



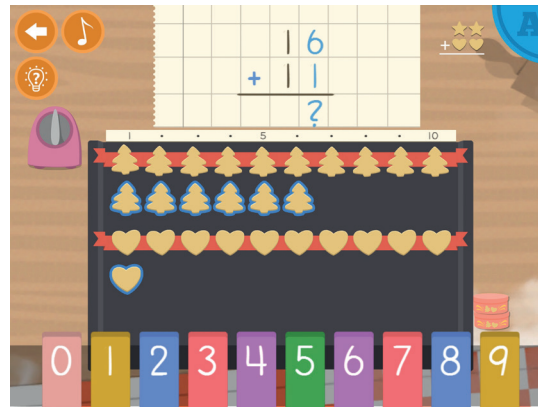
Math Bakery
- Regrouping

MANUAL



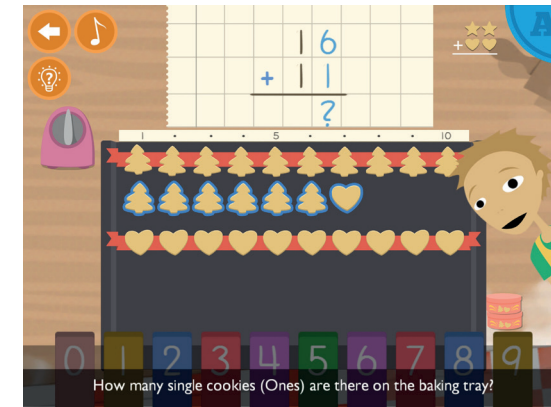
Addition Menu

Six lessons to learn and train column addition.



Help example

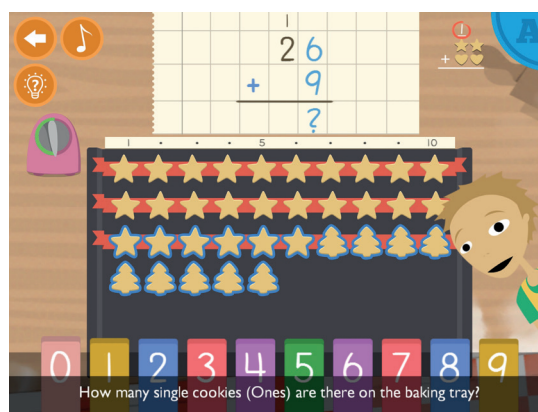
On the tray, *tens* are marked with a red band, *ones* have blue edges. When *ones* are to be added, numbers appear blue in the worksheet.



Ones can be added both on the tray and in the worksheet. An error initiates a reminder.



Here *ones* 6 and 9 are to be added first.



Tapping incorrectly produces a reminder to count the *ones*.

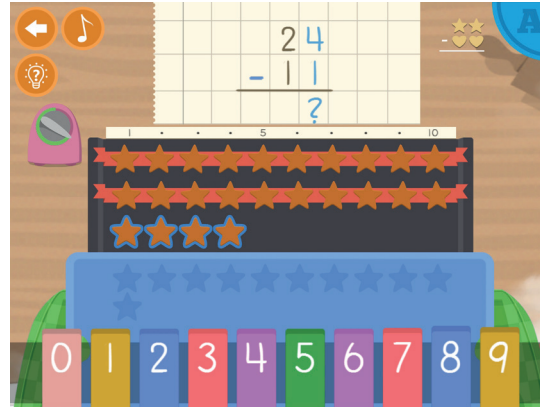


Reminder to count the *tens*.



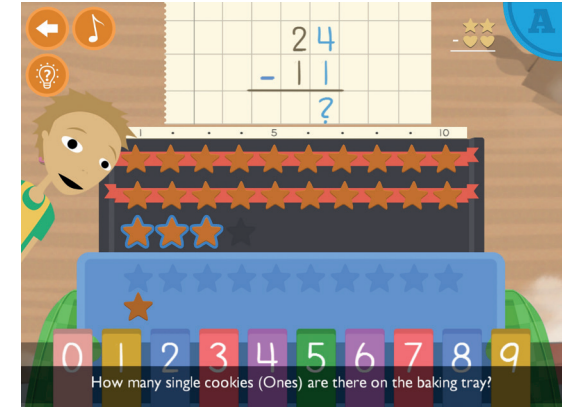
Subtraction Menu

Six lessons to learn and train column subtraction

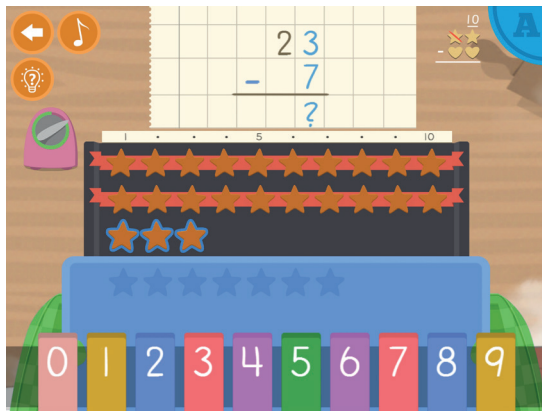


Help example

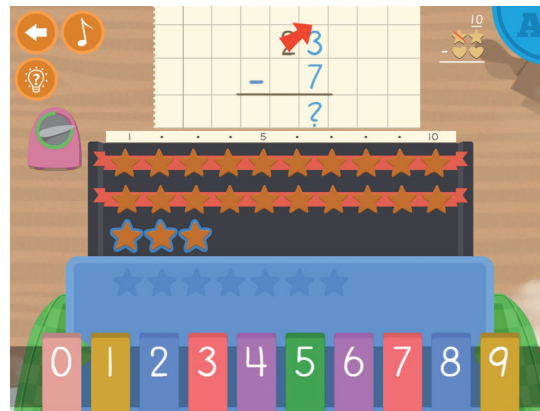
Start with the *ones*. One cookie are to be removed from four.



Any error initiates a reminder to count *ones* remaining on the tray.



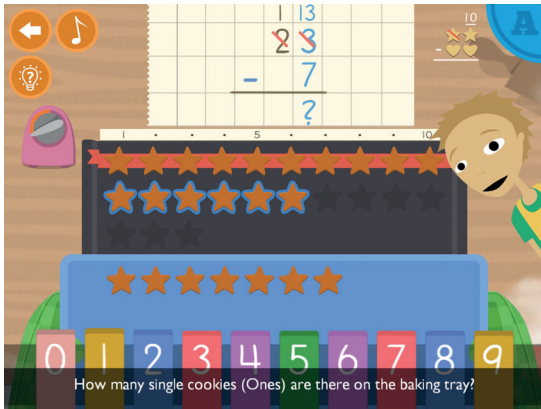
Here seven *ones* are to be removed from three, which clearly fails.



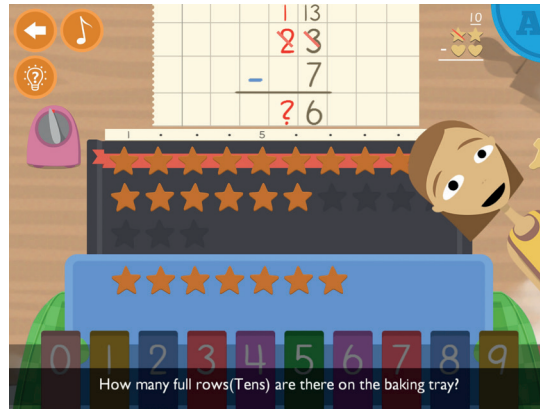
The voice-over and arrows explain that a 'loan' is needed: "*You must regroup. Use your finger!*"



On the baking tray there are now 13 *ones*. From there, seven should be pulled down to the blue tray.



Any error initiates a reminder to count *ones* remaining on the tray.

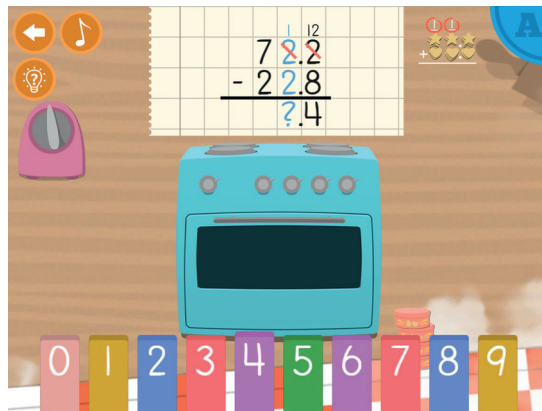


Any error initiates a reminder to count *tens* remaining on the tray.



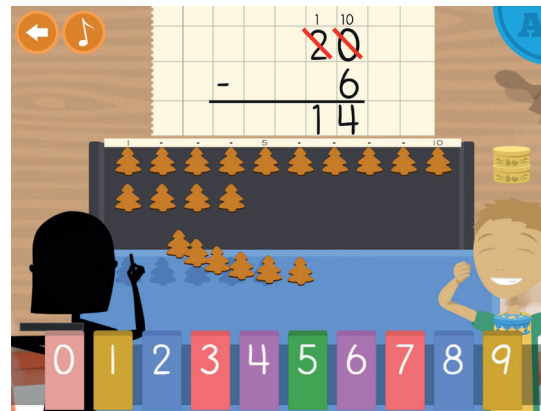
Speeding up the game

By pressing a finger on the baking tray the cookies pop up faster.



Large numbers

The three final lessons train addition and subtraction with 2 and 3 digit numbers and decimal numbers.



The Duel

Make up your own numbers and challenge a friend or adult. Two game types:
1) numbers up to 20 with cookies, 2) numbers up to 999 without cookies.

