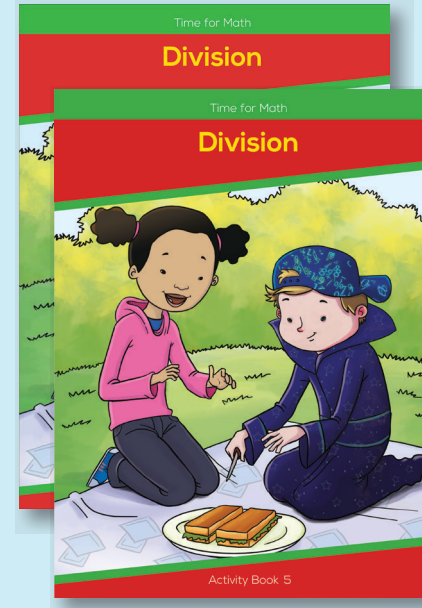


covered through a course book, and games.

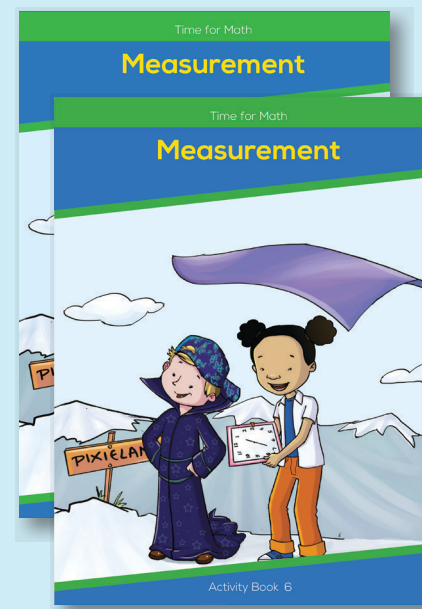
Subtraction

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



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



Division

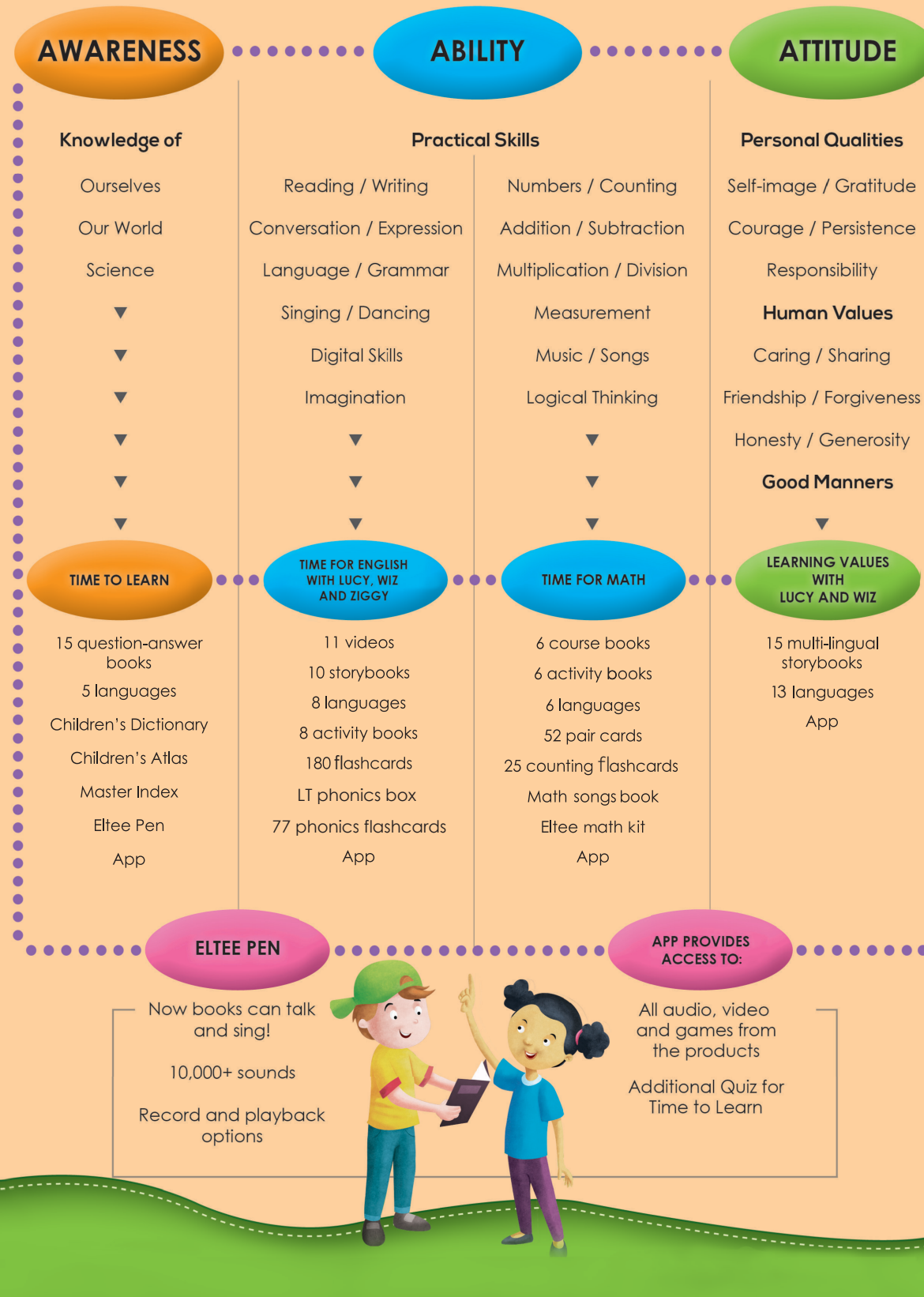
Division: Separating into equal parts. Other words for dividing are sharing, or distributing equally
Equation: A math sentence written using numbers and signs
Remainder: The part that is left over after dividing
Half: One out of two equal parts
Quarter: One out of four equal parts
Fraction: One out of many equal parts

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

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Help Your Child Excel with the A+ Program!



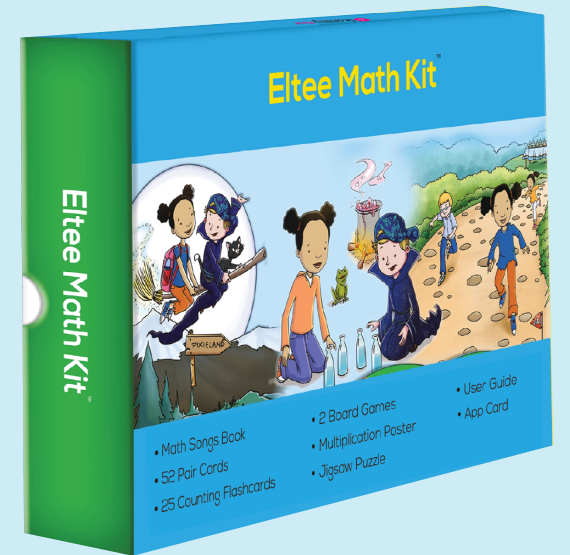
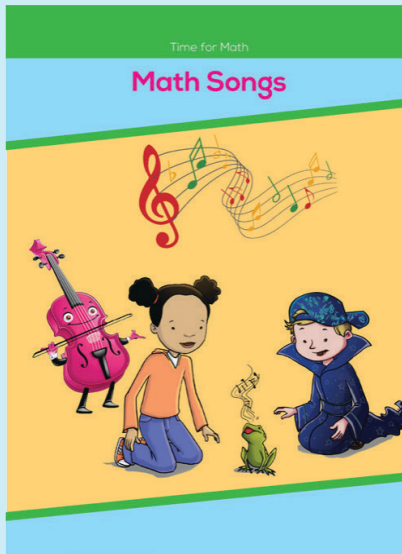
Important Note: Some products may not be available in your country

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Time for Math

User Guide



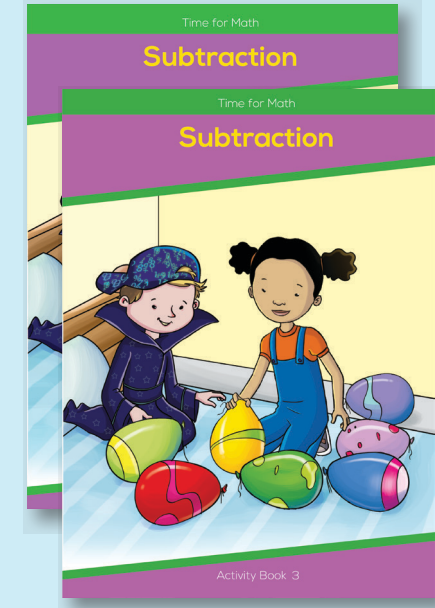
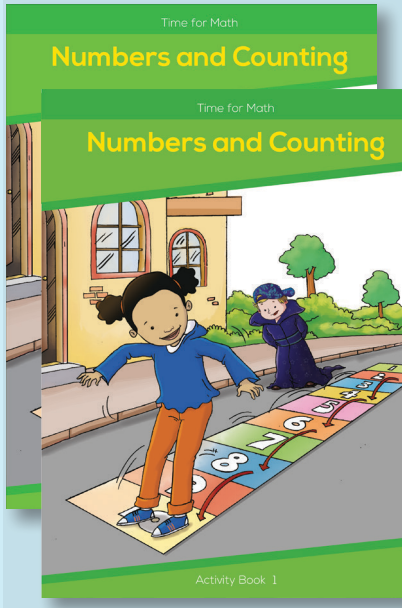
- 6 Course Books
- 6 Activity Books
- Math Songs Book
- Jigsaw Puzzle
- 2 Board Games
- 52 Pair Cards

- 25 Counting Flashcards
- Multiplication Poster
- Baby Abacus
- User Guide
- App

Each of the six topics is book, an activity

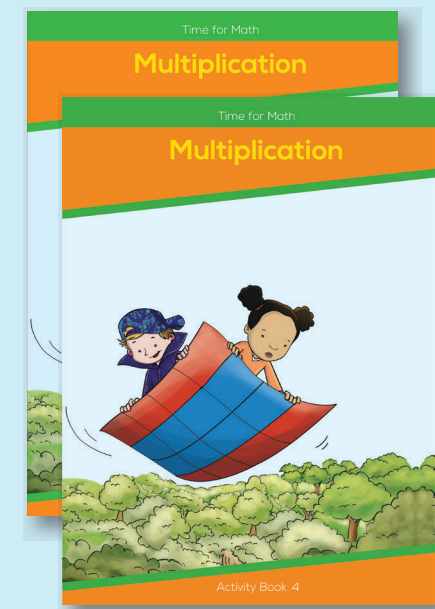
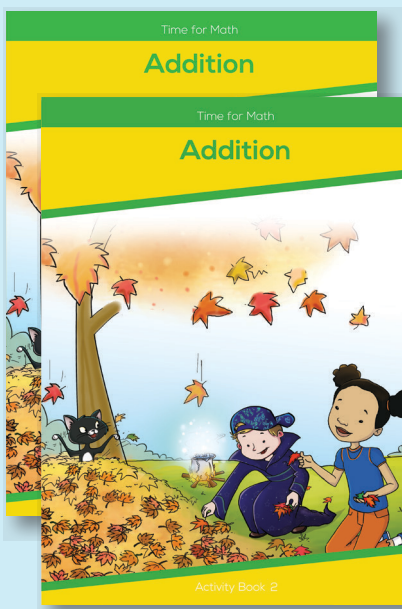
Numbers & Counting

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



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



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

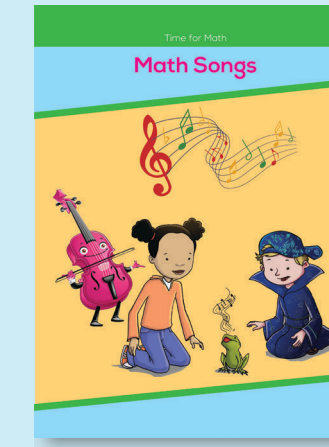
- Check that you have received all the components shown on the cover. Course books and activity books are in the slipcases, and everything else should be in the Eltee Math Kit box.
- Make all the components as accessible to your child as possible, keeping this guide separate for your own reference.

How does it work?

- As you saw on the previous page, there are six levels in the program. Each level includes a course book, and an activity book.
- 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 activity book provides further math practice through a variety of activities that are fun and interactive.
- 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 Time for Math App reinforces the concepts through play and practice. The app has 60 games, and each game has 5 levels.

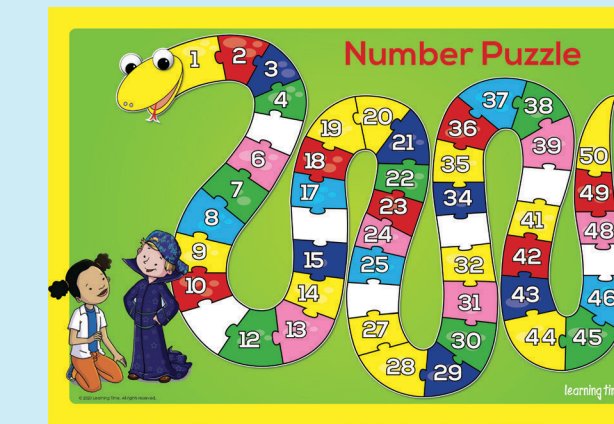
Using Eltee Pen with the course books

1. Turn Eltee Pen on.
2. Open any book to the title page, and activate Eltee Pen for that book by scanning the icon at the top of the page. You will hear the welcome message.
3. Now you can either continue in English, or select another language from the choices at the bottom. You will hear another message.
4. 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.

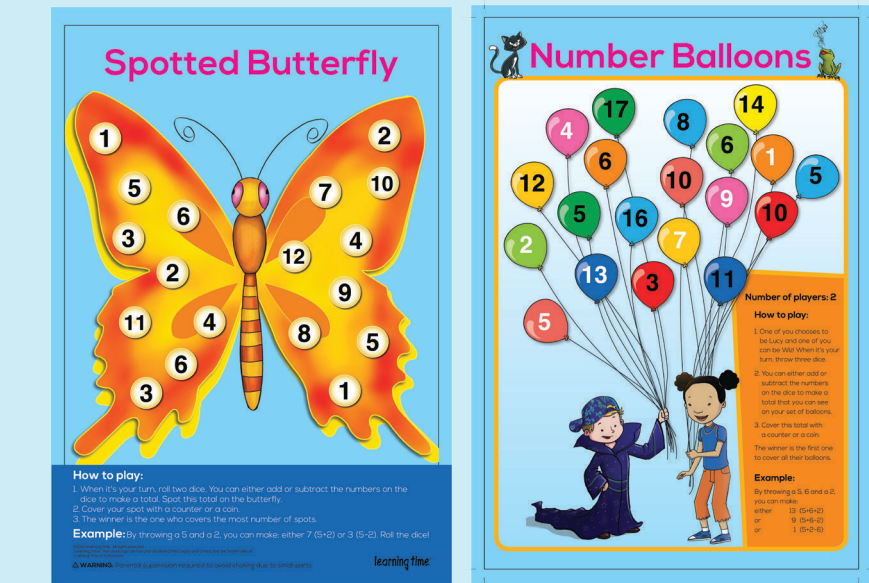


Math Songs. The Math Songs book contains 24 math songs, which are featured in the course books. The songs can be played on the Eltee Pen by placing the pen on the audio icons. The book provides the lyrics, so your child can enjoy singing along.

50-piece jigsaw puzzle. Ask your child to complete the picture of the snake. First on top of the poster, then adjacent to 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.



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.

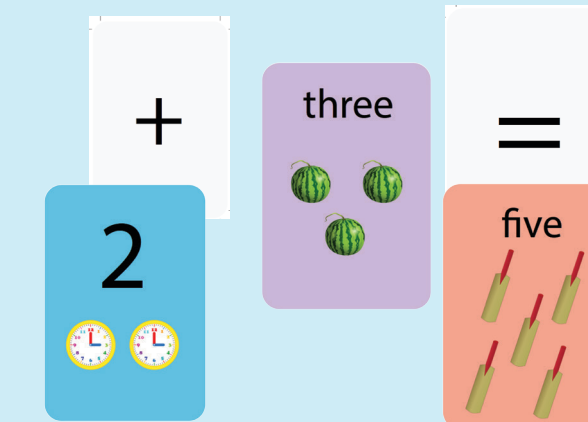
TFM Digital App: Now on your own tablet / smartphone



- *Time for Math* : The app has 60 games, and each game has 5 levels.

This is how it works:

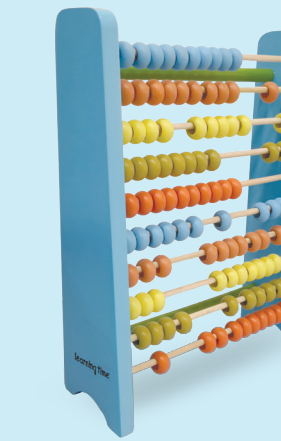
1. You can download the Learning Time app on your tablet from the link www.learningtime.co/digital/
2. When you open and start the app for the first time, a form will help you register for future updates. Use your access codes to start using the TFM App.



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 challenging.



Counting Flashcards. There are 25 talking Counting Flashcards: Numbers 1 to 20, and five cards of Addition, Subtraction, Multiplication, Division and "Equals to". You can ask the child to count the objects, identify the numbers or perform simple equations. These cards too play on Eltee pen.



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 to 12. Put it up on a wall at your child's eye level.