

# Contents

---

<b><u>Page</u></b>	
4	Introduction
5	Learning outcomes for Maths City 1 for each location
6	System Requirements
7	Installation
8	Network Installation & Technical Information
9	Getting Started
10	Main Map
11	Location Entry Screen
12	Teacher Options - General
13	Teacher Options - Printing
14	Teacher Options - Locations
15-16	Overview of Maths City 1 and links to Maths in the Foundation Stage
17	Plans & Resources
18	Copyright & Trademarks
19	Acknowledgements
20	About 2Simple
21	Contacting 2Simple

## ④ Introduction

---

*“Maths City encourages mathematical role-play, problem solving, collaboration and thinking in foundation stage role-play topics such as the farm, the toy shop, space, transport or outdoor play in a nursery.*

*The aim is to put the children in control of the maths; they choose the activities, the numbers and the objects that they want to work with. They count, group and sort objects as they play with them. The design of each area and the way the objects animate, encourages mathematical role-play and discussion. Games are repeated in different locations to encourage confidence and independence.*

*As in Simple City, an expert introduces and explains the jobs done in each area. Children talk about how they role play in each location. Practitioners should discuss these videos with children to highlight the maths involved. Each location shows some maths vocabulary with suggestions for adults to discuss with the children. These prompts are shown on the printouts (called ‘Home Talk’) of the child’s work for children to take home to discuss with their carers.*

*The main activity is available at 3 different levels. Stage 1 and 2 are for early and later Foundation Stage while Stage 3 covers some aspects of Year 1 maths to allow for transition work. The simple drag and drop activities have been especially designed so that young children can manage them independently. Most screens have mini videos with spoken or sung instructions to guide children. The teacher options (press CTRL +SHIFT+O) allow for features, locations, activities and buttons to be personalised for both the curriculum and the children.”*

- Julie Steer, Education Consultant

# Learning Outcomes for Maths City 1 for each Location 5

Location	Stage	Maths focus levelled activity	Game 1	Game 2	Maths Vocabulary	Animation Hotspots
Farm	1	Count/group 0-5	Match numerals objects.	Continue pattern of animals.	How many, how many more, number, group, sort, count, enough.	Animals animate and make sounds.
	2	Count/group 0-10				
	3	Count/group 0-10 unaided				
Location	Stage	Maths focus levelled activity	Game 1	Game 2	Maths Vocabulary	Animation Hotspots
Outdoor Play area	1	Count actions 0-5	Sort plants in order.	Match numerals to numbers.	Count, too many, too few, enough, not enough, high, up, down, count on, count back, forwards.	Children jump, tap, climb. Objects move or grow.
	2	Number line 0-10				
	3	Add 2 numbers				
Location	Stage	Maths focus levelled activity	Game 1	Game 2	Maths Vocabulary	Animation Hotspots
Space	1	Sort aliens by eyes or legs	Rocket design. Same level as alien.	Rocket race. High numbers for high speed.	Colour, rectangle, circle, triangle, same, different.	Aliens and rockets animate.
	2	Sort aliens by eyes, legs & colour				
Location	Stage	Maths focus levelled activity	Game 1	Game 2	Maths Vocabulary	Animation Hotspots
Toy Shop	1	Numerals, counting 0-5, 1p	Match numerals with objects.	N/A	Price, penny, pence, costs more, costs less, money, coin.	Trolley, till, money. Toys animate and make noises.
	2	Numerals, counting 0-10, 2p, 5p				
	3	Add 2 numbers				
Location	Stage	Maths focus levelled activity	Game 1	Game 2	Maths Vocabulary	Animation Hotspots
Transport	1	Group 0-5	Park cars in right sized space.	Continue pattern of cars.	Faster, fastest, won, lost, slower, behind, in front of, group, sort, fit, larger, smaller.	Cars overtake. Higher numbers make the cars go faster.
	2	Group 0-10				
	3	Ordinal numbers group 0-10				

## ⑥ System Requirements

---

Operating System: Windows 98/98SE/ME/2000/XP/Vista

Processor: Recommended Pentium II, 500MHz

Memory: Minimum 128 - 256 MB RAM

Hard Drive: 300 MB min

Display: Minimum 800x600, 256 or higher†

(Recommended 1024 x 768)

CD-ROM Drive Required for Installation

Standard Mouse, Keyboard

Sound card & speakers

Printer

MSIs available on request. An MSI for Windows 2000/2003 servers is included on the disc.

Adobe Reader required to view the user guide (Available on CD-ROM)

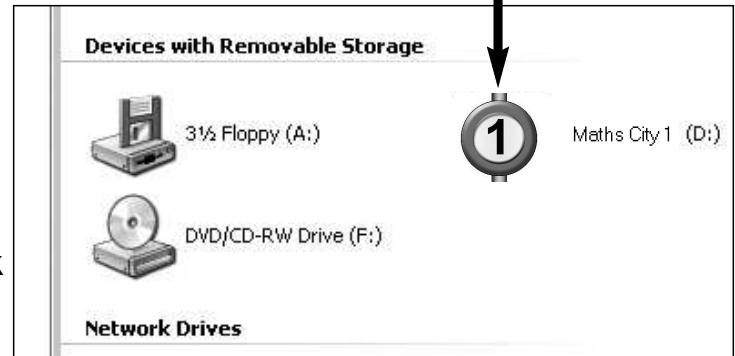
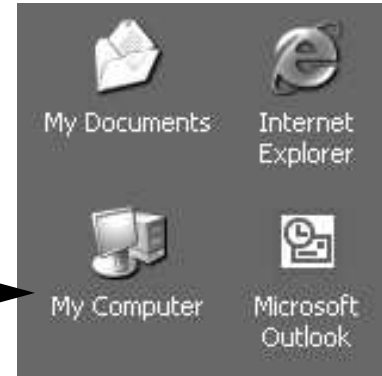
† Please Note: We recognise that it is not practical for busy teachers to keep changing screen settings such as colour depth and screen resolution for each piece of software. Therefore as far as possible, Maths City 1 is designed to work well on different computers with a range of monitor settings. It will work fine on 256 colours setting, but to offer the greatest range of colours, we recommend using a colour depth of 16 or 32 bit (High Colour or True Colour).

If you require further help, please do not hesitate to contact our technical support on (+44) 020 8203 1781 or [www.2Simple.com/support](http://www.2Simple.com/support).

## To install Maths City 1:

1. Put the CD in the drive.
2. Double-click the 'My Computer' icon on your desktop
3. Double-click the Maths City 1 icon to commence the installation
4. Follow the instructions on screen to complete the installation.

This will install your software and add a link from the Start Menu to Maths City 1.



## ⑧ Network installation & technical information

---

### **Installing Maths City 1**

Maths City 1 is designed to work on ALL networks. You can find clear installation instructions on the CD and we provide full support on our website: [www.2simple.com/support](http://www.2simple.com/support)

If you need help with a specific installation, please do not hesitate to contact us via our website or email us at [support@2simple.com](mailto:support@2simple.com)

2Simple will provide MSI installations free of charge. An MSI for Windows 2000/2003 servers is included on the disc.

As networks differ from one another, we can and will help you when needed. If any of our instructions do not work, please do contact us as we want to provide accurate information and we rely on your feedback to help us get it right.

**2Simple Software**

**Enterprise House**

**2 The Crest**

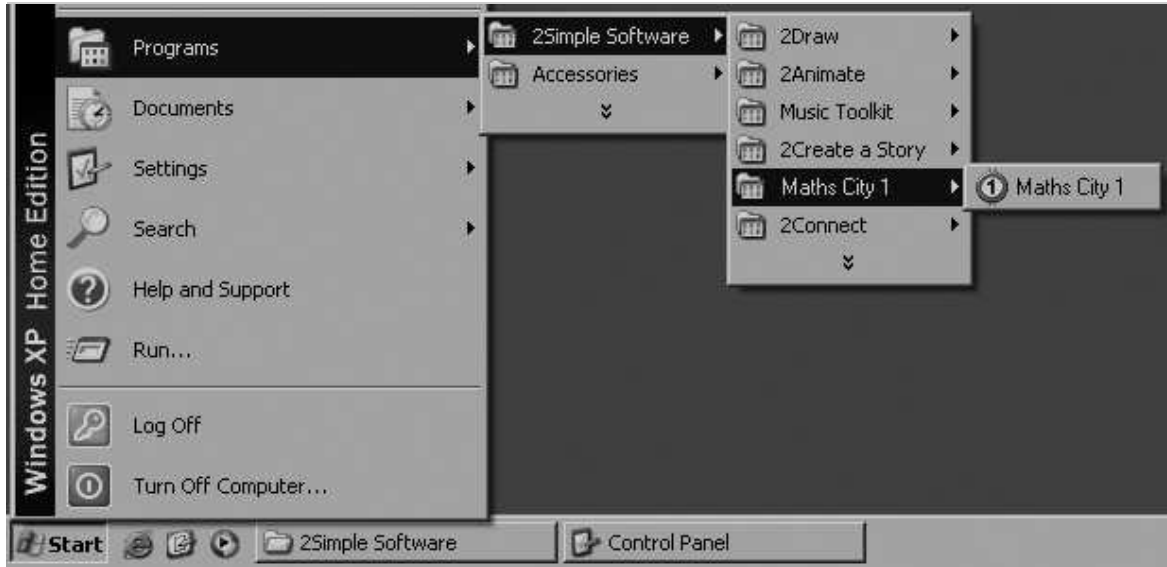
**Hendon, London**

**NW4 2HN**

**Tel: (+44) 020 8203 1781**

**Fax: (+44) 020 8202 6370**

Click Start - Programs - 2Simple Software - Maths City 1



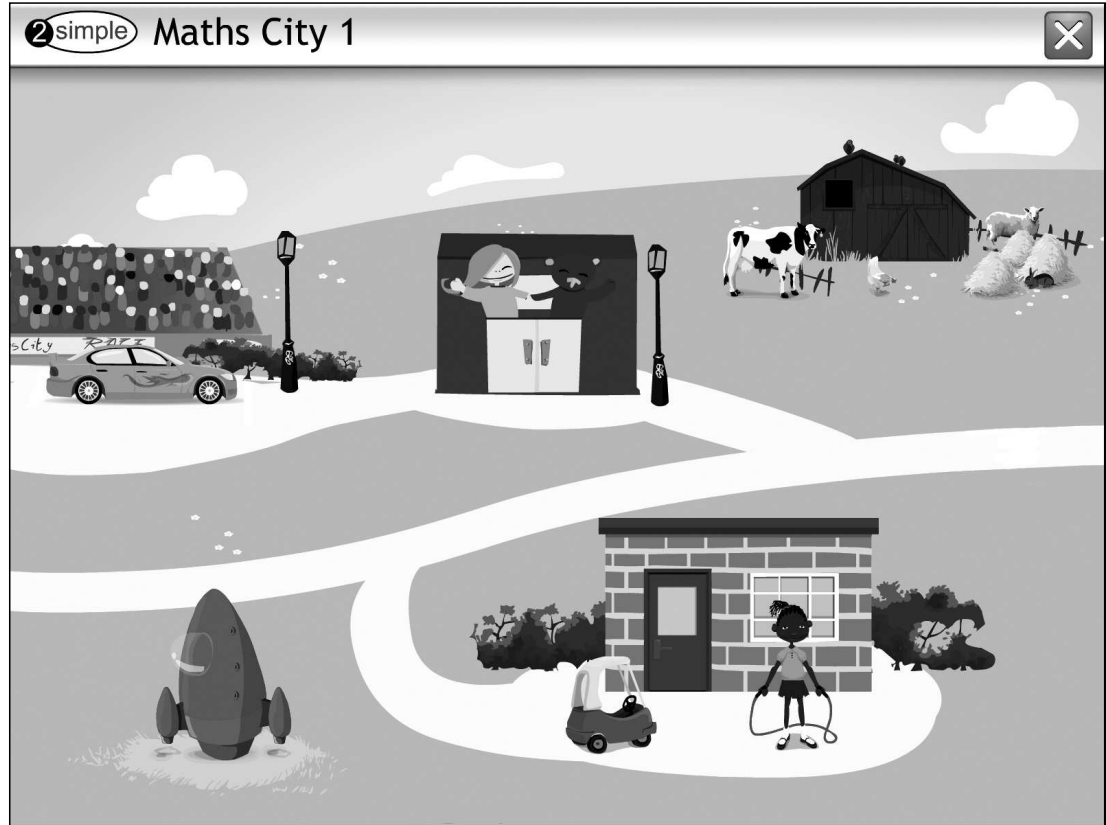
Or double-click on the Maths City 1 icon on your desktop.



Maths City 1 will now launch and take you straight to the Main Map screen.

## 10 Main Map

This is the main Maths City 1 map. From here you can access all the different parts of the City. Simply move your cursor over the area you wish to visit and click the mouse.





# Location Entry Screen 11

Most areas have 2 games. These are not differentiated.

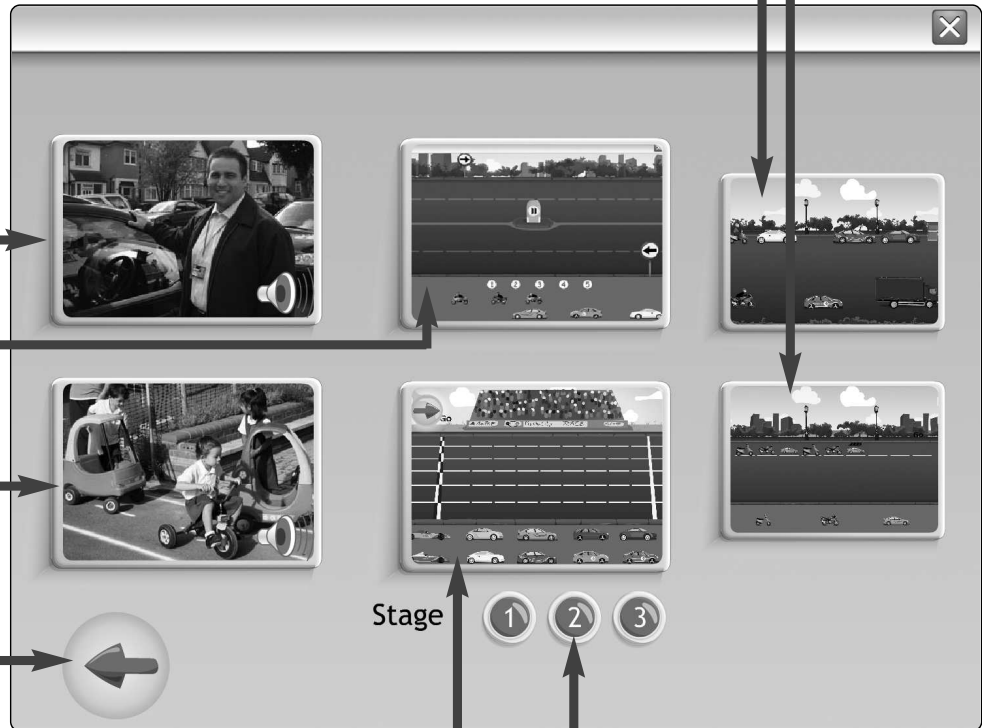
This is the entry screen for the 'Transport' location and is fairly typical of how the other location entry screens look.

Each location has an expert talking about the job for practitioners to discuss with the children. These videos last about 1 minute.

All locations have a simple game as an introduction or for very young children.

Most areas have children using equipment relating to the location to encourage role play and activities away from the computer.

Click here to return to the main map.



All areas have a differentiated activity that leads to a creative play area. Stage 1 has numbers up to 5 and simpler activities. Stage 2 has numbers 0-10. Stage 3 is a transition stage with Year 1.

Click on these buttons to change the level. You can remove these buttons from the screen altogether - see general section of teacher options.

## 12 Teacher Options - General

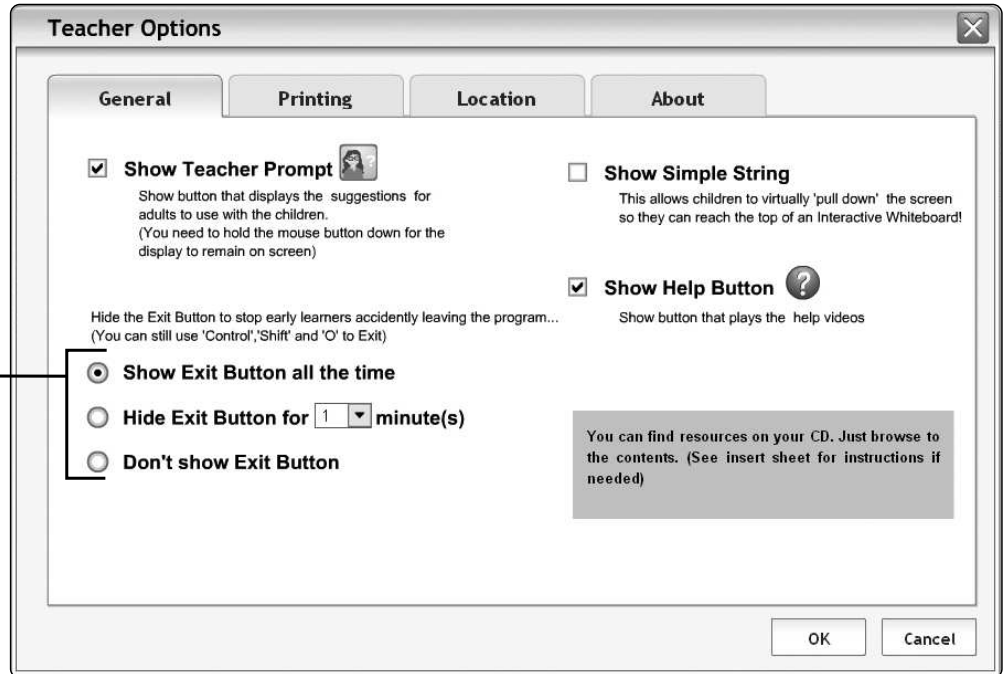
When on the main map screen, hold Ctrl and Shift then tap 'O' to display the teacher options.



From this screen you can access the teacher prompt, SimpleString and Help options.

Show/hide Exit button options.

Prevent accidental closing of program. Choose to show the Exit button all the time, hide it for a number of minutes or not to show it at all.



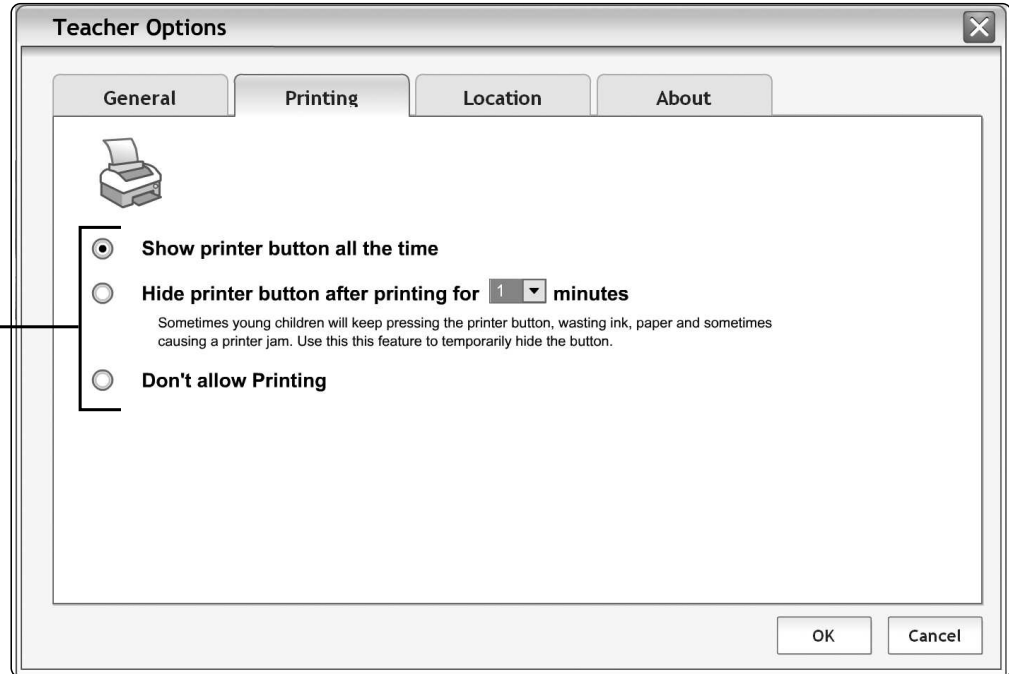
# Teacher Options - Printing 13

When on the main map screen, hold Ctrl and Shift then tap 'O' to display the teacher options.



You can choose to show the printer button all the time.

However, to prevent accidental printing and paper wastage, you can choose to hide the printer button after printing for a number of minutes, or even not allow any printing at all.

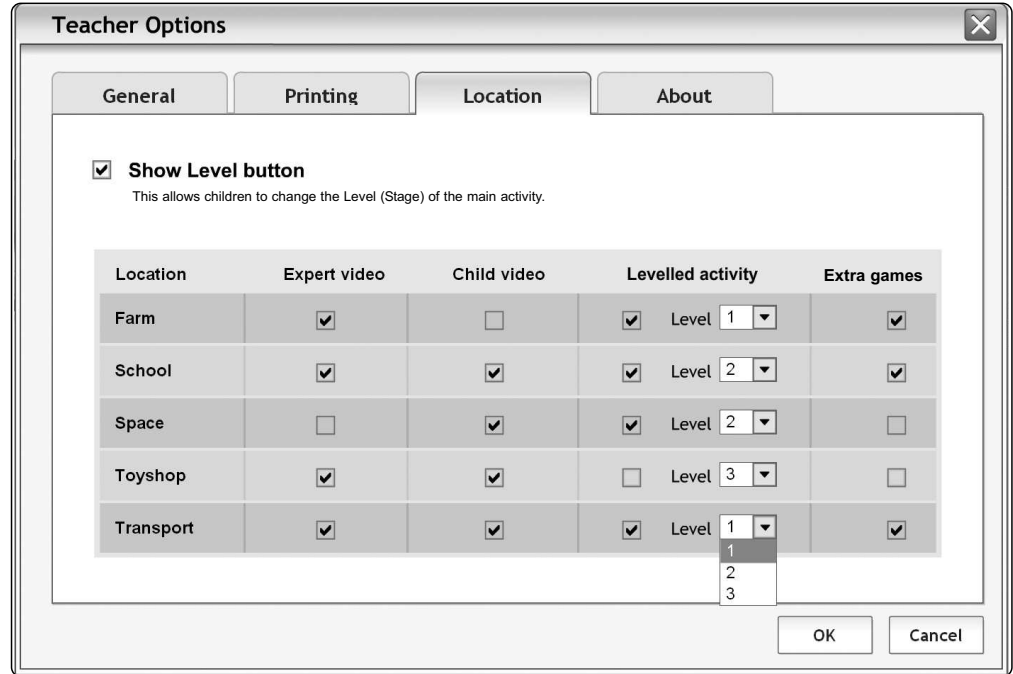


# 14 Teacher Options - Location

When on the main map screen, hold Ctrl and Shift then tap 'O' to display the teacher options.



From this screen you can choose which options and levelled activities you want activated in each location, and to show or hide the Level (Stage) buttons.



# Overview of Maths City 1 and links to Maths in the Foundation Stage. (15)

---

**MATHS OVERVIEW FOR MATHS CITY 1 (NUMBER, CALCULATING, DATA HANDLING, SORTING, USING AND APPLYING MATHEMATICS)**

**ROLE PLAY AREA: ADULT LED AND INDEPENDENT ACTIVITIES**

## **Numbers for labels and counting:**

Matching sets of objects to numerals / numerals to sets of objects  
Compare 2 sets (more/less) numbers  
Count reliably to 10  
Estimate how many in a set  
Recognise numerals 1-9, 0-10  
Understand and use ordinal numbers  
Count forward and backwards in ones twos and tens  
Order a given set of numbers  
Say a number that lies between 2 numbers

Farm, Transport  
Transport, Farm  
All areas  
All areas (adult led)  
All areas  
Transport, Space  
Outdoor Play  
Any area (adult led)  
Any area (adult led)

## **Calculating (secure number facts and calculate efficiently and accurately):**

Understand addition is combining two groups  
Understand subtraction as taking away  
Partition a given number of objects into two groups  
Select two groups and make a total  
Begin to relate addition to counting on  
Find one more / one less  
Share objects into equal groups

Shop, Farm, Transport  
Outdoor Play  
Transport, Outdoor Play  
Farm, Transport  
Outdoor Play  
All areas (adult led)  
Farm, Transport

# 16 Overview of Maths City 1 and links to Maths in the Foundation Stage.

---

**MATHS OVERVIEW FOR MATHS CITY 1 (NUMBER, CALCULATING, DATA HANDLING, SORTING, USING AND APPLYING MATHEMATICS)**

**ROLE PLAY AREA: ADULT LED AND INDEPENDENT ACTIVITIES**

## **Space and Shape:**

Talk about, create and recreate patterns and build models  
Use appropriate language to describe shape and size  
Use everyday words to describe position

Farm, Transport, Space

## **Measure:**

Order two lengths by height, length  
Use measures language smaller, lighter, longer, taller  
Order sequence events  
Days of the week

Outdoor Play

## **Measures:**

Order two lengths by height, length  
Use measures language smaller, lighter, longer, taller  
Order sequence events  
Days of the week

Outdoor Play

## **Using and applying mathematics:**

Use developing mathematical language, ideas and methods to solve practical problems  
Sorting objects (see above)  
Pattern (see above)  
Describe solutions to practical problems, drawing on experience, talking about own ideas, methods, choices

All Areas  
Space  
Space, Farm, transport  
All areas (adult led)

To see the resources (if you have installed them) go to:

## **Start-All Programs-2Simple Software-Maths City 1 Resources**

where you will find:

- Planning suggestions
- Ideas for further activities
- Recommended books
- Drawings from the program
- Photographs from the program

Otherwise they are also available on the CD-ROM

Maths City games are most effective when they are part of a programme of role play, structured activities and discussion around the topic. The videos need to be introduced and discussed with the children.

## ⑱ Copyright & Trademarks

---

The software described in this document is a proprietary product of 2Simple Software Ltd and is furnished to the user under a license for use as specified in the license agreement. The software may be used or copied only in accordance with the terms of the agreement. Information in this document is subject to change without notice and does not represent a commitment on the part of 2Simple Software Ltd. No part of this document may be reproduced, transmitted, transcribed, stored in any retrieval system, or translated into any language without the express written permission of 2Simple Software Ltd.

### Trademarks

2Simple, 2Simple Software, and Maths City 1 are trademarks of 2Simple Software Ltd.

Adobe Reader is a registered trademark of Adobe Systems.

Flash player are trademarks of Macromedia in the United States and other countries.

All other trademarks and registered trademarks mentioned in this document are the property of their respective owners.

### Copyright

Copyright © 2007, 2Simple Software Ltd. All Rights Reserved.

2Simple Software, United Kingdom

info@2Simple.com • www.2Simple.com

Maths City 1 + User Guide - 1st (UK) Edition - Version - 1.0.0 (January 2007)

Author: Ashley Goldstein, Julie Steer, Doyin Tade, 2Simple Software Ltd.

Developer: Doyin Tade, 2Simple Software Ltd.

Consultant: Julie Steer



2Simple, Julie Steer and Doyin Tade would like to thank the following for all their invaluable help with the making of Maths City 1:

## General

Debbie Cummings, Primary Maths Consultant, Harrow  
Vashti Hildreth, St Johns C of E First School, Stanmore  
Karen Disspain, Pinner Park First School, Harrow  
Sally Graham (Early Years), Val Warren & Mary  
Rees, (Maths) - University of Hertfordshire

## Farm

Farmyard Fun, Lincolnsfields, Bushey  
Daniel  
Amber

## Outdoor Play Area

Pinner Park First School Nursery, Pinner

## Space

Hubble Space Laboratory

## Toy shop

Good for You, Hendon  
Magda

## Transport

Danny - taxi driver

## 2Simple people

Katie, Daniele, Daniel, Lumi, Abbie, Katie,  
Krisztina, Max, Nigel, Fiona, Ashley, Alex, Phil

## Schools

St Johns C of E First and Middle Schools, Stanmore  
Bournehall JMI, Bushey  
Pinner Park First School, Harrow  
Norbury First and Middle School, Harrow  
Newton Farm First and Middle School, Harrow

## 20 About 2Simple

---

*All our software is designed on the following principles:*

### **SIMPLICITY OF USE**

The software has evolved in the classroom to meet the needs of very young pupils. It is simple to learn and simple to use. There are no 'wrong buttons' to press.

### **TRANSFER OF SKILLS**

All our software has a common look and feel. It is designed to take pupils from what is familiar towards standard Windows™ interfaces.

### **DEVELOPED IN THE CLASSROOM FOR THE UK CURRICULUM**

The software has been developed to meet the needs of the UK curriculum. It has been tested and refined in the classroom, and has evolved based on research and suggestions from teachers.

### **VIDEO OF IDEAS FOR ACTIVITIES**

All our software comes with a large number of ideas for use and tutorials. These take the form of short videos which run on the computer and teach staff and pupils to use the software in an appropriate curriculum context.

### **EMPHASIS ON CREATIVITY**

Making the software simple allows pupils to focus on the content of their work. Whilst the software is powerful, it is the pupils who are creating, not the computer.

### **READING AGE**

Many pupils are held back by complex language in some software packages. Our software uses simple icons and appropriate text, ensuring reading age is not a barrier to ICT learning.

### **INDEPENDENT USE**

The simplicity of the software, combined with the use of video, makes the software ideal for independent use.

You can contact us:

For general information: [info@2simple.com](mailto:info@2simple.com)

For support issues:

[www.2Simple.com/support](http://www.2Simple.com/support) or [support@2simple.com](mailto:support@2simple.com)

Tel: (+44) 020 8203 1781

Fax: (+44) 020 8202 6370

You can write to us:

**2Simple Software  
Enterprise House  
2, The Crest  
Hendon, London UK  
NW4 2HN**

## **Faulty Media**

Should the CD ROM develop a fault we will replace it free of charge.