

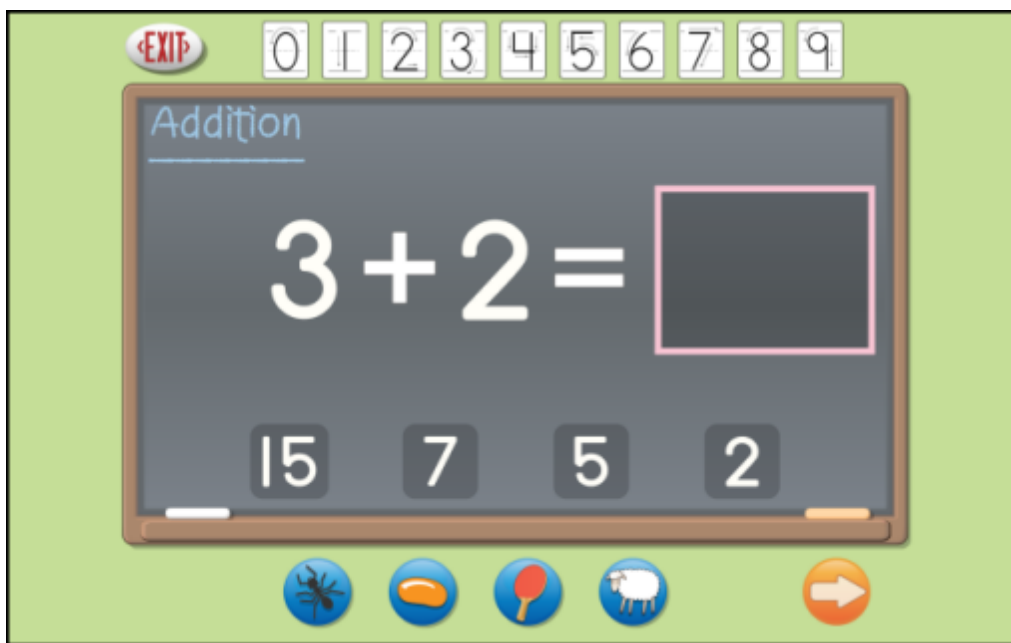
User Guide

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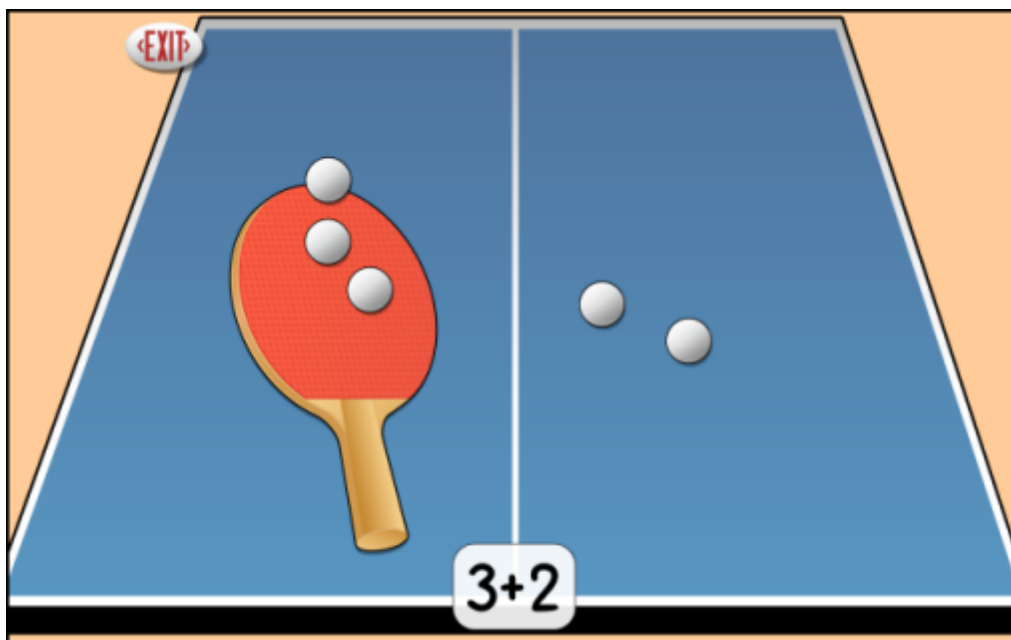
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Overview

Show Me Math links computation with actual objects by showing an animated movie for each math problem. The addition, subtraction, multiplication, and division equations use numbers 1—20. Details accumulated from quizzes help you gather data for IEPs.



The Instructional Unit helps students visualize math problems. Students respond by selecting from multiple choice answers, tapping on a number line, or drawing numbers with their finger in an answer box. They can view a “show me” feature, where the answer is illustrated with a short animated movie. Students select from four animated characters: ants, jelly beans, ping-pong balls, or sheep. For example, $3 + 2 = 5$ is illustrated with a group of three ping-pong balls joined by two additional ping-pong balls.

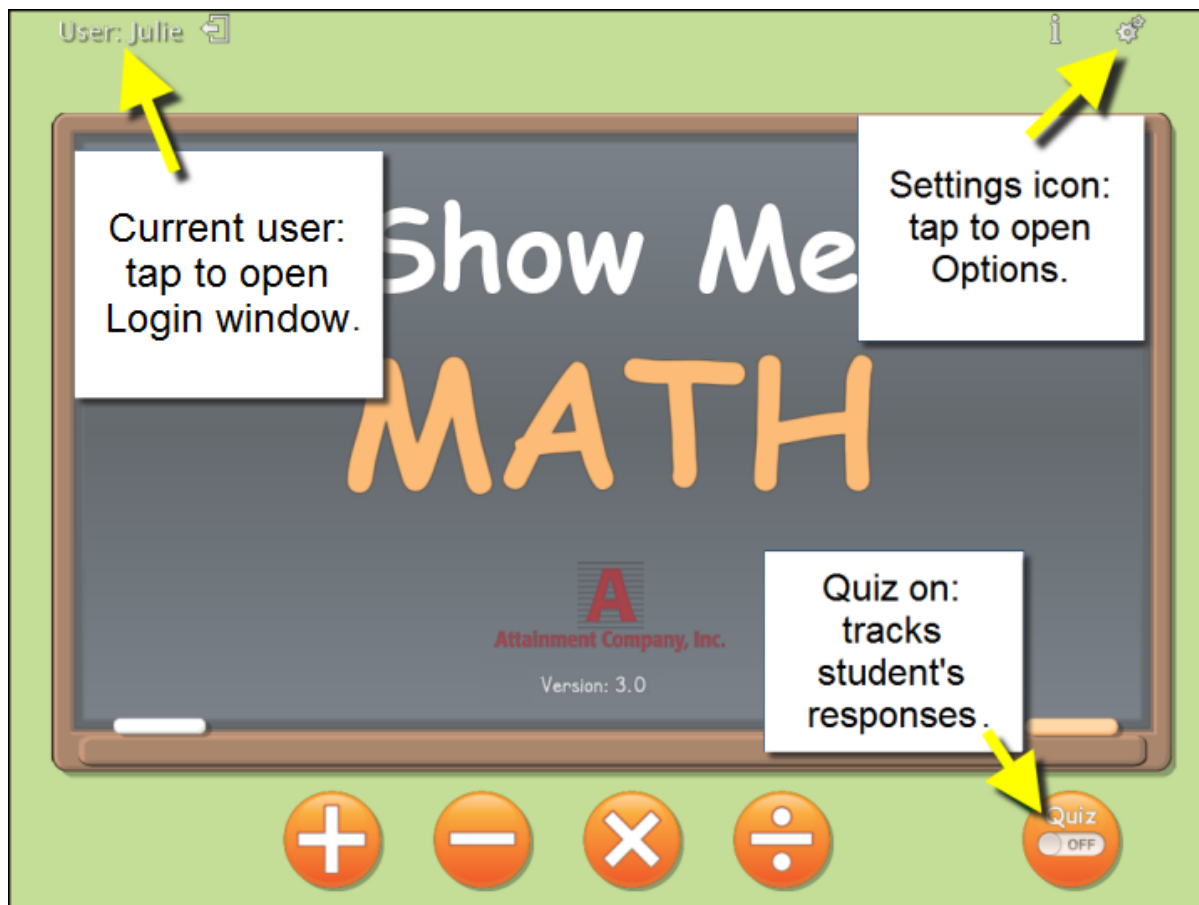


Show Me Math automatically logs in students as Guest until one or more student login accounts have been created. Students' questions and answers are not saved when logged in as Guest. Students' Quiz answers are saved when they're logged in with an account created for them. Add names in [Options](#) and view quiz results in [Options—Results](#).

A PDF of the user guide is available for printing from Attainment's website: www.AttainmentCompany.com. Search for and open the Show Me Math product page, scroll toward the bottom of the page, select Support tab, then open and print the user guide.

Login

Show Me Math has the option of logging in as Guest or with an individual student account. Data are not stored while logged in as Guest. To add student account names, open Options by tapping the Settings icon (icon with gear wheels in the upper right corner on the title screen). See [Options - Add Names](#) for more detailed instructions on adding or deleting accounts.



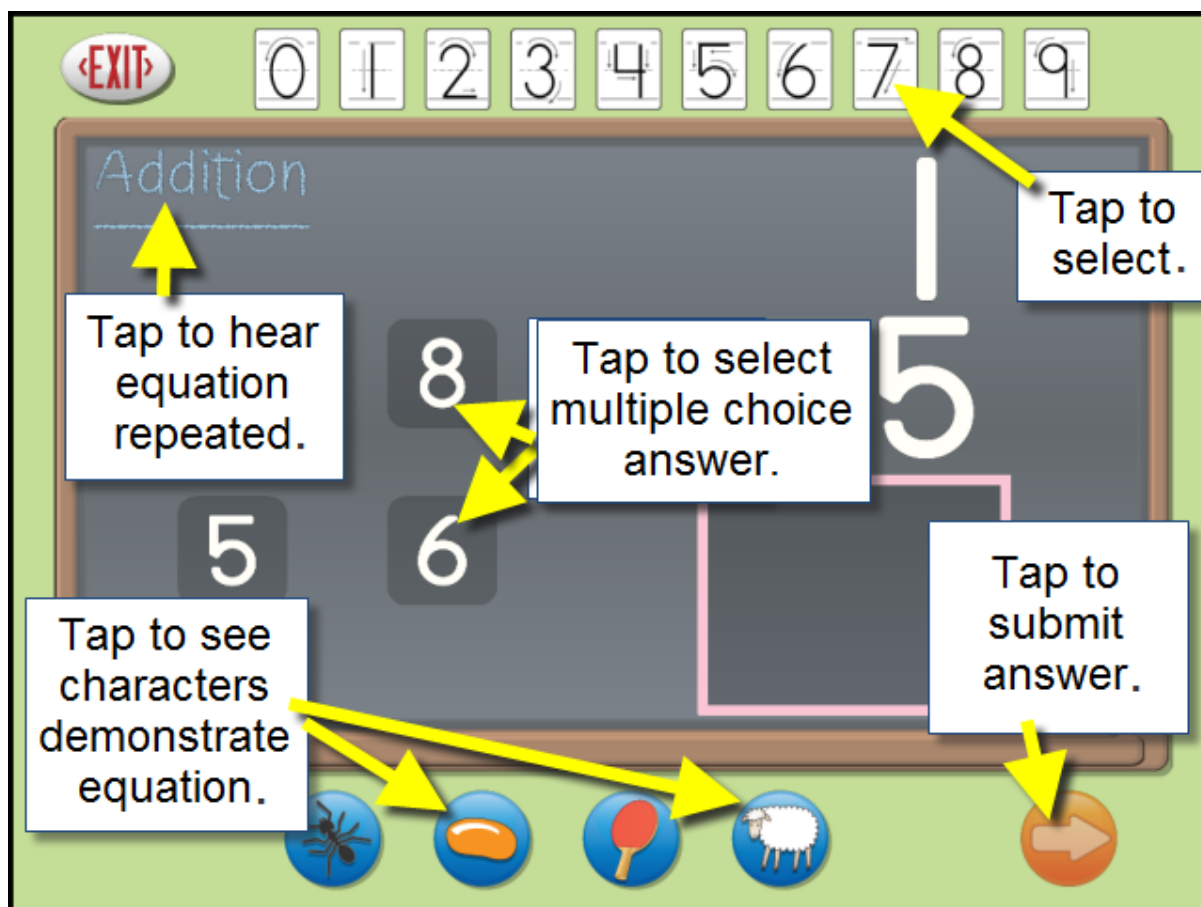
The current user is displayed in the upper left corner of the title screen. To change, tap the name to open the Log In window. Select a student name from the pull-down list, tap the Guest button, or tap the gears to open Options. Open [Options](#) to add student accounts, view student scores, and access adjustable preferences including scan settings.

Instructional Unit

To start, tap one of the arithmetic icons on the title screen. An equation with the selected operation is shown.

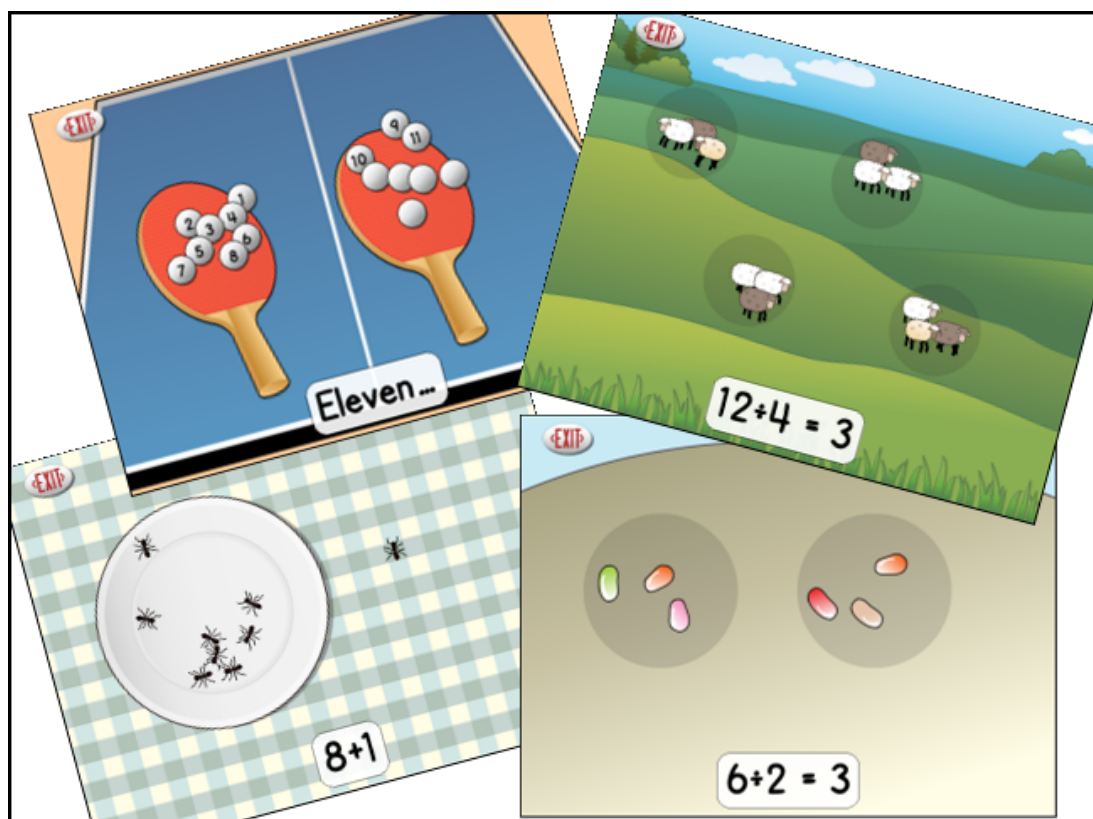


You can enter an answer in three ways: tap a digit on the number line above the chalkboard, tap one of the four multiple choice answers, or draw the number with a finger in the answer box. Student responses are not saved in Instructional Unit; they are saved in Quiz. To hear the equation repeated, tap on the printed operation name in the upper left corner of the chalkboard.



Select an answer and then tap the forward arrow in the lower right corner.

Equations must be answered correctly before the next equation is shown in the Instructional Unit. If the answer is correct, a pleasant audible tone is played and a new equation appears. If incorrect, a gentle error tone is given and the current equation remains until the correct answer is selected. The Instructional Unit continues indefinitely until the Exit button is tapped.

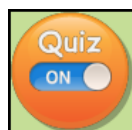


Four Show Me icons are available below the chalkboard. When you tap on a Show Me icon, the equation is visually played out by the characters. Choose from quick-moving ants, rotating beans, stationary ping-pong balls or grazing sheep. To further clarify the math equations, the animated characters can count out loud; choose this setting in Options. These characters can be enabled or disabled (the character's button is removed).

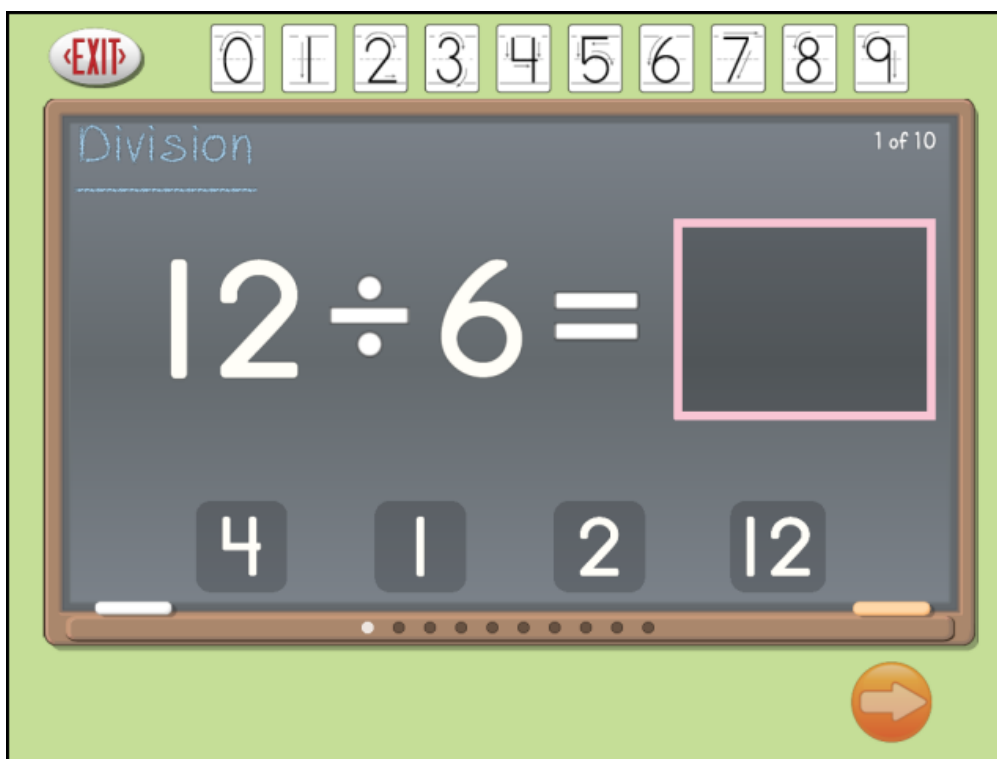
Multiple settings help you individualize Show Me Math. These settings include whiteboard or blackboard, highest number 10 or 20, and equations horizontal or vertical. (Scanning is also built into the program. If your student uses a switch to access software, turn on scanning in [Options—Settings](#).)

Quiz

Quiz uses the same settings as the Instructional Unit, such as horizontal or vertical equation layout, and whiteboard or blackboard. Quiz accepts the first answer given, records that answer, and moves to the next equation. The program does not give immediate feedback as to whether the answer is correct or incorrect. The Show Me animated characters are not available in Quiz.



To start a quiz, tap the Quiz icon in the lower right corner of the title screen. The toggle button slides to On. Now tap one of the arithmetic icons. An equation is generated. You can an answer in three ways: tap a digit on the number line above the chalkboard, tap one of the four multiple choice answers, or draw the number with a finger in the answer box. (Scanning is also built into the program. If your student uses a switch to access software, turn scanning on in [Options—Settings](#).)



Select an answer and then tap the forward arrow in the lower right corner. Once the last problem is answered, details of the quiz are shown. These details are saved long-term if the student has logged into an account created for them. For logged in Guests, quiz results are shown at the end of the quiz, but are not saved for viewing at a later date. The number of problems given for each quiz is adjustable in Settings.

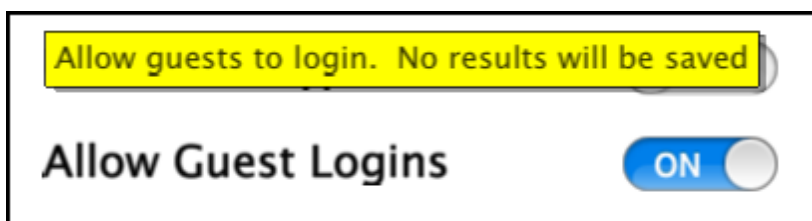


Options

Show Me Math can be tailored to challenge individual students. **Options** provides access to these customizing features.



Tap the gear icon in the upper right corner on the title screen. If it asks for a password and you have forgotten the password, *Attainment* will always work as a password.



Pop-up help is additional text written to further clarify each setting. Pop-up help is available, but hidden for each setting. To view pop-up help, slide then pause your finger on a setting: Pop-up help uses yellow as background color.

Options

User
Name: Julie

Delete Add

Settings Results

Teacher Password:

Required to Switch Users ON

User Must Type Name OFF

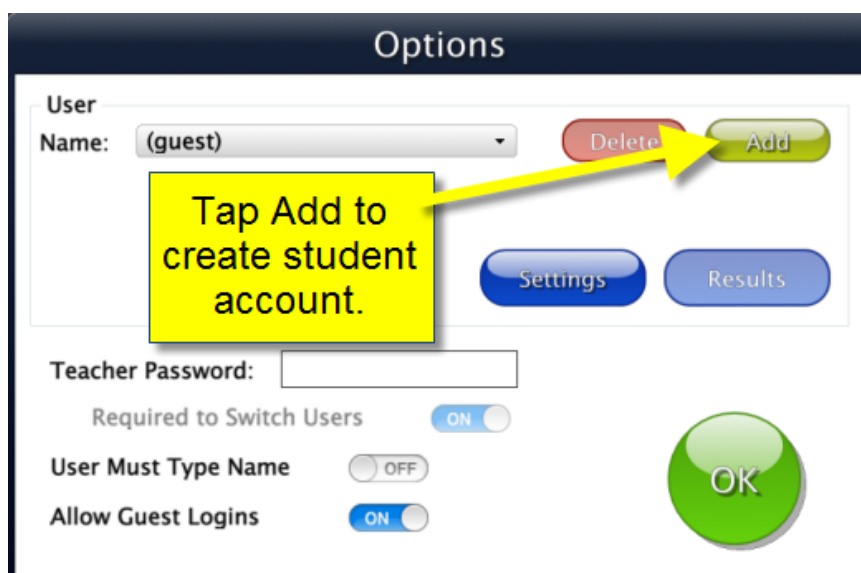
Allow Guest Logins ON

OK

- **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.
- Turn On **Required to Switch Users** to extend the password requirement to include switching users from the File pull-down menu.
- Turn On **Users Must Type Name** to require all students to type their login name.
- Turn Off **Allow Guest Logins** to remove Guest 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.

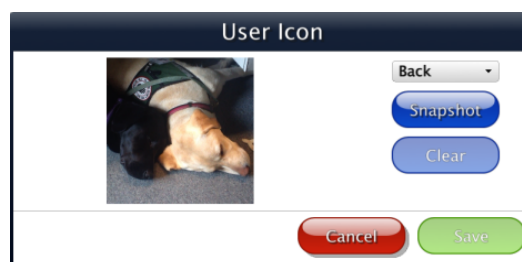
To adjust a student's settings or view their accumulated quiz results, select their name from the drop-down list, then tap, the Settings or Results button.

Add Names



Add Name

Tap the Add icon, type the student's name, and tap Next. Then the Add User - Icon window appears, which allows you to include a photo next to the student's name on the login menu. Tap Cancel to skip this step. To take a photo, first select the iPad's front or back camera. Then tap Snapshot to take the photo. When you're satisfied with the photo, tap Finish.



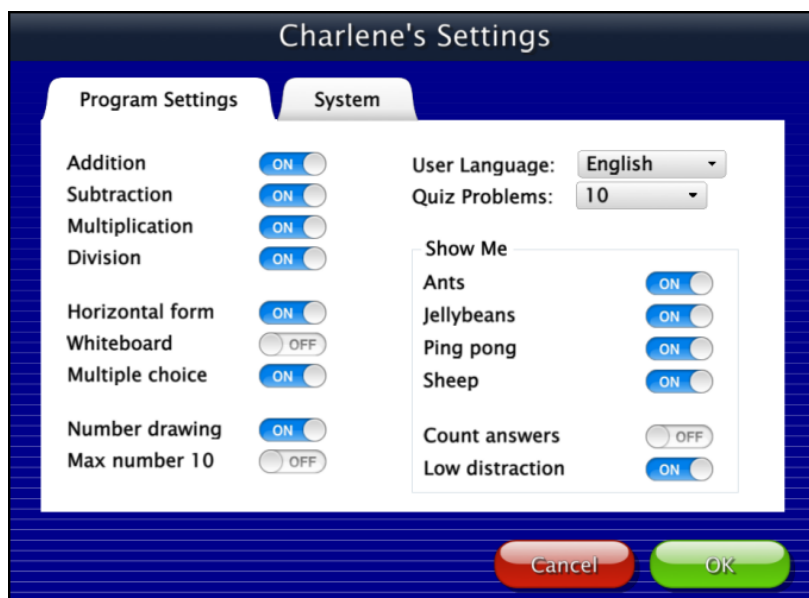
Delete Name

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

To adjust a student's settings or view their accumulated quiz results, select their name from the drop-down list, then tap Settings or Results.

Settings

To adjust a student's settings, select their name from the drop down menu and tap Settings on the main Options screen.



Program Settings tab

Addition, Subtraction, Multiplication, and Division: Turn off any operation to remove the icon from the Instructional Unit.

Horizontal form: Turn off to view math equations vertically.

Whiteboard: Turn off to view a black chalkboard.

Multiple choice: Turn off to remove the four choices from view.

Number drawing: Turn off to disable input of numbers by drawing in the answer box.

Max number 10: Turn off to limit the maximum number to 20.

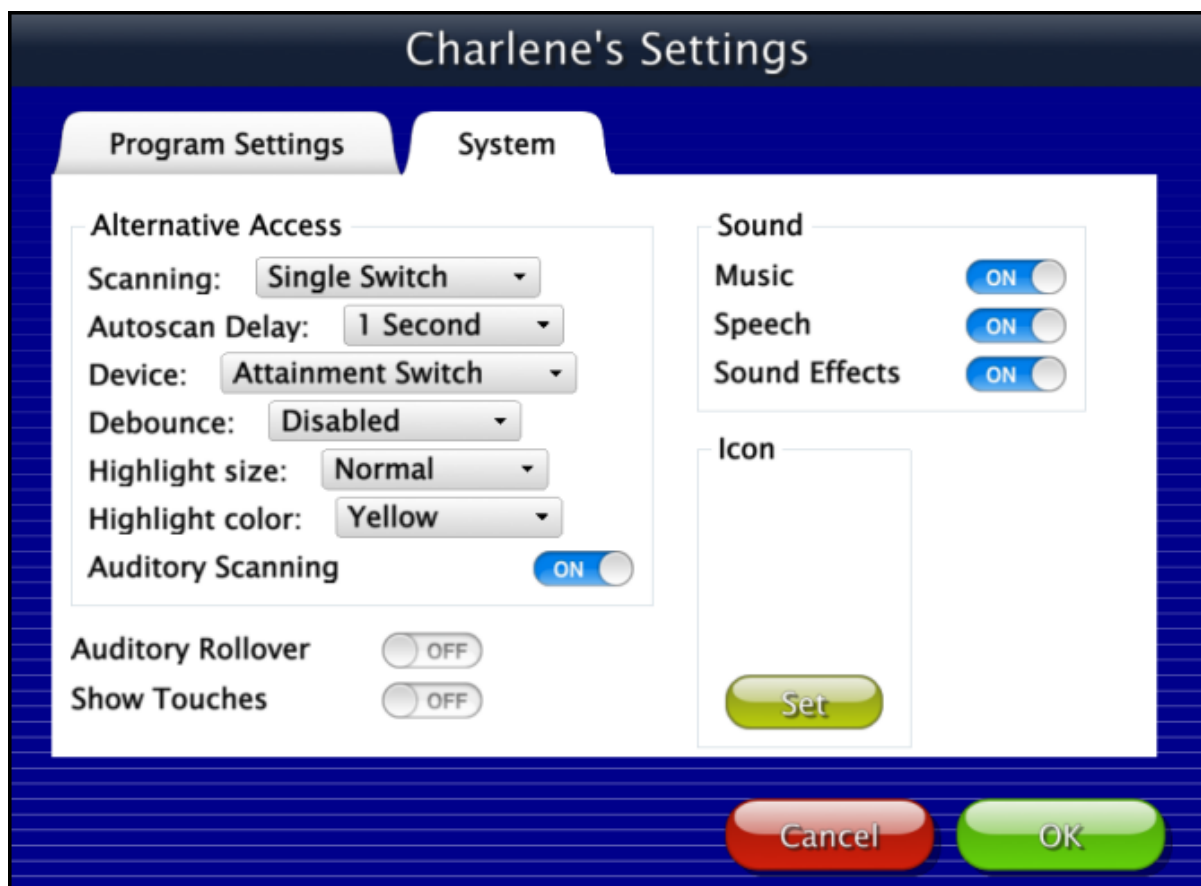
User Language: Select English, Spanish, German, or Portuguese for the student interface.

Quiz Problems: Select the number of problems given in Quiz.

Show Me Ants, Jellybeans, Ping pong, and Sheep: Turn off to remove the character icon from the Instructional Unit. (For example, ants may be too active for some students.)

Count answers: Turn on to have the characters audibly and visually count off during their demonstration of the equation in the Instruction Unit.

Low distraction: Turn on to remove background scenery from the character's demonstration.



System tab

Alternative Access: Built-in scanning provides program access with switches. To use scanning, select one or two switches; by default, scanning is disabled. Selecting one or two switches enables multiple scan settings such as Highlight color and Auditory Scanning.

Auditory Rollover: Students slide and pause a finger over items to hear auditory confirmation.

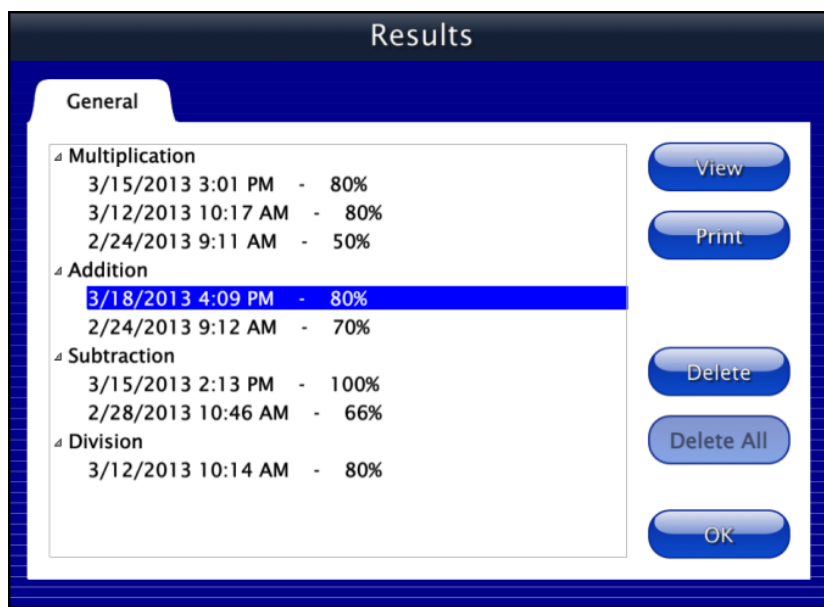
Show Touches: A white circle outline appears at the point of contact between a finger and the iPad glass.

Sound: Choose which sound components will be heard.

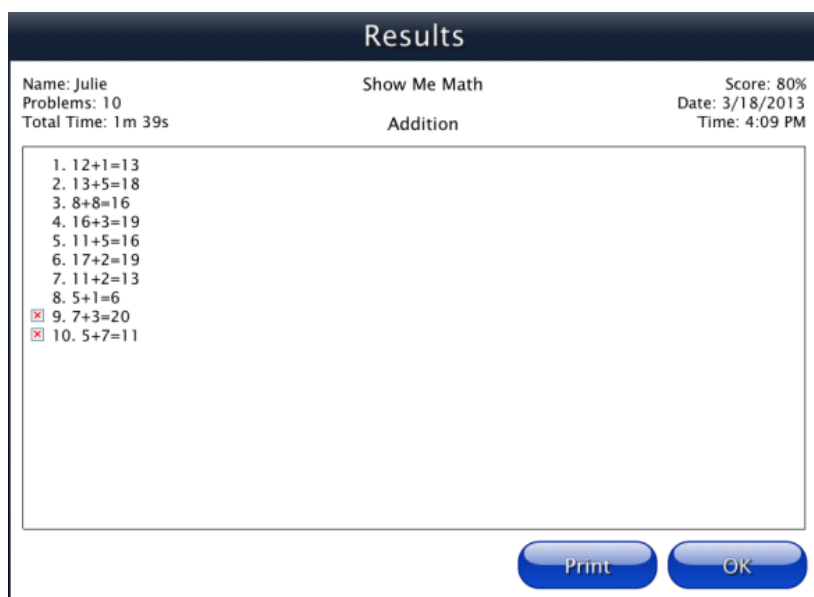
Icon: Select Set to select a photo this student will see by their name on the Login window.

Results

Results from a Show Me Math quiz are saved when the student is logged into their account. To view saved Results, open Options, and then select Results. Results are not saved while logged in as Guest.



To view details, highlight an individual quiz and tap View.



Contact Us

For information about other education materials produced by Attainment Company:

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Mailing Address:

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504 Commerce PKWY

Verona WI 53593-0160

Technical Support

If you have a problem running Show Me Math, please call Attainment Technical Support at the number below. If possible, have your iPad nearby while we discuss solutions.

You can speed the process if you collect some basic information ahead of time:

- What was the error and type of error message, if any?
- What triggered the problem?
- Can you duplicate the problem?
- What iPad version and iOS 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

Website: www.AttainmentCompany.com

