

TALKING FLOOR MAT



ACTIVITY GUIDE

Slice of the Pie

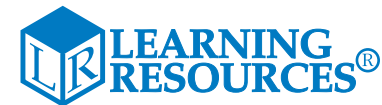
(For 2-4 players) Divide the Math Mat up between the players. For example, the first player gets numbers 1-4. The second player gets numbers 5-8 and so on. Each player stands next to his or her numbers and is responsible for stepping on only those numbers to correctly answer the question.

Hot Potato

(For 2-4 players) Players begin by standing around the outside of the mat. When the game begins players walk clockwise around the mat. Whichever player happens to be standing closest to the correct answer or the "hot potato" on the mat has to quickly step on it! Players continue moving. A fun variation is to have the players change direction from clockwise to counterclockwise after every answer.

BATTERY CARE AND MAINTENANCE TIPS:

- Use 3 AA batteries only.
- Be sure to insert batteries correctly (with adult supervision) and always follow the toy and battery manufacturer's instructions.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Batteries are to be inserted with the correct polarity.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.
- Always remove weak or dead batteries from the product.
- Remove batteries if product will be stored for an extended period of time.
- Store at room temperature.
- Wipe the surface of Math Mat Challenge™ clean with dry cloth.
- Please retain these instructions for future reference.



For a dealer near you, call:
(847) 573-8400 (U.S. & Int'l)
(800) 222-3909 (U.S. & Canada)
+44 (0)1553 762276 (U.K. & Europe)

www.learningresources.com

INSTALLING BATTERIES:

Batteries should be installed or replaced by an adult. Math Mat Challenge™ requires 3 AA batteries (not included). The battery compartment is located on the top of the speaker housing on the right side. To install batteries, first undo the screw (use a Phillips screwdriver) and slide the battery compartment door to the right. Install batteries as indicated inside the compartment. (See back of guide for additional notes on proper battery care).

OPERATING THE MATH MAT:



HOW TO PLAY:

First place the mat on the floor. Turn the mat on, set difficulty level, and then choose a game. The quiz game begins when the mat calls out a number or equation. The player chooses the answer to the question by stepping on a number on the mat. Each Math Mat Challenge™ game is timed. The player has to answer before time runs out, or they get the question wrong. After every three correct answers, the time to answer is reduced and the ticking sound speeds up! At any time during game-play, players can hear the question again by stepping on the repeat question key. The player has two chances to answer each question correctly. The game is over after three wrong answers are chosen or if time runs out. The player's score is then announced. To hear the score again press the repeat question key on mat. To start a new game, press the number, addition, or subtraction key on the mat. Play again and challenge the highest score!

GAMES:

Math Mat Challenge™ has two skill level settings in each of the three math areas: Numbers & Counting, Addition, and Subtraction. Beginning players should start with Level 1 games. Level 2 games are designed to be more challenging by focusing on more advanced math skills. Use the list of game descriptions on the following page to decide which level your child or student(s) are at.

Numbers Level 1: Number Identification

In this game, the mat calls out a number between 0-10. The player has to identify and step on the correct number on the mat before time runs out. (For example if the mat calls out "three," the player would step on 3).

Numbers Level 2: Counting Up and Counting Down

In this game the mat counts out a sequence of two neighboring numbers between 0-10. The player has to listen to determine whether the mat is counting up or counting down and then identify what number comes next. (For example if the mat calls out "one, two..." the player would step on 3. If the mat calls out "seven, six..." the player would step on 5).

Addition Level 1: Find the Answer

The object of this game is to listen to the addition equation generated by the mat and answer it correctly by stepping on the answer as fast as possible. The equations are created with numbers 0-10. (For example if the mat calls out "two plus two equals," the player would step on 4).

Addition Level 2: Find Missing Number

In this game the mat gives an equation and answer between 1-20. The equation given is missing one number. The player has to determine as fast as he or she can what number on the mat, plus the number given, equals the answer. (For example if the computer says "4 plus 'what' equals 9,"... the player would step on 5).

Subtraction Level 1: Find the Answer

The object of this game is to listen to the subtraction equation generated by the mat and answer it correctly by stepping on the answer as fast as possible. The equations are created with numbers 0-10. (For example if the mat calls out "four minus two equals," the player would step on 2).

Subtraction Level 2: Find the Answer

In this game, the mat gives an equation and answer between 1-20. The equation given is missing one number. The player has to determine as fast as he or she can what number on the mat, minus the number given, equals the answer. (For example if the mat says "9 minus 'what' equals 4," the player would step on 5).

CLASSROOM ACTIVITIES:

Tag Team Math

(For 2-4 players) All players play at the same time. Before beginning, players decide what order they will answer. Each player then takes a turn to answer questions.

Round Robin

(For teams of 2-4 players) One team of 2-4 players plays together to get their highest score. The next team then plays to see if they can beat their score. The highest score wins! A classroom of teams can be organized in a round robin tournament to create a Math Mat Champion! For more fun, each team can make up a fun team name!