

Welcome to Everyday Mathematics On-line Games

and Interactive Student Reference Guide! Below you will find a brief description of each component followed by directions for logging in. Good luck and please feel free to contact me with any questions!

Online EM Games

Reinforce skills mastery through challenging and fun computer games

Students can find all their favorite Everyday Mathematics games from the text-based program in these electronic versions. These grade-level appropriate games provide practice with concepts and basic skills; build computational and math fluency; and add a little friendly competition to help motivate learning.

Benefits of the computerized games are:

- Students can play alone, and the computer provides them with accurate feedback on all mathematical concepts.
- As each student plays, the system collects real-time performance data and reports it to a teachers' management system where it can be viewed in a variety of individual and class reports.



Interactive My Reference Book and Interactive Student Reference Book

My Reference Book and Student Reference Books bring interactivity to the texts in order to facilitate student learning at school and in the home.

- Audio narration of the entire book for reading support
- English and Spanish versions which provide significant ELL support
- Hundreds of "Show Me" animations highlight key elements
- "Try Me" interactive tools that allow students to control and experiment with the concepts being taught
- Live links to glossary definitions for vocabulary words within the text
- Strengthening of the home-school connection through interactive instructional support and demonstration that is easily accessible by parents as well as students.

The screenshot displays the 'Everyday Mathematics Grade 4 Student Reference Book' interface. The main content area is titled 'Fractions' and 'Mixed Numbers'. It includes text explaining mixed numbers, such as 'Numbers like $1\frac{1}{2}$, $2\frac{3}{4}$, and $4\frac{1}{3}$ are called mixed numbers. A mixed number has a whole-number part and a fraction part. In the mixed number $2\frac{3}{4}$, the whole-number part is 2 and the fraction part is $\frac{3}{4}$. A mixed number is equal to the sum of the whole-number part and the fraction part: $2\frac{3}{4} = 2 + \frac{3}{4}$. Mixed numbers are used in many of the same ways that fractions are used.' It also shows a diagram of two circles representing $2\frac{3}{4}$ and a number line from 0 to 3.

Interactive callouts include:

- Provides audio narration to students to strengthen understanding of concepts.** (Left side)
- Live links allow students to access glossary definitions of important words.** (Top right)
- Show Me** (Bottom left): Takes the lesson off the page and brings it to life for the student. This unique interactive feature provides a built-in instructional tool.
- Show Me** (Right side): Provides students with audio and animated instruction. Students can access immediate mini-tutorials and suggestions that will improve their performance and enhance their understanding.
- Note** (Middle right): Even though they are called improper there is nothing wrong about improper fractions. Do not avoid them.

At the bottom, there is a 'Check Your Understanding' section with two problems: '1. Write a mixed number for each picture.' (with a diagram of three circles) and '2. Write an improper fraction for each mixed number.' (with examples $4\frac{2}{3}$ and $5\frac{3}{4}$). A ruler is also visible.


Everyday Mathematics®
Grade 4 Student Reference Book

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Fractions

Clock Fractions
A clock face can be used to model fractions with 2, 3, 4, 5, 6, 10, 12, 15, 20, 30, or 60 in the denominator.

Examples

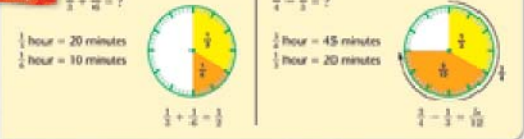


$\frac{1}{4}$ hour = 15 minutes $\frac{2}{3}$ hour = 40 minutes $\frac{1}{10}$ hour = 6 minutes $\frac{1}{12}$ hour = 5 minutes

Note
Thousands of years ago, the ancient Babylonians divided the day into 24 hours, the hour into 60 minutes, and the minute into 60 seconds. This system for keeping time is a good model for working with many fractions.

A clock face can help in solving simple fraction addition and subtraction problems.

Examples



$\frac{1}{4}$ hour = 20 minutes $\frac{1}{4}$ hour = 30 minutes $\frac{1}{2}$ hour = 45 minutes $\frac{1}{4}$ hour = 20 minutes

$\frac{1}{4} + \frac{1}{4} = \frac{1}{2}$ $\frac{1}{2} - \frac{1}{4} = \frac{1}{4}$

Using a Calculator
Some calculators can add and subtract fractions.

Example: $\frac{3}{4} + \frac{1}{2} = ?$
Key in: 3 $\frac{\square}{\square}$ 4 $\frac{\square}{\square}$ 1 $\frac{\square}{\square}$ 2 $\frac{\square}{\square}$ = or 3 $\frac{\square}{\square}$ 4 $\frac{\square}{\square}$ 1 $\frac{\square}{\square}$ 2 $\frac{\square}{\square}$ = Answer: $\frac{5}{4}$

Check Your Understanding
Solve. Use pattern blocks or clock faces to help you.

1. $\frac{1}{4} - \frac{1}{8} = ?$ 2. $\frac{2}{3} + \frac{1}{4} = ?$ 3. $\frac{7}{12} - \frac{1}{4} = ?$ 4. $\frac{1}{2} + \frac{2}{3} = ?$

Check your answers on page 343.

Students are able to access their online book from anywhere via the Internet! Everyday Mathematics® interactive student materials provide continuing support that reinforces classroom learning.

Try Me This tool allows students to initiate a deeper exploration of what they've learned. Each of the "Try Me" buttons opens an interactive screen that students can control and manipulate to explore additional practical applications of the concepts being taught.

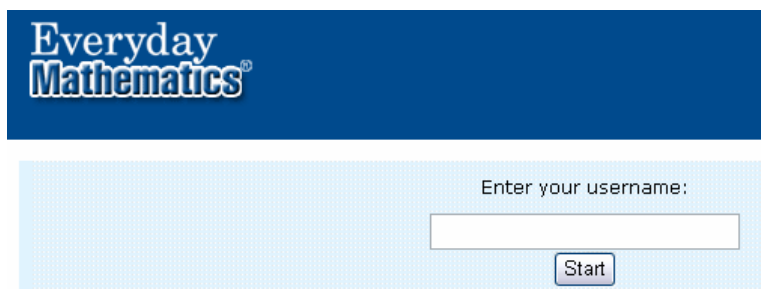
EverydayMathOnline.com

1) In a web browser, go to the Everyday Mathematics home page at <http://www.everydaymathonline.com/>

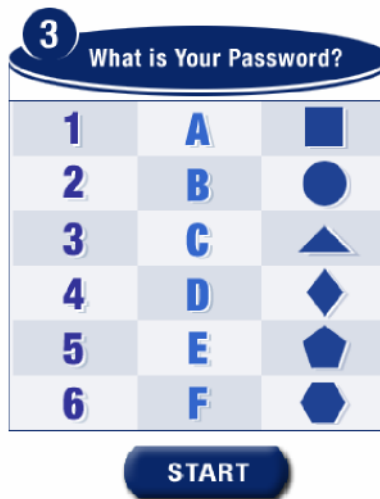
2) Click the button in the upper left corner of the page.



3) On your username and click <Start>:



4) Click the three password symbols as given to you by your classroom teacher. When you click, the box behind each symbol will turn dark blue.



5) Once you have entered both names and clicked all three symbols, click the **START** button to load the **Select Level** page. The **Select Level** page may show one, two, or three buttons, but the larger button at the top will always be the recommended game set for your student's grade level. Your student may click any available button to reach the set of games for the indicated grade range. Each game set has a variety of games and challenge levels.

6) After you choose a level, the games menu appears. Your student may choose a game by clicking the game picture.


- The games you see will depend on the grade level selected in the previous set.
- If a game has several variations, you will select the variation you want from a pop-up window.



7) When the game introduction window appears, click the **Play Now!** button to start the game. Click **How to Play** for game instructions, or click **My e-Points** to see your student's high scores for the game.

- The **e-Points Leaders** button is only viewable while in school.

8) When your student has completed a game, he or she may replay the game or choose another.

9) When your student is done using **EM Games Online**, he or she should first exit the current game to record scores and return to the game menu, and then click the  button (in the upper-right corner of the page) to exit out of the system and return to the **EM Games Online** home page. At this point, the student may close the browser, or log back in to choose another game.