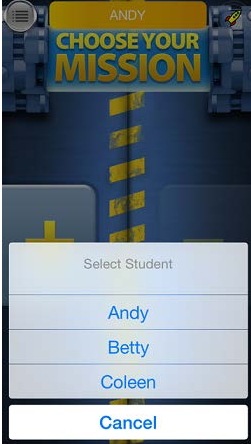

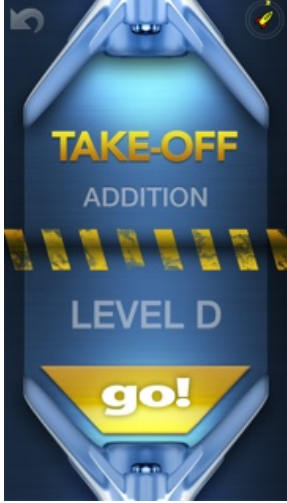

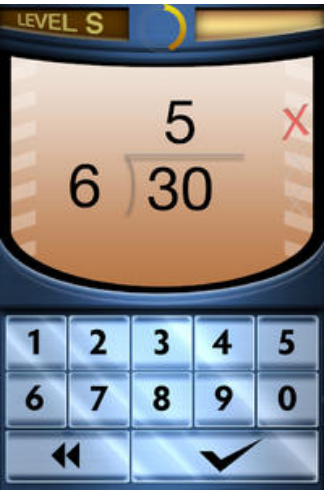
	<p>Mission Screen</p> <ul style="list-style-type: none"> • This is the home screen of Rocket Math Addition/subtraction. When you first begin, you start at the beginning (+) with Addition. After you complete Addition you can choose (-) Subtraction. <i>(If you purchased the Multiplication/division version you start with an (x) for Multiplication followed by division.)</i> • When you're in this screen you have to tap your mission symbol (+) to start to play. • Tap the Settings icon (top left) to go to <i>Settings Screen</i> for parents/teachers. (Sorry but there is an Apple required parent lock). • NOTE: Come to the <i>Mission Screen</i> to get to the <i>Settings Screen</i>. • Tap the rocket (top right) to go to the <i>Achievement Screen</i>. • Once student names are entered on the <i>Settings Screen</i> the yellow bar at the top will show who is playing. Andy is playing here. Tap that box to change who is playing.
	<p>Select Student Dialog Box</p> <ul style="list-style-type: none"> • If you tap the yellow bar in the Mission Screen this dialog box will open. • Tap your name to play. • Tap cancel if you didn't mean to change players. • Use the <i>Settings Screen</i> to enter names if your name isn't there.
	<p>SETTINGS SCREEN for parents and teachers</p> <ul style="list-style-type: none"> • Tap the curvy arrow (top left) to go back to <i>Mission Screen</i>. • Sign up users right away to capture their efforts in the student reports. • Up to three students at a time can be on different sets. Enter each student's name next to the number. Everyone begins at Set A. • Switch to a new user by tapping the name under "Current Student" to make it yellow. Andy is current student now. • Tap Student Reports to go to that page. • Tap Basic App Training and Ground Rules for info you need! • Please like us on Facebook, if you do. • Contact Rocket Math with an email—we'll answer quickly. • App feedback goes to iTunes (reviews are good!) • Reset ALL Bomb (blows up records) and starts everyone over at the beginning of Set A! • Reset Bombs up by student names start only that student over.

	<p>Take Off phase</p> <p>The TAKE-OFF phase of the set will give you practice on a couple of new facts until you have them memorized. You have to start over until you can do TAKE-OFF phase with NO errors. Be careful!</p> <p>To start playing just hit go!</p> <p>Tap the curvy arrow (top left) to go to the Choose Your Mission screen.</p> <p>Tap the rocket (top right): to go to the <i>Achievement Screen</i>.</p>
	<p>Playing screen</p> <p>Your Level (between A to Z) shows in the top left. The number of problems you have left to go before finishing this part - shows in the middle.</p> <p>You have 3 seconds to type in the answer.</p> <p>The yellow bar on the top right shows how much of that 3 seconds is left. It starts over for each new problem.</p> <p>If you know you made a mistake, before you tap the check mark, you can tap the << button to erase it and try again.</p> <p>Tap the ✓ check mark to move on. Then you hear a ding.</p>
	<p>Error Correction screen (kind of pinkish).</p> <p>Oops! When you are too slow or make an error you get the correction screen. Listen while mission control says the problem and the right answer.</p> <p>Then enter the right answer. Hit the ✓ check mark (or it won't move ahead). Do two more problems then you'll get the one you missed to do over.</p> <p>In Take-Off, after fixing the 1st error, you start over. In Orbit and Universe, after fixing the 3rd error, you start over (3 strikes you're out, like baseball!).</p>

	<p>Orbit phase</p> <p>In the orbit phase you do up to 30 problems—with a break after doing 15 problems. Take as long as you need for that break—or start up right away if you want.</p> <p>Orbit is the new problems you learned in the TAKE-OFF and a mixture of problems you learned recently for practice. You can make two errors and keep going. Three strikes and you’re out.</p> <p>To start playing just hit go!</p> <p>Tap the curvy arrow (top left) to go to the <i>Mission screen</i>. Tap the rocket (top right): to go to the <i>Achievement Screen</i>.</p>
	<p>Universe phase</p> <p>In the Universe phase you do up to 30 problems—with a break after doing 15 problems. These are a mixture of all the problem you have learned so far. You can make two errors and keep going. Three strikes and you’re out!</p> <p>To start playing just hit go!</p> <p>Tap the curvy arrow (top left) to go to the <i>Mission Screen</i>. Tap the rocket (top right): to go to the <i>Achievement Screen</i>.</p>
	<p>Break time screen (Battery Re-charge)</p> <p>After you’ve been playing for five minutes, you <u>have</u> to take a break. The game needs to re-charge its batteries and so do you! Take a 30 minute break. Go do something else—or let someone else play. If you keep the device nearby it will tell you when you can play again. You can also look at the bar at the bottom to see how much time is left in the break.</p> <p>If you are on a break you can let one of the other students on the device play. Tap the curvy arrow to go to the <i>Mission Screen</i>, tap the yellow name bar, then tap the name of the student who wants to play now. Then they tap the mission symbol (+) to play. You’ll have to switch back when your partner is done.</p>

< Back
Facts Learned
Share

Multiplication A-Take-Off
Completed on: 3/7/15, 7:59 AM

Number of start overs: 0
Facts Learned: 8 x 1, 4 x 1, 1

Multiplication A-Orbit
Completed on: 3/7/15, 8:02 AM

Number of start overs: 0
Facts Learned: 1 x 4, 9 x 1, 6

Multiplication A-Universe
Completed on: 3/7/15, 8:03 AM

Number of start overs: 0
Facts Learned: 1 x 1, 7 x 1, 9

Multiplication B-Take-Off
Completed on: 3/7/15, 8:05 AM

Number of start overs: 4
Facts Learned: 2 x 3, 2 x 2, 3

Student Report Screen

From the settings screen Parents and Teachers can choose “Student Reports.”

You will see a list of students who have worked on this device. Tap on the student’s name to see their report.

The Student Report shows each Level and phase that have been passed and when that happened.

If the student made enough errors to have to do a “Start Over” the number of “Start Overs” is recorded.

The facts that have been learned in each Level are shown.

Tap on the orange “Facts Learned” box to see the full sequence of facts that are learned in Rocket Math for all levels. You can print this sequence out for your reference.

Tap on the orange “Share” to send the Student Report to someone in an email.



The Achievement Screen

You automatically get this screen when you finish a level. To finish a level you must first “Take Off,” then achieve “Orbit,” then take the rocket into the “Universe.” Each time you complete a level a tile explodes to show you more of the picture. When you finish Level Z you will see the whole picture and you will have finished that whole operation!

You can come to the Achievement screen *(and listen to the last explosion again!)* by tapping the little yellow rocket whenever it is in the upper right corner of your screen.

Tap in the middle of the Achievement Screen to go on to the next level.

Tap the curvy arrow (top left) to go to the Choose Your Mission screen.

Tap the key (top right) to go to parent/teacher access *(Sorry but there is an Apple required parent lock)*

From that access parents and teachers can: print or share the achievement screen.