



MC2_BC_001



Maths City 2

Space, Shape, Measure & Number

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④ Introduction

“Maths City 2 encourages mathematical role play, problem solving, collaboration and thinking in foundation stage role play topics such as a birthday party, building site, fruit shop, shoe shop and an underwater scene.

The emphasis is on shape, space and measure with number activities integrated throughout. The design of each area encourages collaborative mathematical role play and discussion as well as understanding about shape, space and measure. The games are ideal for interactive whiteboard use led by an adult or for children’s independent work.

As in Simple City and Maths City 1, an expert introduces and explains the work 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 in the work. Each location has suggestions for maths vocabulary and ideas for adults to discuss with children. These prompts are shown on print outs (called Home Talk) of the children’s work for children to take home and discuss with their carers.

Some of the activities are available at different levels so that Maths City 2 can be used throughout the foundation stage. Some games link with Year 1 work to allow for transition work. The simple drag and drop activities have been designed so that young children can manage them independently. Most screens have mini videos with spoken or sung instructions to guide children. The menus have captions indicating the main learning outcome of the game. The teacher options (press CTRL + SHIFT + O) allow for features, locations, activities and buttons to be personalized for both the curriculum and the children.”

- Julie Steer, Education Consultant

Learning Outcomes for Maths City 2 for each Location 5

Location	Game 1	Game 2	Game 3	Game 4	Maths Vocabulary
Fruit shop	Count in ones, twos and threes.	Count 0-10, coins and money, add 2 numbers.	Weighing with non-standard weights.	Explore capacity.	Price, penny, cost, full, empty, balance, weigh.
Shoe shop	Use different shapes, make a pair.	Fit shoes, select correct change.	Measure heights using different handprints.	Measure lengths using footprints.	Fit, measure, cost, more, less, change, pounds, pair.
Birthday party	Count, use shapes.	Number lines.	Share food equally.	Fit presents into right size boxes.	Rectangle, square, count, fit, match.
Building site	Fit shapes to make building.	Estimate height of tower.	Fit shapes to a shadow.	Sort rectangles, triangles and curved objects.	Square, triangle, circle, curves, fit, taller, shorter, guess, more, less.
Underwater	Design underwater scene.	Follow instructions. Positional language.	Sort objects by height.	Sort objects by size.	Longer, shorter, bigger, smaller, smallest, above, below.

⑥ System Requirements

Operating System: Windows 2000/XP/Vista

Hard Drive: 85 MB min

	Minimum	Recommended
Processor:	Pentium 2 500MHz	1.8GHz
Memory:	256Mb	512Mb
Display:	800x600	1024x768

Adobe Flash Player required (must be installed separately).

CD-ROM Drive Required for Installation

Standard Mouse, Keyboard

Sound card & speakers

Printer

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

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

If you require further help, please do not hesitate to contact our technical support on
(+44) (0)20 8203 1781 or www.2simple.com/support

1. Put the CD in the drive.
2. The install menu should appear on your screen automatically. (On Vista, before you get the install menu you will first get a screen asking you to confirm if you want to run Autorun.exe. Click this option.)
3. If the install menu does not automatically appear:
 - Double-click 'My Computer' on your desktop. (On Vista, click the Windows icon on the bottom left of your screen and then click 'Computer'.)
 - Double-click the CD drive and then double-click the "Autorun" file which has a Maths City 2 icon.
4. Follow the instructions on screen to complete the installation (On Vista the User Account Control will ask if you want to run setup.exe. Click "Allow".) This will install your software & add a shortcut from the 'start menu' and desktop to Maths City 2.

⑧ Network installation & technical information

Installing Maths City 2

Maths City 2 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

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

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

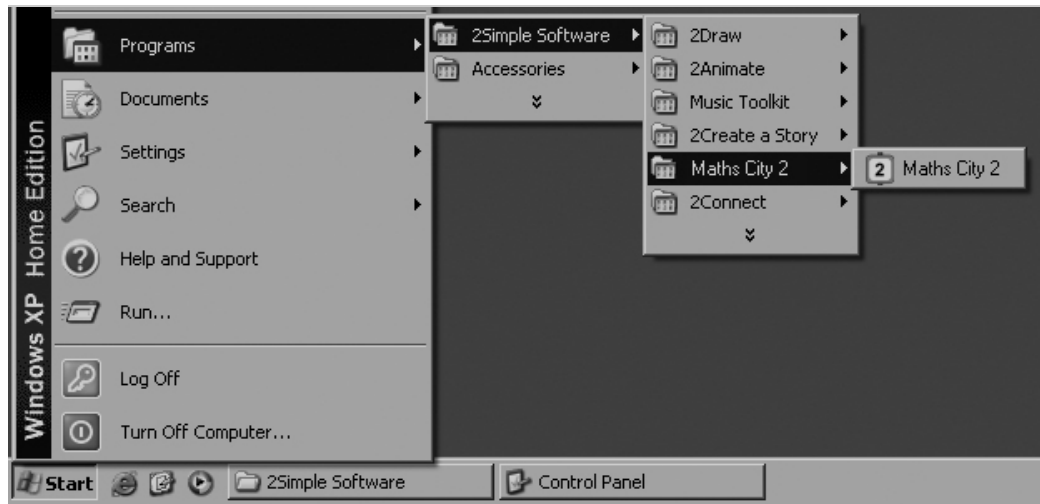
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Click Start - Programs - 2Simple Software - Maths City 2



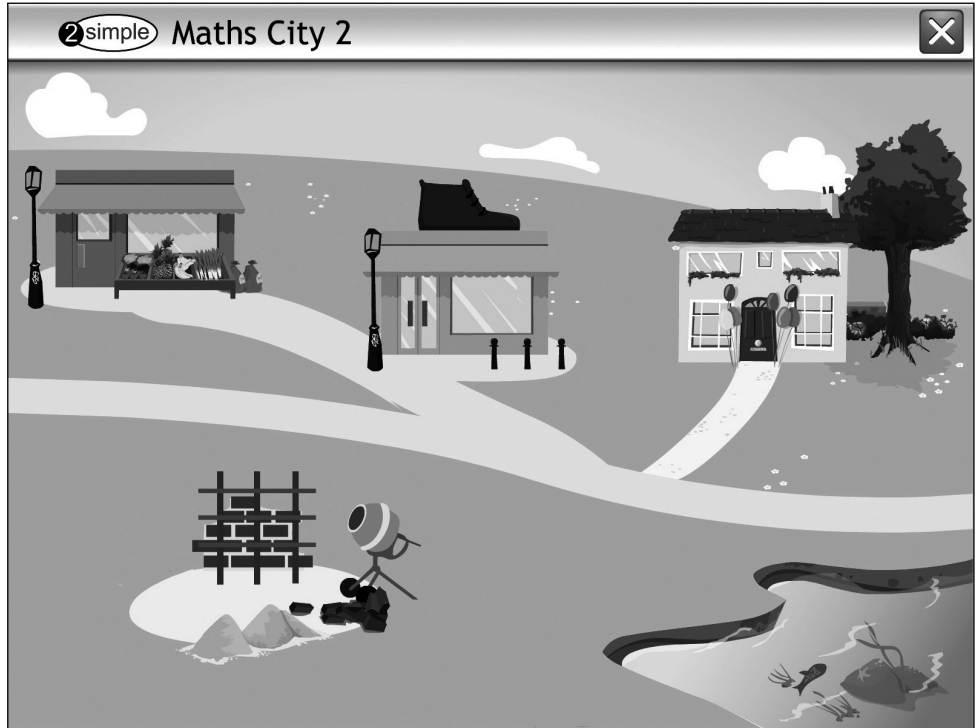
Or double-click on the Maths City 2 icon on your desktop.



Maths City 2 will now launch and take you straight to the Main Map screen.

10 Main Map

This is the main Maths City 2 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

There are different games to play. Each button has a hover caption summarizing the game.

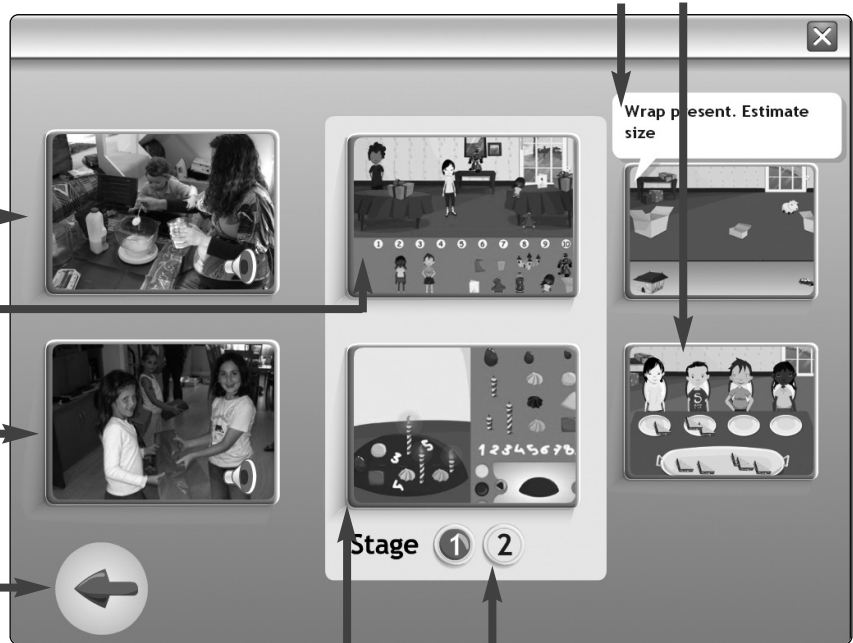
This is the entry screen for the 'Birthday Party' location and is fairly typical of how the other location entry screens look.

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 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 some differentiated activities. Stage 1 has numbers up to 5 and simpler activities. Stage 2 has numbers 0-10. Some areas have Stage 3 activities which prepare for the Year 1 curriculum.

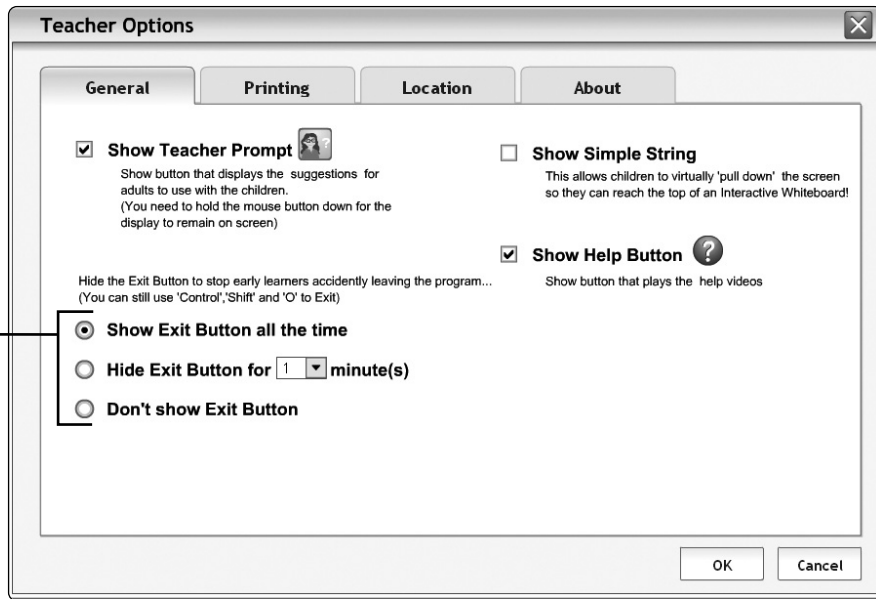
Click on these buttons to change the level. You can remove these buttons from the screen altogether - see location section of teacher options. The shading shows which areas have different levels. The buttons will switch the level of all these activities.

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, Simple String 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.

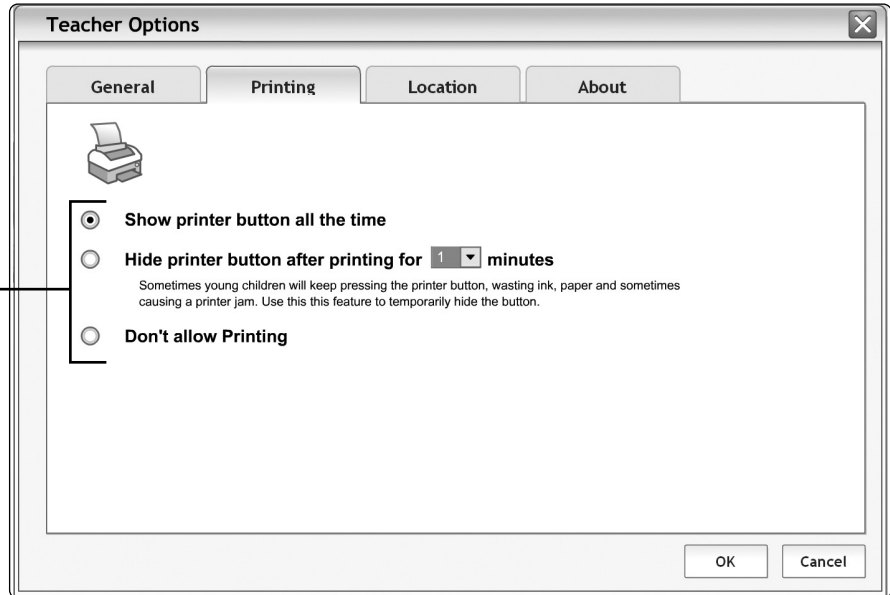
Teacher Options - Printing 13

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 printing at all.

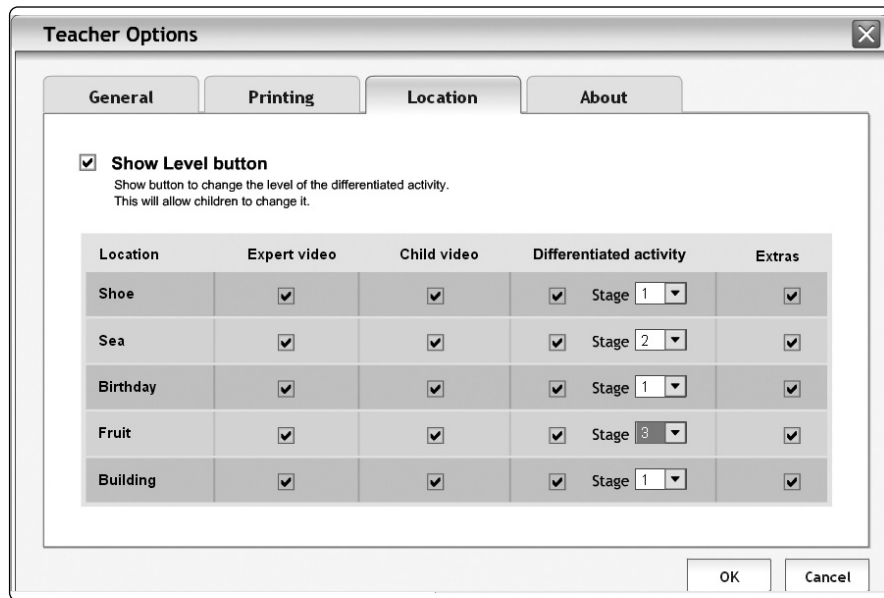


14 Teacher Options - Location

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.



Numbers for labels and counting	
Objective	Area
Matching sets of objects to numerals / numerals to sets of objects	Birthday Party
Count reliably to 10	Birthday Party
Estimate how many in a set	All areas (adult-led)
Recognise numerals 1-9, 0-10	Birthday Party, Fruit Shop, Shoe Shop
Say a number that lies between 2 numbers	Birthday Party
Calculating (secure number facts and calculate efficiently and accurately)	
Understand addition is combining two groups	Fruit Shop
Find one more / one less	All areas (adult-led)
Share objects into equal groups	Birthday Party
Space and Shape	
Talk about, create and recreate patterns and build models	Building
Use appropriate language to describe shape and size	Underwater, Building, Shoe Shop, Birthday Party, Fruit Shop
Use everyday words to describe position	Underwater

16 Links to the Foundation Stage Curriculum (continued)

Measure	
Objective	Area
Order two lengths by height, length	Underwater, Shoe Shop
Use measures language: smaller, lighter, longer, taller etc.	Underwater, Building, Shoe Shop, Fruit Shop
Using and applying mathematics	
Use developing mathematical language, ideas and methods to solve practical problems	All areas
Sorting objects	Building, Fruit Shop
Pattern	Shoe Shop, Birthday Party
Describe solutions to practical problems, drawing on experience, talking about own ideas, methods, choices	All areas (adult-led)

The resources can be accessed after installing the program from Start > Programs > 2Simple > Maths City 2

Resources supplied include:

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

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

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Maths City 2 + User Guide - 1st (UK) Edition - Version - 1.0.0 (April 2008)

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General

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Birthday party

Sylvie, Dawn, Georgia and friends
Debbie and Maya

Building

Tom, Danny, Jeff, Sam,
Leigh

Fruit shop

Harold and Helene
Carol

Shoe shop

Jim and Marie

Underwater

Katrina's photographs from Kosrae island dive centre,
Micronesia
Lola

2Simple people

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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

For support issues:

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Tel: (+44) (0)20 8203 1781

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You can write to us:

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Faulty Media

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



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