
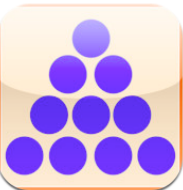















# Early Numeracy Math Apps

		What Parents Need To Know About The App:
	<p>Okta's Rescue</p> <p>Price: FREE!</p> <p>Skill: Counting</p>	<p>You can adjust your child's level to fit their individual needs.</p> <p>Level 1: Target shown, 30 sec limit, and target range of 1–6</p> <p>Level 3: Target hidden, 60 sec limit, and target range of 1–18</p> <p>Level 2: Target hidden, 45 sec limit, and target range of 1–12</p> <p>Select Oktas to save them. You can either draw a curve around them or click them individually. Once you think you've collected the right number, click the chute to send them to a new ocean. Keep collecting as many as you can until the timer runs out.</p>
	<p>Pattern Sets</p> <p>Price: \$.99</p> <p>Skill: Recognizing Patterns</p>	<p>Clicking on "Options" lets you choose the pattern type and the amount of time each pattern FLASHES!</p> <p>The options reset every time the app is exited.</p> <p>Please be careful when you choose a range for your child. If a child is not successful with patterns 1-5, he/she is not yet ready for higher pattern sets.</p> <p>TIP: This is a great app to develop math talk! Ask your child how he/she saw each amount.</p>
	<p>Math Concentration</p> <p>Price: FREE!</p> <p>Skill: Equivalent Representations</p>	<p>Children can play by themselves or against a friend by matching whole numbers, shapes, etc. to equivalent representations. Practice with the clear panes or step up the challenge with the windows closed. How many socks can you win?</p> <p>This app was developed for children in grades preK–5 by Illuminations. It is also available as an online activity along with many other free math resources for children at <a href="http://illuminations.nctm.org">http://illuminations.nctm.org</a></p> <p>Kindergarteners and First Graders should stick to the number and shape levels.</p>
	<p>Ah Chute</p> <p>Price: \$.99</p> <p>Skill: Basic Counting</p>	<p>A game designed to promote basic counting and number recognition. Ah Chute also helps children begin to organize numbers into groups of 5 and recognize "5 families" (e.g. 1 &amp; 4, 2 &amp; 3, 1 &amp; 2 &amp; 2, etc.).</p> <p>Players press a Roll 'em button to find out how many chips to play. Then, the players take turns dragging chips from their stack of tiles to their oval holding areas. After both players have moved their chips to the holding area, the top will come off the chutes. Players then drag the chips to the top of the chutes and drop them. Game includes an option to use multi-value chips. The goal is to have your chip be on the top of the chutes. The player with the most chips at the top of a chute wins.</p>
	<p>Missing Numbers</p> <p>Price: \$1.99</p> <p>Skill: Problem Solving</p>	<p>This app has GREAT "Teacher Notes" that parents will also love. Missing Numbers introduces problem solving skills to young students. Problem solving can and should be introduced at this early stage, so that young students can begin to demonstrate mathematical 'talk', through discussion of different ways to solve problems and metacognition.</p> <p>Missing Numbers focuses on problems involving addition and subtraction. Initially students solve problems through counting all the objects visible or through partitioning or segregation and counting all the objects given. Missing Numbers encourages students to use more sophisticated strategies such as counting backward and counting on.</p>






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		What Parents Need To Know About The App:
	<p>Bugs &amp; Numbers</p> <p>Price: \$2.99</p> <p>Skill: Varies</p>	<p>Bugs and Numbers provides an extensive collection of unique games dedicated to learning and practicing a wide range of math skills in a non-traditional way. Organized into three basic stages, the app grows with your child through 18 games ranging from basic counting to early fractions. Designed around a bug city, each game is crafted for a basic set of math skills with an eccentric and fun parallel to our own society. Parent supervision is not required. The app is not customizable, however, you can choose which game you would like your child to play by clicking explore instead of start.</p> <p>Children may not realize it's a math game :)</p>
	<p>Hungry Guppy</p> <p>Price: \$3.99</p> <p>Skill: Early Addition</p>	<p>Hungry Guppy has an awesome Parent Guide that helps you customize the app for your child.</p> <ul style="list-style-type: none"> <li>• In the Dots levels, young children who don't yet know number symbols can practice addition. They'll learn, for example, that ● + ●● makes ●●●.</li> <li>• In the Mixed levels, kids will learn number symbols. For example, ●●● and 3 have the same meaning, even if the dots are in a different alignment or in funny colors.</li> <li>• In the Numbers levels, learners can practice adding numbers up to 5, seeing the many different ways to make a sum.</li> </ul>
	<p>Hungry Fish</p> <p>Price: Free or \$7.99 Pro Version</p> <p>Skill: Addition</p>	<p>Hungry Fish has a Parent Guide that helps you customize the app for your child. Most addition games teach in the form <math>3 + 4 = \underline{\quad}</math>; Hungry Fish challenges players to find different ways to make a 7 (1+6, 2+5, 3+2+2, etc.). There are 18 levels of challenge (for 4-year-olds to adults) (but only in the pro-version) and bonuses to customize your fish with new colors and fins. Some learning goals are:</p> <ul style="list-style-type: none"> <li>• To develop fast, agile mental arithmetic</li> <li>• To learn there are multiple paths to add up to every sum</li> <li>• To build automaticity in adding and subtracting numbers</li> </ul>
	<p>Counting Caterpillar</p> <p>Price: \$1.99</p> <p>Skill: Counting</p>	<p>Curriculum based counting practice covers counting in ones to 100, and skip counting in intervals of 2, 5, and 10. The hard level offers revision of these counting techniques in a random selection to challenge comprehension and memory skill</p> <p>The repetitive rhythm of the counting process is highlighted by the action of game. The concept of numbers is represented in various ways, including the characters, the voiceover, and by the actual segments on the caterpillar. A fun way to encourage young ones to count all the way to 100 and to introduce interval counting.</p>
	<p>Domino Addition</p> <p>Price: \$1.99</p> <p>Skill: Early Addition</p>	<p>Little Monkey Apps Dominoes Addition builds upon early subitising skills (recognizing number patterns) and extends this into early addition skills. Dominoes are used to teach basic sums, fill the gap sums and equal sums (equations) using the familiar dot pattern found on dominoes. Little Monkey Apps Dominoes Addition compliments the use of hands on experiences for modeling addition problems in a familiar visual format for young mathematicians.</p> <p>This app has a GREAT "Teacher Note" section that parents will also love. If your child enjoys this app (and Missing Numbers from above), you may want to check out more apps by Aleesha Kondys of Little Monkey Apps!</p>

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		What Parents Need To Know About The App:
	<p>Making Sums</p> <p>Price: FREE!</p> <p>Skill: Structuring Numbers</p>	<p>There are two modes provided to support your child as they play the game. The first mode uses a picture of a grid in which apples are placed and both apples and blank spaces can easily be counted. The goal is to choose a pair of numbers that cause all of the un-shaded spaces to be filled with apples. This mode is appropriate for Kindergarteners and First Graders.</p> <p>The focus should always be on sense-making and accuracy before speed. Ask your child to explain how they know what the other number should be and what strategies they are using. Remember that this game is not intended to replace instruction – but rather to supplement it with a self-paced activity to support mastery and fluency.</p>
	<p>Tric-Trac</p> <p>Price: \$1.99</p> <p>Skill: Addition</p>	<p>This is a two-player game, so YOU can play with your child. Players take turns rolling two dice, finding their sum, and then matching the sum to one or more numbers in their hand. Every match eliminates that number or numbers from a player's hand and reduces their score. Players try to eliminate all the numbers in their hand. Play continues until no more sums from the dice can be matched to a number or numbers in a player's hand. The player with the lowest score wins the game!</p> <p>There is a full tutorial available and a guided play option. With Tric-Trac, children practice basic addition facts and number composition.</p>
	<p>Top-It (Addition)</p> <p>Price: \$1.99</p> <p>Skill: Several</p>	<p>This is another two-player game from Everyday Mathematics, so YOU can play with your child. Players take turns drawing two cards, finding their sums, and then comparing the sums. Players score points for correctly finding their sum, identifying the greater sum, and for having the greater sum. The player with the most points at the end of 8 rounds wins!</p> <p>There is a full tutorial available and a guided play option. With Top-It Addition, children practice basic addition facts and number comparisons Like it? Try <b>Top-It Subtraction</b> for \$1.99</p>
	<p>The Math Tree</p> <p>Price: \$.99</p> <p>Skill: Addition &amp; Subtraction</p>	<p>Add and subtract bluebirds, doves, plums, peaches and more in this captivating introduction to addition, subtraction, and numerical equations. The hands-on, count-as-you go approach is a natural extension of early counting skills, presented with powerful simplicity. Actively tapping and moving items to and from the tree is an engaging way to assist a child's progress from basic counting to simple addition and subtraction using numbers from zero to ten. As the task is completed, the numerical equation is highlighted piece by piece, demonstrating the relationship between the parts.</p> <p>Supervision is not required since the The Math Tree is not customizable. It plays like a story book.</p>
	<p>Counting Ants Math Adventure</p> <p>Price: \$1.99</p> <p>Skill: Counting &amp; Equality</p>	<p>This educational game for 6-12 year olds features seven unique play modes that let kids play while practicing a variety of skills including counting, addition, subtraction, multiplication, division, equality and other advanced concepts like prime numbers. Kindergarteners and First Graders will enjoy the <b>COUNTING</b>, <b>EQUALITY</b>, and <b>INEQUALITY</b> levels.</p> <p>Counting Ants Math Adventure includes 100 different levels and includes Game Center integration.</p> <p>This game plays arcade style. Kids LOVE it!!!</p>

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		What Parents Need To Know About The App:
	<p>Math Bingo</p> <p>Price: \$.99</p> <p>Skill: Addition &amp; Subtraction</p>	<p>There are five different games in Math Bingo: Addition, Subtraction, Multiplication, Division and Mixed. There are three levels of game play in Math Bingo: easy, medium, and hard. Players will be prompted to select a game type and level before game play. Addition and Subtraction are developmentally appropriate for First Graders. Stick to Addition for Kindergarteners.</p> <p>The object of Math Bingo is to get a pattern of five Bingo Bugs in a row by correctly answering math problems. Math problems are presented at the top of the game screen. Feedback is presented at the bottom of the game screen. Correct solutions to problems answered incorrectly will be displayed. Bingo Bugs are the reward. Kids LOVE the Bingo Bugs!</p>
	<p>Love to Count</p> <p>Price: \$3.99</p> <p>Skill: Varies</p>	<p>Love to Count by Pirate Trio helps teach and perfect such skills as:            knowing the sequence of numbers from 1 to 10, counting forward and back, understanding the relationship between numbers (1,2,3...) and ordinals (first, second, third...), adding and subtracting, making 10, learning halves, quarters and thirds; recognition of symmetrical division, and recognizing left from right.</p> <p>Parents are provided with a tracking screen which is helpful for evaluating child's progress. Love to Count by Pirate Trio aims to encourage your child to discover and understand maths, rather than learn it by heart.</p>
	<p>Animals Math Balance</p> <p>Price: \$.99</p> <p>Skill: Equality</p>	<p>The game shows kids the concept of numbers using the imagery of a balance scale.</p> <p>There is no single right answer to a Math Balance problem: you can use any combination of numbers to make the scales even. Encourage your child to try different combinations. (<math>2+5=7</math>, <math>1+2+4=7</math>, <math>6+1=7</math>, etc)</p> <p>The game can be played over and over again! Parent supervision/set-up is not required.</p>
	<p>Deep Sea Duel</p> <p>Price: FREE!</p> <p>Skill: Making Sums</p>	<p>Okta challenges you to a duel! That crazy octopus wants to play you in a game where the first person to choose cards with a specified sum wins. You can customize how many cards, what types of numbers, and Okta's level of strategy.</p> <p>For the 9-card game, the first player to choose three cards with the target sum is the winner. In the 9-card game, if you choose 5, 1, 4, 7, and 6, and the target sum is 15, you would win because <math>5+4+6=15</math>.</p> <p>For the 16-card game, the first player to choose four cards with the target sum is the winner. The cards don't have to be chosen in order. Parent supervision is recommended. This is a great game to help develop math talk with your child.</p>
	<p>Sums Stacker</p> <p>Price: \$1.99</p> <p>Skill: Problem Solving</p>	<p>Sums Stacker is a "Math Doodles" challenge that provides plenty of addition and subtraction practice, within a recreational math setting. The mathematical puzzle allows children to play with different representations of numbers, while developing their number sense to create strategies to help them solve problems. There are two modes of play, solve and race, and two difficulty levels.</p> <p>This is a great challenge activity for young children. It is recommended that parents take a tour of the app before passing it on to their child. It may even be a challenge for some adults :)</p>