

Time for Math

User Guide



- 6 course books
- 6 activity books
- 6 CD-ROMs
- Math Songs book
- Math Songs audio CD
- Jigsaw puzzle
- 2 board games
- 52 pair cards
- Multiplication poster
- Baby Abacus
- User Guide
- Optional App

Each of the six topics is
book, an activity

covered through a course
book and a CD-ROM.

Numbers & Counting

Ascending order: Numbers arranged from the smallest to the biggest

Descending order: Numbers arranged from the biggest to the smallest

Even Number: Any number that ends in 0, 2, 4, 6 or 8

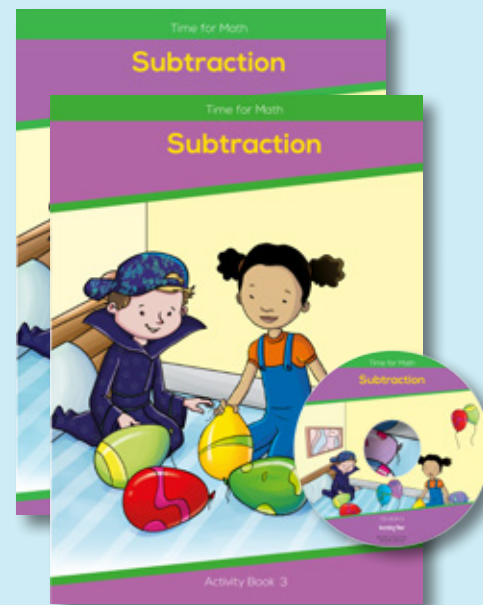
Odd Number: Any number that ends in 1, 3, 5, 7 or 9

Ordinal number: A number that shows the place or position of an object in a sequence

Numeral: A symbol that is used to represent a number

Graph: A line drawing that is used to organize information

Pictograph: A graph that uses pictures instead of numbers



Subtraction

Subtraction: Taking one or more group/s away from another group. It is the opposite of addition

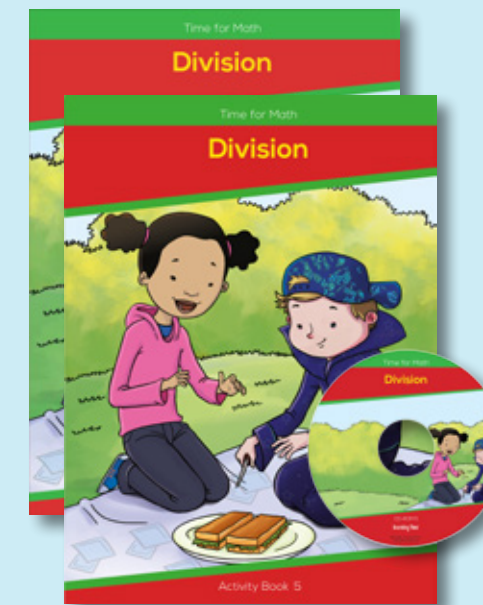
Equation: A math sentence written using numbers and signs

Minus: To subtract or take away

Number Line: A line that shows all the numbers in the right order. It starts from zero and can go up to any number

Even number: Any number that ends in 0, 2, 4, 6 or 8

Odd Number: Any number that ends in 1, 3, 5, 7 or 9



Division

Division: Separating into equal parts. Other words for dividing are sharing, or distributing equally

Equation: A math sentence written using numbers and signs

Remainder: The part that is left over after dividing

Half: One out of two equal parts

Quarter: One out of four equal parts

Fraction: One out of many equal parts

Addition

Addition: Joining two or more groups into one group

Equation: A math sentence written using numbers and signs

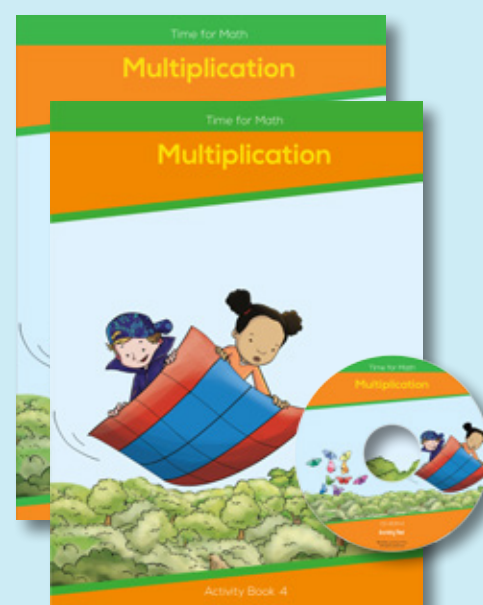
Subtraction: Taking one or more group away from another group. It is the opposite of addition

Number Line: A line that shows all the numbers in the right order. It starts from zero and can go up to any number

Addition facts: Addition facts for a number are groups of two numbers that add up to make that number

Even number: Any number that ends in 0, 2, 4, 6 or 8

Odd Number: Any number that ends in 1, 3, 5, 7 or 9



Multiplication

Multiplication: Adding a number to itself many times over

Equation: A math sentence written using numbers and signs

Product: The answer that you get after multiplying two or more numbers

Set: Another word for a **square number**. The product that you get when you multiply a number by itself.

Pair: A group or set of two things

Dozen: A group or set of twelve things

Times Tables: Another name for multiplication tables. A multiplication table for a number tells you what number you get when you multiply it by other numbers



Measurement

Weight: A measure of how heavy a thing is

Gram & kilogram: Units of measuring weight; 1000 grams make one kilogram

Liter & milliliter: Unit of measuring the amount of a liquid; 1000 milliliters make one liter

Length: A measure of how long a thing is

Height: A measurement of any object or person from top to bottom

Meter, centimeter & millimeter: Units of measuring height and length; 10 millimeters make one centimeter and 100 centimeters make one meter

Hour & minute: Units of measuring time; 60 minutes make one hour

Time for Math can help your child establish a strong foundation in math. It is a comprehensive program with ten carefully selected components! This User Guide will help you make the most of the program.

First things first

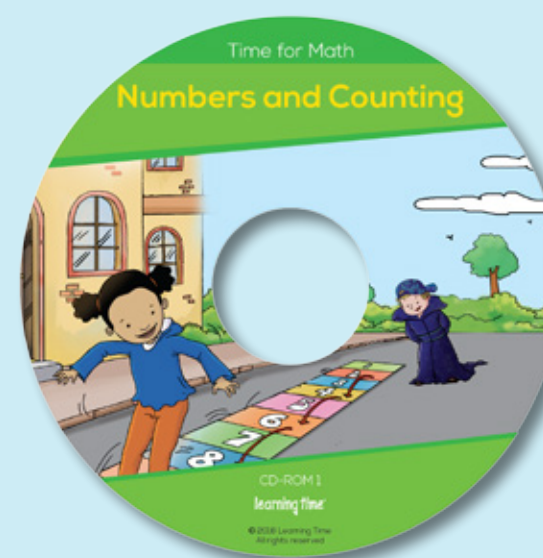
- Check that you have received all the components shown on the cover. Course books and activity books are in the slipcases, and everything else should be in the Eltee Math Kit box.
- Make all the components as accessible to your child as possible, keeping this guide separate for your own reference.
- Install the CD-ROMs on the computer, as per the instructions provided in the manual.

How does it work?

- As you saw on the previous page, there are six levels in the program. Each level includes a course book, an activity book and a CD-ROM.
- The course book introduces and develops the concept with the help of everyday-life situations. These books also talk and sing to your child with the help of Eltee Pen, as explained in the next section.
- The CD-ROM reinforces those concepts through play and practice. Each CD-ROM has ten games, and each game has five levels.
- The activity book provides further math practice through a variety of activities that are fun.
- The Eltee Math Kit has other interactive components that further supplement the program and provide opportunities for family playtime. These are all explained in a later section.
- The optional app allows you to access all the games on any Android device.

Using Eltee Pen with the course books

- Eltee Pen is an audio-learning device that is supplied with Time to Learn, and can also be used with Time for Math.
- Please familiarize yourself with all the functions and features of Eltee Pen by reading the User Manual that comes with it.
- It's best to do a few rounds of reading the storybooks without the Eltee Pen at first. Your child must experience the joys of reading before being exposed to technology.
- There are three kinds of sounds that your child can hear through the Eltee Pen: the stories in a number of different languages as listed on the title page of each book, key words at the bottom of every page for correct pronunciation, and math songs.

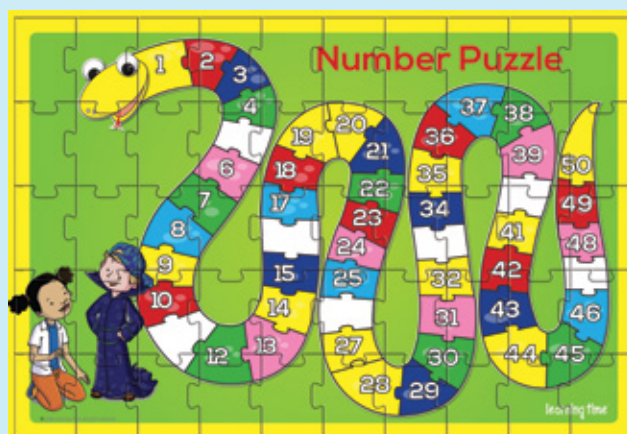


Installing the CD-ROMs

- The CD-ROMs start to run automatically when inserted in the CD drive of a PC or a Mac computer.
- When using these CD-ROMs on a Mac, you have to click the CD icon on your desktop, then click 'Flash'.
- Please feel free to contact your local distributor in case of any issues.
- All the games can also be accessed on Android devices through the optional app.



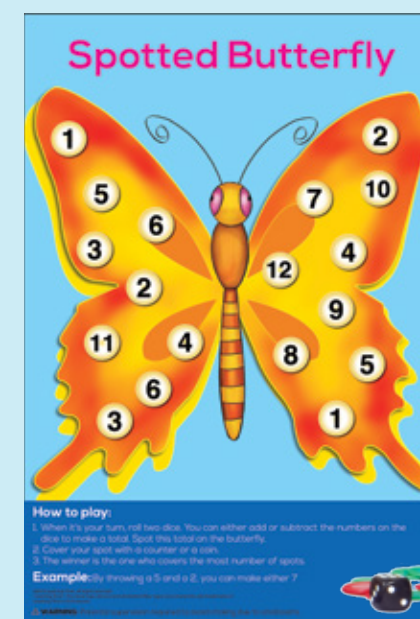
Math Songs. The Math Songs book contains 24 math songs, which are featured in the course books through the Eltee Pen. The songs are compiled on a companion audio CD. The book provides the lyrics, so your child can enjoy singing along.



50-piece jigsaw puzzle. Ask your child to complete the picture of the snake. First on top of the poster, then on the side of the poster, and then finally, without looking at the poster.

Warning: Do not use the jigsaw puzzle with toddlers, as there is a danger of swallowing the small pieces.

Pair Cards. There are two sets of cards. You can keep the Lucy cards and give the Wiz cards to your child. Each card that you throw challenges your child with an equation. Your child has to find the correct answer from his cards and throw the correct card on top of your card. You can also use a timer to make the game more difficult.



Board Games. This board features a different game on each side and provides another opportunity for you to play with your child and see how good your child's mental math is after learning from the program. Instructions on how to play are provided on each side.

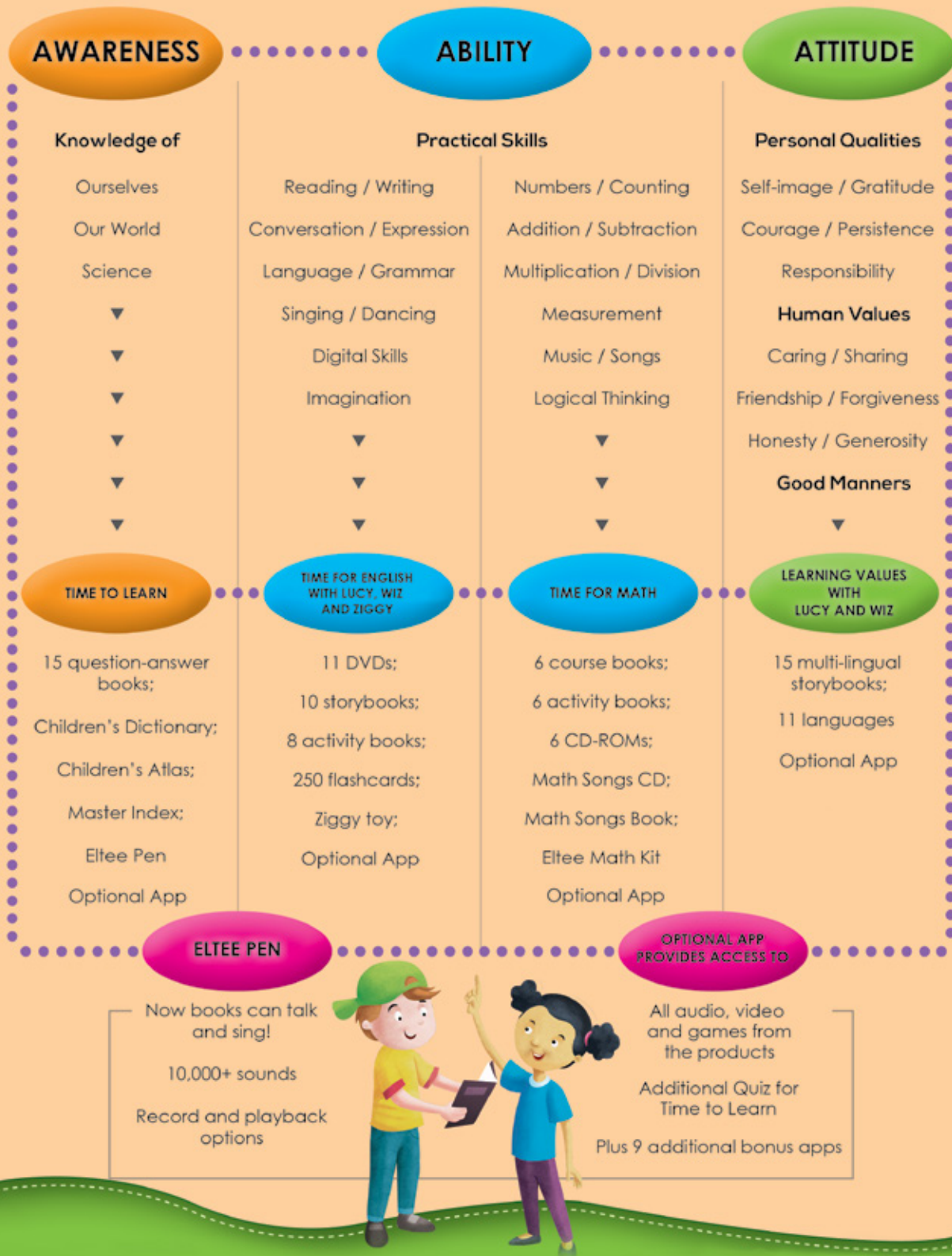


Baby Abacus. One of the best inventions in baby toys! This is made of 100 brightly-colored wooden beads, and helps develop math skills, color recognition and hand-eye coordination. You will be able to use this with all six levels of the program.

Multiplication Grid. This poster provides a ready-reference to the 'times tables' from 1-12. You should put it up on a wall at your child's eye level.



Help Your Child Excel with the A+ Program!



Important Note: Some products may not be available in your country

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