Attainment's

Software User Guide

Based on instructions.

Contents

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.
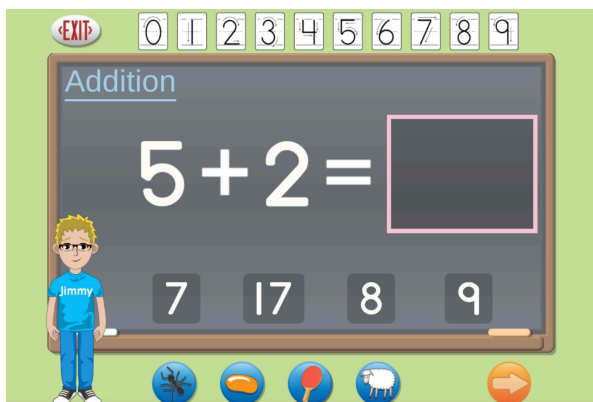
The Instructional Unit helps students visualize math problems. Students respond by selecting from multiple choice answers, selecting from the number line, or drawing numbers with their finger (or mouse) in an answer box. They can view a "show me" feature, where the answer is illustrated with a short 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 3 ping-pong balls joined by two additional ping-pong balls.
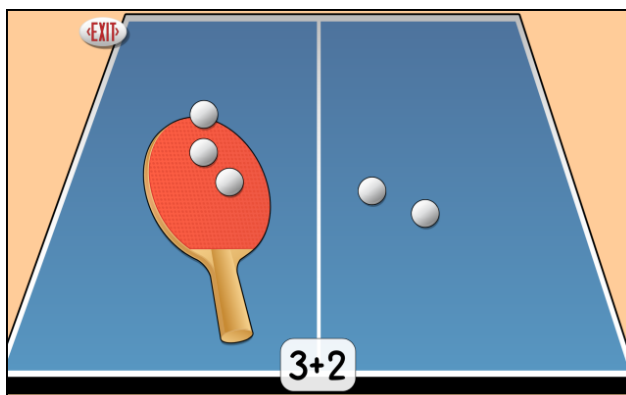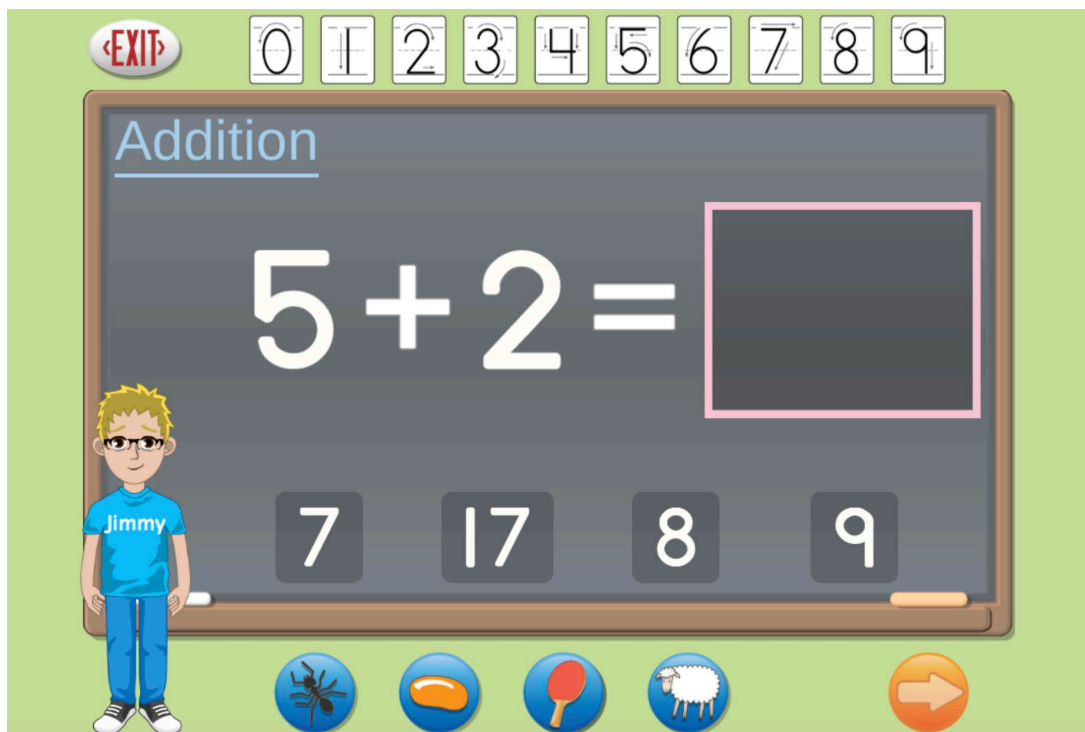
Instructional Unit

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

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

Select an answer and then click 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. Instructional Unit continues indefinitely until the Exit button is tapped.


Four Show Me buttons are available below the chalkboard. When you click on a Show Me button, 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..
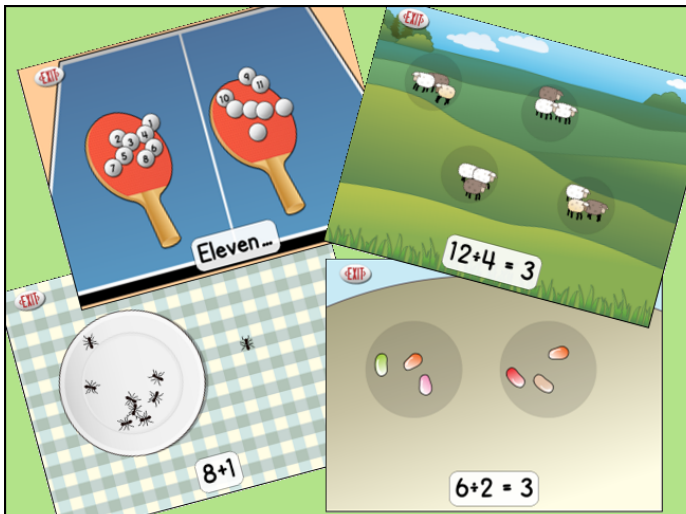

Multiple settings help you individualize Show Me Math. These settings include whiteboard or blackboard, highest number 10 or 20, and equations horizontal or vertical. (Scanning is also built into the program. If your student uses a switch to access software, turn on scanning on Options—Settings.)

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.
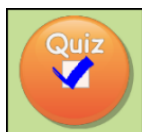

To start a quiz, click on the Quiz button in the lower right corner of the title screen. A check-mark appears in the box. Now click on one of the arithmetic buttons. An equation is generated. You can enter an answer in three ways: click on a digit on the number line above the chalkboard, click on one of the four multiple choice answers, or draw the number with a finger (or mouse) 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.)
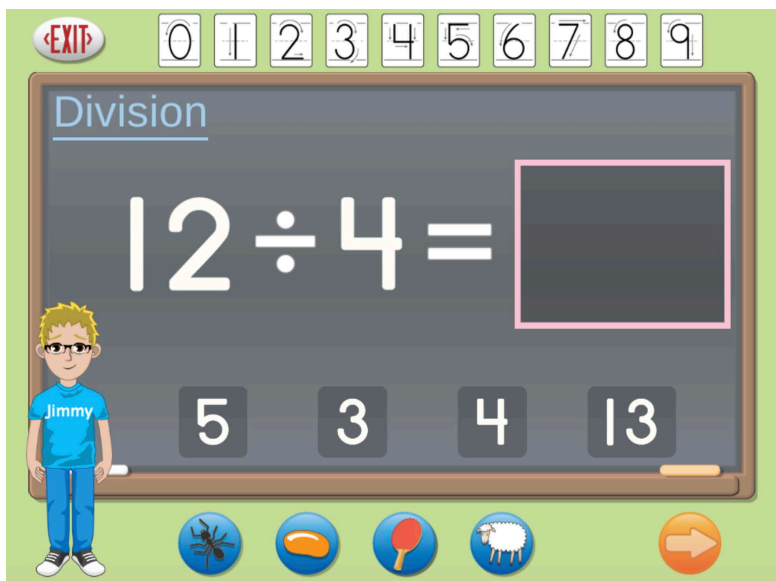
Select an answer and click the forward arrow in the lower right corner. Once the last problem is answered, details of the quiz are shown. These details are saved long-term if the student has logged into an account created for them. For logged in Guests, quiz results are shown at the end of the quiz, but are not saved for viewing at a later date. The number of problems given for each quiz is adjustable in Settings.
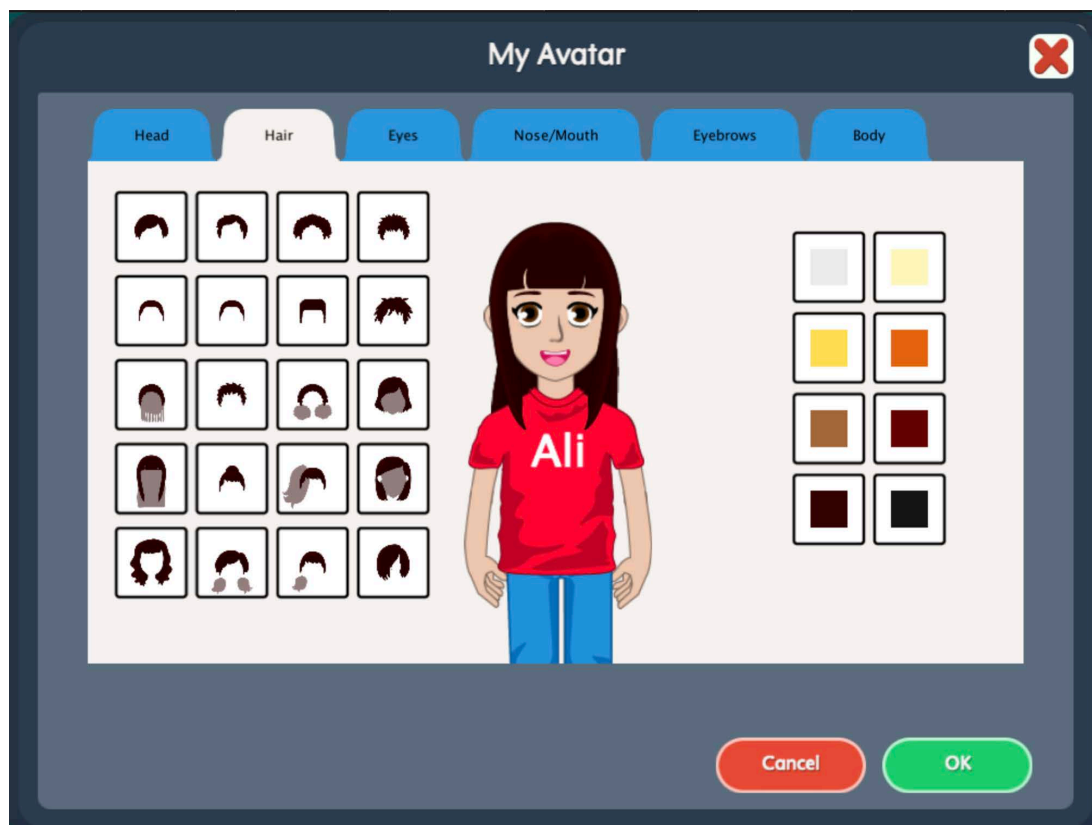
Options
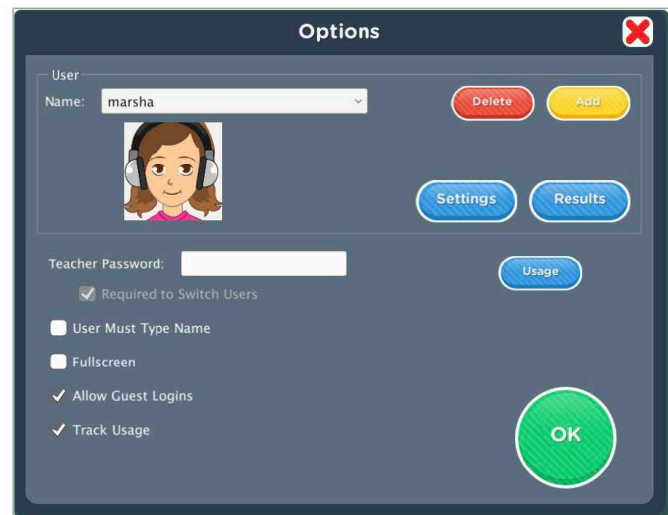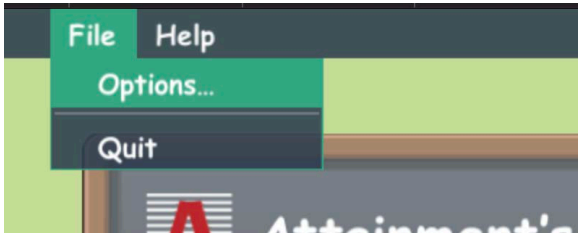
-At the top of the general options screen are buttons to Delete and Add user names. Delete a user account by selecting the user name from the drop-down list of names and pressing Delete.

-Create a user account by pressing Add, typing the user's name in the box, and pressing Next. Add an optional password this user will need to type to log in, or click Skip for no password. An optional picture of the user (or any image) can be added that will be displayed by the user's name on the login menu. Press Skip or press From File to assign a picture. When a web cam is detected, a Web Cam button is also available.

-Teacher Password allows you to create an optional password that needs to be typed to enter Options. As a backup, **Attainment** will always work as a password.

-Check "User Must Type Name" or uncheck to show users' names in a drop-down menu for them to select when they log in.

-Check "Required to Switch Users" to extend the password requirement to include switching users from the File pull-down menu.

-Check Fullscreen to have the program fill your monitor screen, or uncheck to have the program run in a window. The window can be resized or minimized. Check "Allow Guest Logins" or uncheck to remove Guest as a login option. When a user 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.

While participating in Show Me Math an avatar represents the student. Avatars can be created by the students themselves. An avatar resembling the student's gender is first chosen. Additional changes can be made by choosing Edit. There are many physical characteristics to choose from, such as eye shape, eye color, hair style, hair color

Settings

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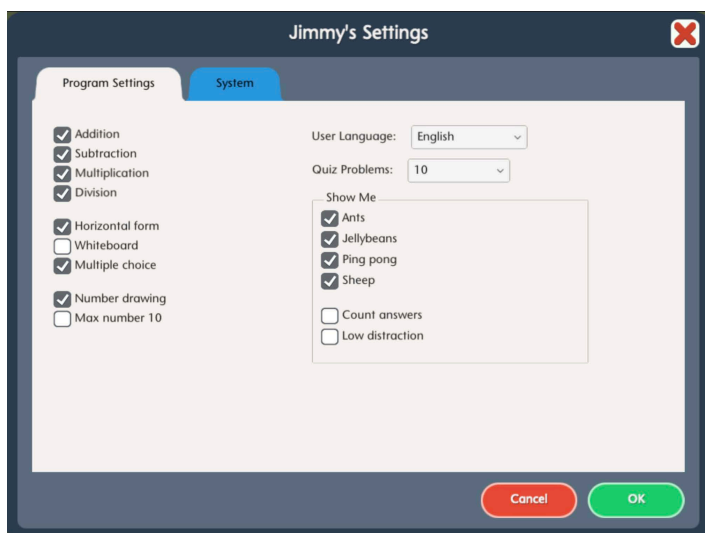
Program Settings Tab

Addition, Subtraction, Multiplication, and **Division**: Uncheck any operation to remove the button from the Instructional Unit.

Horizontal form: Uncheck to view math equations vertically.

Whiteboard: Uncheck to view a black chalkboard.

Multiple choice: Uncheck to remove the four choices from view.

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

Max number 10: Uncheck to limit the maximum number to 20.

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

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

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

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

Low distraction: Check 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: Check to hear auditory confirmation when you pause the cursor over items..
Sound: Choose which sound components will be heard.
Icon: Click on 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.
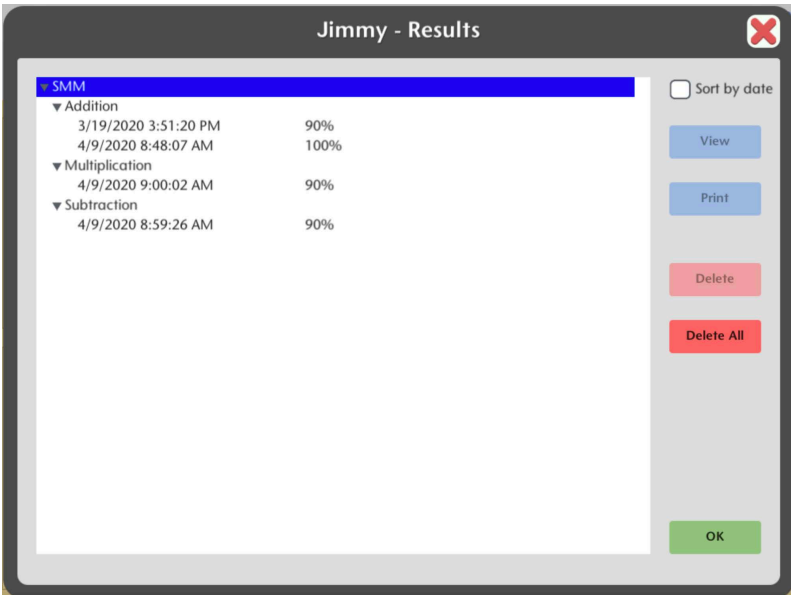
To view details, highlight an individual quiz and tap View.

System Requirements

Windows

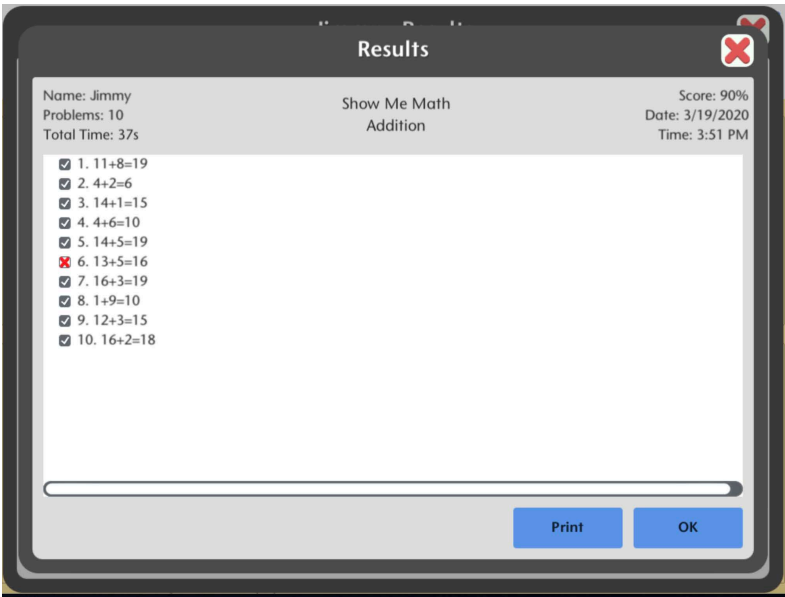Windows XP SP3 (minimum 512MB), Windows 7, Windows 8

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

Minimum of 512MB RAM

License Agreement

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

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Contact Us

For information about all education materials produced by Attainment Company:
Website: www.AttainmentCompany.com
Email: info@AttainmentCompany.com
Phone: 800-327-4269 or 608-845-7880
Mailing Address:

     PO BOX 930160

     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 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
Website: www.AttainmentCompany.com

Attainment Company, Inc.

P.O. Box 930160 • Verona, Wisconsin 53593-0160 USA
1-800-327-4269
www.AttainmentCompany.com