, or numerical time to dial clocks showing 3, 6, 9, and 12 o'clock and all minutes of the hour.

**Goal 16** Requires 4 consecutive correct answers matching from a digital clock or numerical time to dial clocks showing any hour and all minutes of the hour.

**Goal 17** Requires 4 consecutive correct answers matching from a dial clock to digital clocks or numerical times showing any hour and all minutes of the hour.

**Goal 18** Requires 6 consecutive correct answers matching from a dial clock or a digital clock to dial clocks or digital clocks showing any hour and all minutes of the hour.

## MatchTime Earlier and Later

**MatchTime Earlier and Later** presents the added challenge of finding times earlier or later than the target time. It begins with one hour, on the hour spans, that progress to whole hour intervals. Then the emphasis then shifts to shorter and longer durations in minutes. There are 20 goals for finding earlier and later times in increments from one minute up to four hours.



**Goal 1** Requires 4 consecutive correct answers seeking times 1 hour earlier at 1-hour marks, comparing numerical time to numerical times.

**Goal 2** Requires 4 consecutive correct answers seeking times 1 hour later at 1-hour marks, comparing numerical time to numerical times.

**Goal 3** Requires 2 consecutive correct answers seeking times 1 hour earlier and later at 1-hour marks, comparing a dial clock to dial clocks.

**Goal 4** Requires 4 consecutive correct answers seeking times 1 hour earlier and later (sometimes passing over 12 o'clock) at 1-hour marks, comparing a dial clock to dial clocks.

**Goal 5** Requires 2 consecutive correct answers seeking times 1 hour earlier and later (sometimes passing over 12 o'clock) at 1-hour marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.

**Goal 6** Requires 4 consecutive correct answers seeking times 2 hours earlier and later at 1-hour marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.

**Goal 7** Requires 4 consecutive correct answers seeking times 4 hours earlier and later (always passing over 12 o'clock) at 1-hour marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.

**Goal 8** Requires 3 consecutive correct answers seeking times 1 hour earlier (sometimes passing over 12 o'clock) at 30-minute marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.



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*continued MatchTime Elapsed time goals:*

**Goal 9** Requires 3 consecutive correct answers seeking times 1 hour later (sometimes passing over 12 o'clock) at 30-minute marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.

**Goal 10** Requires 3 consecutive correct answers seeking times 1 hour earlier and later (sometimes passing over 12 o'clock) at 15-minute marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.

**Goal 11** Requires 3 consecutive correct answers seeking times 1 hour earlier and later (sometimes passing over 12 o'clock) at 5-minute marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.

**Goal 12** Requires 3 consecutive correct answers seeking times 1 hour earlier and later (sometimes passing over 12 o'clock) at 1-minute marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.

**Goal 13** Requires 2 consecutive correct answers seeking times 30 minutes earlier and later at 15-minute marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.

**Goal 14** Requires 2 consecutive correct answers seeking times 15 minutes earlier and later (sometimes passing over 12 o'clock) at 15-minute marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.

**Goal 15** Requires 3 consecutive correct answers seeking times 30 minutes earlier and later (sometimes passing over 12 o'clock) at 10-minute marks, comparing a dial clock to dial clocks or digital clocks.

**Goal 16** Requires 2 consecutive correct answers seeking times 15 minutes earlier and later (sometimes passing over 12 o'clock) at 10-minute marks, comparing a dial clock to dial clocks or digital clocks.

**Goal 17** Requires 2 consecutive correct answers seeking times 10 minutes earlier and later at 5-minute marks, comparing a dial clock to dial clocks or digital clocks.

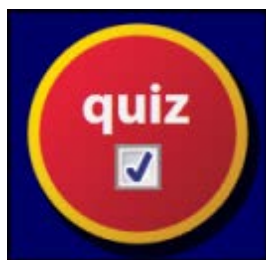
**Goal 18** Requires 2 consecutive correct answers seeking times 5 minutes earlier and later at 5-minute marks, comparing a dial clock to dial clocks or digital clocks.

**Goal 19** Requires 2 consecutive correct answers seeking times 15 minutes earlier and later (sometimes passing over 12 o'clock) at 1-minute marks, comparing a dial clock to dial clocks or digital clocks.

**Goal 20** Requires 2 consecutive correct answers seeking times 1 hour earlier and later (sometimes passing over 12 o'clock) at 1-minute marks, comparing a dial clock to dial clocks or digital clocks.

## Quiz

Quiz mode functions like the instructional activity mode, except it does not give student feedback about their answer choice. Quizzes accept the answer given then proceed to the next question. Quizzes contain one question for each goal in the activity. So, quizzes in MatchTime to the Hour and MatchTime to the Quarter Hour have only eight questions. You can choose to double the number of questions (for both Quiz and instructional mode) in Settings->Extra Challenge, accessed through Options.



To implement a quiz, check the box on the opening title page.

A screenshot of the "MatchTime to the Minute" quiz interface. The background is dark blue. In the top left corner is a white oval with the word "EXIT" in red. In the top right corner, it says "User: Jinsy". The main title "MatchTime to the Minute" is in yellow, with "Question: 4 of 18" below it. On the left is a large analog clock with a yellow face and blue hands. The hour hand is between 8 and 9, and the minute hand is at 4. On the right are three digital time displays in blue on a black background, each in a red-bordered box. The top display shows "9:40", the middle shows "8:20", and the bottom shows "2:00". At the bottom, the text "Select the match" is displayed.

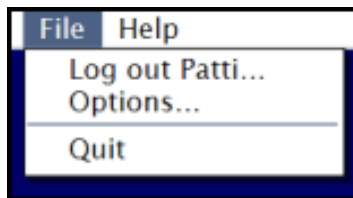
## Progress Report

Progress Report shows how much of each activity the student has completed and the current score.



## Options

Open Options to add student login accounts, access settings, and view results. To open Options, select File—>Options from the menu bar at the top of the screen. The menu bar is only accessible on the activities selection page. If it asks for a password and you have forgotten your password, Attainment will always work as a password. Having a password to enter Options is optional. First, Options opens to the general options screen.



### Add Student Account

To add a student account, click the Add icon, type the student's name, and click Next. If your computer has a camera, the Add User - Icon window appears which allows you to include a photo next to the student's name on the login menu. Select Cancel to skip this step. To take a photo, press Snapshot to take the photo. When you're satisfied with the photo, click Finish.

### Delete Student Account

Delete a student account by selecting the user name from the drop-down list of names and then press Delete.



### General Options

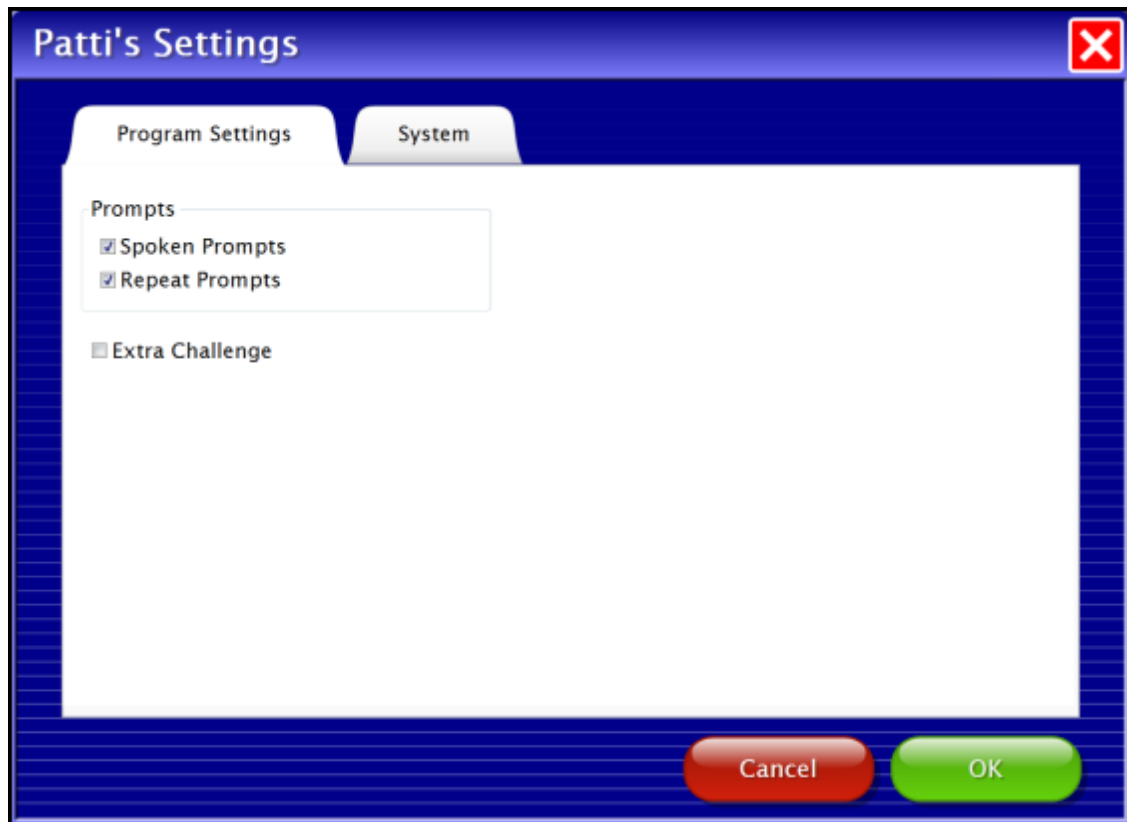
- **Teacher Password** allows you to create an optional password that needs to be typed to open Options. As a backup, Attainment will always work as a password. Password is not case sensitive: upper or lower case does not matter.
- **Required to Switch Users:** Checked, to extend the password requirement to include switching users.
- **Users Must Type Name:** Checked, requires all students to type their login name.
- **Fullscreen:** Checked, the program will fill the screen. Unchecked, MatchTime will run in an resizable window.
- **Allow Guest Logins:** Checked, Guest is allowed as a login option. When a student is logged in as Guest, results are not saved. Guest can be removed as a login choice only after one or more login names have been added.
- **Track Usage:** Checked, the number of minutes spent on this program by all users will be tracked.

## Settings

To adjust a student's settings, go to the Options screen, select their name from the Name drop-down menu, then click on Settings button.

There are two tabs of adjustable settings: Program Settings tab and System tab.

### Program Settings Tab



### Prompts

**Spoken Prompt:** Checked, verbal prompts are given to instruct the student on each question.

**Repeat Prompts:** Checked, verbal prompts are repeated when there is no reply to the question.

**Extra Challenge:** Checked, the number of problems needed to advance to the next goal is doubled. This applies to daily work and Quiz mode.



## System Tab

**Scanning choices**, Single Switch and Double Switch.

**Autoscan Delay** is the amount of time the scan highlight stays on a selectable button in single switch scanning.

**Scan Next** is the keystroke, when Double Switch is turned on, that the second switch is assigned when plugged into the switch interface.

**Scan Select** is the keystroke a single switch or the "move" switch when two switches are used, is assigned when plugged into the switch interface.

**Debounce** is the amount of time the program will ignore repeated switch input.

**Highlight** size and color are adjustable.

**Auditory Scanning** is the addition of auditory cues to each cursor movement.

**Auditory Rollover** is auditory cues after a 1.5 second button rollover.

**Password** can be left blank or insert a password that this student must type to log in.

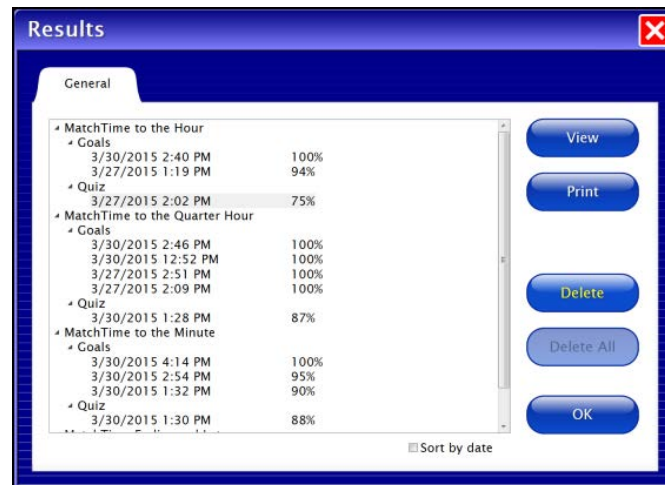
**Sound** is Music, Speech, and Sound Effects that can be turned off.

**Icon/Set** can be used to attach a photo of the student or any other graphic that will show by their name on the login menu.

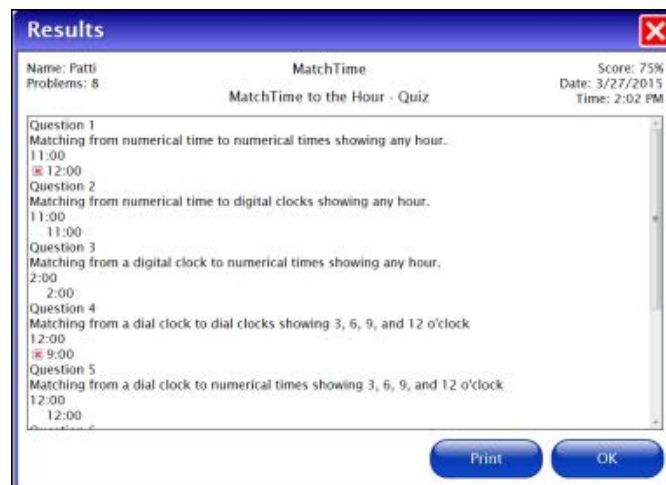
When all options for this student are set, press OK to return to the opening options screen.

## Results

Students must be logged into their account for their work to be saved. Details of daily work and quizzes are saved. To view saved Results, select the student's name from the drop-down menu in general Options and press Results button.



Results are listed by activity, then divided by quiz and daily work (goals), then by date, time, and percentage correct. You can change the layout to sort **by date** with box toward the bottom of the Results page.



To view details, highlight an individual entry and press View.

To delete a session, highlight the session and press Delete. The Delete All button is used to delete all entries in a subcategory, such as activity, quiz, daily work, or by date. Highlight a subcategory and then press Delete All.



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## Activity Goals

### LEVEL 1 MatchTime to the Hour

8 goals for telling time to the hour:

- Goal 1 Requires 2 consecutive correct answers, matching from numerical time to numerical times, showing any hour.
- Goal 2 Requires 2 consecutive correct answers, matching from numerical time to digital clocks, showing any hour.
- Goal 3 Requires 2 consecutive correct answers, matching from a digital clock to numerical times, showing any hour.
- Goal 4 Requires 4 consecutive correct answers; matching from a dial clock to dial clocks; showing 3, 6, 9, and 12 o'clock.
- Goal 5 Requires 4 consecutive correct answers; matching from a dial clock to dial clocks; showing 3, 6, 9, and 12 o'clock.
- Goal 6 Requires 4 consecutive correct answers, matching from a dial clock to digital clocks or numerical times, showing any hour.
- Goal 7 Requires 4 consecutive correct answers, matching from a dial clock or numerical time to dial clocks or digital clocks, showing any hour.
- Goal 8 Requires 4 consecutive correct answers, matching from a dial clock or a digital clock to dial clocks or numerical times, showing any hour.

### LEVEL 2 MatchTime to the Quarter Hour

8 goals for telling time by half-hours and quarter-hours:

- Goal 1 Requires 4 consecutive correct answers matching from a dial clock to dial clocks showing any hour and minutes divisible by thirty.
- Goal 2 Requires 4 consecutive correct answers matching from a dial clock to dial clocks showing any hour and minutes divisible by fifteen.
- Goal 3 Requires 6 consecutive correct answers matching from a dial clock to dial clocks showing 3, 6, 9, and 12 o'clock and minutes divisible by thirty.
- Goal 4 Requires 6 consecutive correct answers matching from a dial clock to dial clocks showing 12 o'clock and minutes divisible by fifteen.
- Goal 5 Requires 4 consecutive correct answers; matching from a dial clock to dial clocks; showing 3, 6, 9, and 12 o'clock and minutes divisible by thirty.
- Goal 6 Requires 4 consecutive correct answers, matching from a dial clock to digital clocks or numerical times, showing any hour and minutes divisible by thirty.
- Goal 7 Requires 4 consecutive correct answers, matching from a dial clock or numerical time to dial clocks or digital clocks, showing any hour and minutes divisible by fifteen.

Goal 8 Requires 4 consecutive correct answers, matching from a digital clock or numerical time to dial clocks, showing any hour and minutes divisible by fifteen.

### **LEVEL 3 MatchTime to the Minute**

18 goals for telling time in increments from one to twenty minutes :

- Goal 1 Requires 2 consecutive correct answers, matching from a dial clock to digital clocks or numerical times, showing 12 o'clock and minutes divisible by twenty.
- Goal 2 Requires 2 consecutive correct answers, matching from a digital clock or numerical time to dial clocks, showing 12 o'clock and minutes divisible by twenty.
- Goal 3 Requires 2 consecutive correct answers, matching from a dial clock or a digital clock to dial clocks or digital clocks, showing any hour and minutes divisible by twenty.
- Goal 4 Requires 2 consecutive correct answers, matching from a dial clock or a digital clock to dial clocks or digital clocks, showing any hour and minutes divisible by twenty.
- Goal 5 Requires 3 consecutive correct answers; matching from a dial clock to dial clocks, digital clocks, or numerical times; showing 3, 6, 9, and 12 o'clock and minutes divisible by ten.
- Goal 6 Requires 3 consecutive correct answers; matching from a digital clock or numerical time to dial clocks; showing 3, 6, 9, and 12 o'clock and minutes divisible by ten.
- Goal 7 Requires 3 consecutive correct answers, matching from a dial clock or a digital clock to dial clocks or numerical times, showing any hour and minutes divisible by ten.
- Goal 8 Requires 3 consecutive correct answers, matching from a dial clock or a digital clock to dial clocks or numerical times, showing any hour and minutes divisible by ten.
- Goal 9 Requires 2 consecutive correct answers, matching from a dial clock to dial clocks, showing 12 o'clock and minutes divisible by five.
- Goal 10 Requires 3 consecutive correct answers; matching from a dial clock to dial clocks, digital clocks, or numerical times; showing 3, 6, 9, and 12 o'clock and minutes divisible by five.

- Goal 11 Requires 3 consecutive correct answers; matching from a dial clock, a digital clock, or numerical time to dial clocks; showing 3, 6, 9, and 12 o'clock and minutes divisible by five.
- Goal 12 Requires 4 consecutive correct answers; matching from a dial clock, a digital clock, or numerical time to dial clocks, digital clocks, or numerical times; showing any hour and minutes divisible by five.
- Goal 13 Requires 2 consecutive correct answers, matching from a dial clock to dial clocks, showing 12 o'clock and all minutes of the hour.
- Goal 14 Requires 4 consecutive correct answers; matching from a dial clock to dial clocks, digital clocks, or numerical times; showing 3, 6, 9, and 12 o'clock and all minutes of the hour.
- Goal 15 Requires 4 consecutive correct answers; matching from a dial clock, a digital clock, or numerical time to dial clocks; showing 3, 6, 9, and 12 o'clock and all minutes of the hour.
- Goal 16 Requires 4 consecutive correct answers, matching from a digital clock or numerical time to dial clocks, showing any hour and all minutes of the hour.
- Goal 17 Requires 4 consecutive correct answers, matching from a dial clock to digital clocks or numerical times, showing any hour and all minutes of the hour.
- Goal 18 Requires 6 consecutive correct answers, matching from a dial clock or a digital clock to dial clocks or digital clocks, showing any hour and all minutes of the hour.

#### **LEVEL 4 MatchTime Earlier and Later**

20 goals for finding earlier and later times in increments from one minute up to four hours:

- Goal 1 Requires 4 consecutive correct answers, seeking times 1 hour earlier at 1-hour marks, comparing numerical time to numerical times.
- Goal 2 Requires 4 consecutive correct answers, seeking times 1 hour later at 1-hour marks, comparing numerical time to numerical times.
- Goal 3 Requires 2 consecutive correct answers, seeking times 1 hour earlier and later at 1-hour marks, comparing a dial clock to dial clocks.
- Goal 4 Requires 4 consecutive correct answers, seeking times 1 hour earlier and later (sometimes passing over 12 o'clock) at 1-hour marks, comparing a dial clock to dial clocks.

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- Goal 5 Requires 2 consecutive correct answers, seeking times 1 hour earlier and later (sometimes passing over 12 o'clock) at 1-hour marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.
- Goal 6 Requires 4 consecutive correct answers, seeking times 2 hours earlier and later at 1-hour marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.
- Goal 7 Requires 4 consecutive correct answers, seeking times 4 hours earlier and later (always passing over 12 o'clock) at 1-hour marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.
- Goal 8 Requires 3 consecutive correct answers, seeking times 1 hour earlier (sometimes passing over 12 o'clock) at 30-minute marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.
- Goal 9 Requires 3 consecutive correct answers, seeking times 1 hour later (sometimes passing over 12 o'clock) at 30-minute marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.
- Goal 10 Requires 3 consecutive correct answers, seeking times 1 hour earlier and later (sometimes passing over 12 o'clock) at 15-minute marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.
- Goal 11 Requires 3 consecutive correct answers, seeking times 1 hour earlier and later (sometimes passing over 12 o'clock) at 5-minute marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.
- Goal 12 Requires 3 consecutive correct answers, seeking times 1 hour earlier and later (sometimes passing over 12 o'clock) at 1-minute marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.
- Goal 13 Requires 2 consecutive correct answers, seeking times 30 minutes earlier and later at 15-minute marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.
- Goal 14 Requires 2 consecutive correct answers, seeking times 15 minutes earlier and later (sometimes passing over 12 o'clock) at 15-minute marks, comparing a dial clock or a digital clock to dial clocks or digital clocks.
- Goal 15 Requires 3 consecutive correct answers, seeking times 30 minutes earlier and later (sometimes passing over 12 o'clock) at 10-minute marks, comparing a dial clock to dial clocks or digital clocks.
- Goal 16 Requires 2 consecutive correct answers, seeking times 15 minutes earlier and later (sometimes passing over 12 o'clock) at 10-minute marks, comparing a dial clock to dial clocks or digital clocks.

Goal 17 Requires 2 consecutive correct answers, seeking times 10 minutes earlier and later at 5-minute marks, comparing a dial clock to dial clocks or digital clocks.

Goal 18 Requires 2 consecutive correct answers, seeking times 5 minutes earlier and later at 5-minute marks, comparing a dial clock to dial clocks or digital clocks.

Goal 19 Requires 2 consecutive correct answers, seeking times 15 minutes earlier and later (sometimes passing over 12 o'clock) at 1-minute marks, comparing a dial clock to dial clocks or digital clocks.

Goal 20 Requires 2 consecutive correct answers, seeking times 1 hour earlier and later (sometimes passing over 12 o'clock) at 1-minute marks, comparing a dial clock to dial clocks or digital clocks.

## System Requirements

### Windows

Windows XP SP3 (minimum 512MB), Windows 7, Windows 8

Minimum of 512MB RAM

Microsoft .Net 3.5 SP1

NOTE: During installation from the Autoplay menu, if .Net v3.5 is not detected, you will be prompted to install it. .Net 3.5 SP1 is included on the CD.

### Mac

Intel processor

OS 10.6, 10.7, 10.8, 10.9

Minimum of 512MB RAM

## ALTERNATIVE ACCESS

### White Boards and Touch Monitors

This program is designed for use with White Boards and touch screen access.

### Scanning

This program supports single and two switch step scanning. To change scanning settings, go to [Options—>Settings—>System tab](#).

## License

Attainment offers many options for licensing software. Licenses purchased for multiple computer installation will include a certificate verifying the agreement.

### **Three Computer License**

Attainment Company, Inc. grants the original purchaser a Three Computer License. Under this license, the purchaser may use this software on up to three computers simultaneously. The purchaser may make a copy of this software for backup purposes only. Our Three Computer License may be modified into a multiple computer license. Call Attainment Company for pricing information.

### **Ownership**

Attainment Company retains the title to the software program. The purchaser only gains title to the enclosed CD.

### **Copyright**

This program is protected by United States copyright laws and International copyright treaties.

### **Upgrades**

If within 30 days of this software purchase, Attainment Company releases a new version of the software, you may send the enclosed disk to Attainment for a CD containing the new software at no charge. After 30 days, you must pay an upgrade fee.

### **Warranty**

Attainment Company warrants that the enclosed CD is free of defects in materials and workmanship for up to one year after purchase. If you discover a defect, return the enclosed CD to Attainment Company for a free replacement. There is a replacement charge of \$15.00, plus shipping and handling, for products replaced after such warranty expires.

### **Limitation of Liability**

Attainment Company shall not be liable for damages, including incidental or consequential, arising from the use of the program or this documentation. Some states, however, do not allow the limitation or exclusion of liability for incidental or consequential damages. In these cases, this limitation may not apply.

## Contact Us

If you have a problem running **MatchTime**, please call Attainment's Technical Support at the number below. If possible, have the program running with your computer nearby while we discuss solutions. You can speed the process if you collect some basic information ahead of time:

- Running on Windows or Mac?
- What was the error and type of error message, if any?
- What triggered the problem?
- Can you duplicate the problem?
- What operating system are you running?

Tech Support is available weekdays from 9 am - 5 pm (CST)

Phone: 800-327-4269 or 608-845-7880

Email: [techsupport@AttainmentCompany.com](mailto:techsupport@AttainmentCompany.com)

Website: [www.AttainmentCompany.com](http://www.AttainmentCompany.com)

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