

appp media UG





Understanding Math - Times Tables

Learn to fluently multiply and divide within 100

- iOS universal
- iOS exclusive
- paid
- universal in language (free of language, navigation by symbols only. Short written texts for parents and teachers.)
- localised titles for 13 countries (UK /AUS US D FR ES SV NL IT JP DK CN, RU TH, KR)
- Using multitouch and writing recognition

•Based on **J. Bruner's Learning Theory** “Three Modes of Representation”

- Enactive representation (action-based) – Game 1, 2, 3
- Iconic representation (image-based) – Game 1, 2, 3, 4
- Symbolic representation (language / mathematical symbols-based) Game 4, Duel
- Plus the educational tool: a Montessori Hundred Board for free exploration of mathematical relation.

Designed for use in school

- unlimited user profiles
- detailed reports
- individual settings possible
- two player game: duel
- increasing difficulty related to German Lehrplan / Kernaufgaben
- no negative rating, only points for solved problems
- gameplay encourages to solve lots of problems
- 100% kids friendly and COPPA compliant: No ads, no social media, no tracking, links only to our other apps, all behind parental gates





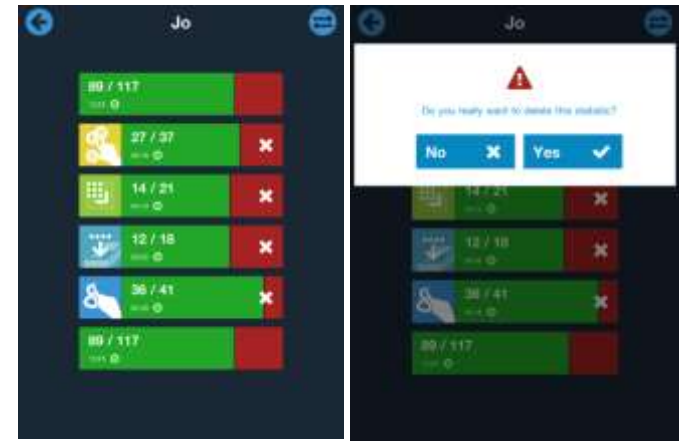
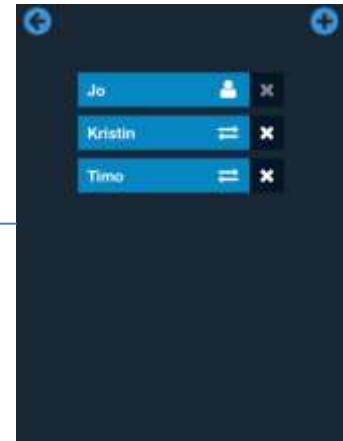
Understanding Math - Times Tables

Short information on all games

Add unlimited users

Privacy Policy, link to our other apps (behind a parental gate) and more about us.

Sound on / off



After 100 correct answers you get a new object and move up one level of difficulty. Wrong answers are not scored. Times Tables:
Level 1: 1,2,5,10
Level 2: 1,2,3,4,5,10
Level 3: 1,2,3,4,5,6,8,10,0
Level 4: 1,2,3,4,5,6,7,8,9,10,0

Track the student activity by quantity, quality and time.
See last achievements and total achievement.
Delete scores to track the activity in the next lesson.

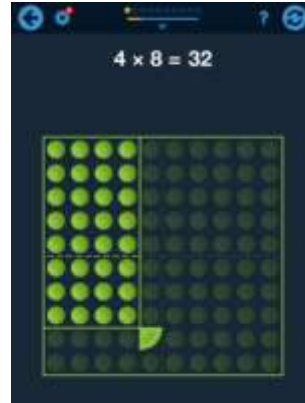


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HUNDRED BOARD

Solve the problem by pulling the sheet on the Hundred Board. Understand the commutative property of multiplication (4×8 is equivalent to 8×4).

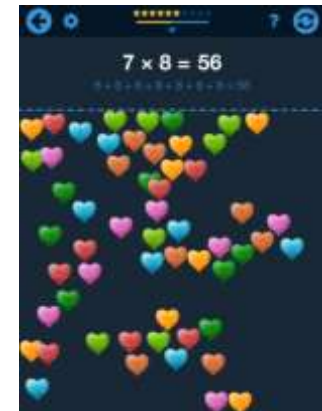
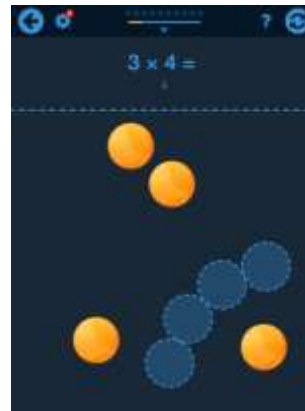
Common Core Standard Apply properties of operations as strategies to multiply and divide



MULTIPLICATION

Solve the problem by touching the display. 3×4 - tap 3 times with 4 fingers. The multiplication shows as a shortened addition. See and feel the quantity. After the problem is solved, you can pop the objects by touching them.

Common Core Standard Interpret products of whole numbers, e.g., interpret 3×4 as the total number of objects in 3 groups of 4 objects each.





Teacher's Manual:

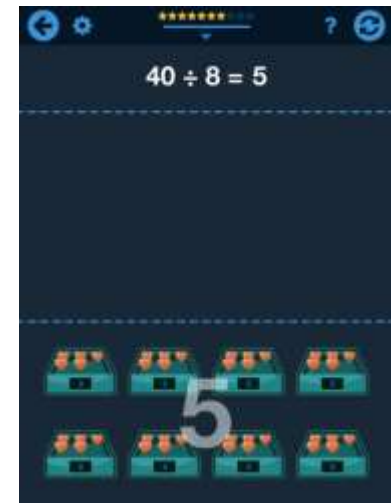
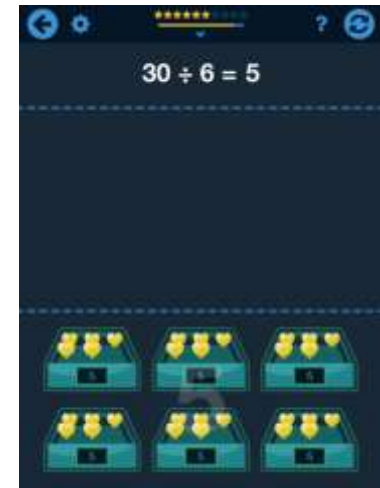
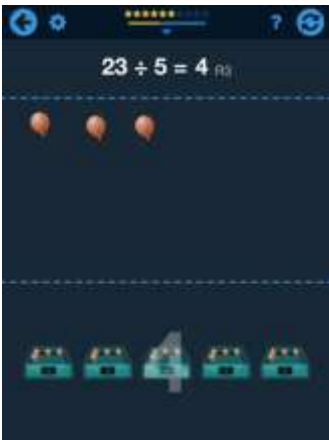
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DIVISION

Solve the problem by dragging the objects into the boxes. Find the number of shares when objects are partitioned into equal shares. You can move several objects at the same time. You can write the solution over the boxes.

Once you reach the most difficult level (after 200 correct answers) you will get problems with remainders (example 4 R3)

Common Core Standard Interpret whole-number quotients of whole numbers





Teacher's Manual:

Understanding Math - Times Tables

TRAINING

Solve the problem by writing the solution onto the screen. Help is provided by the iconic representation of the numbers.

Common Core Standard Fluently multiply and divide within 100, using strategies such as the relationship between multiplication and division



DUEL

Two players compete against each other. Each player can choose his level of difficulty. Kids can play against their peers or against their parents, simply choose the appropriate level.

Level 1: **1,2,5,10**

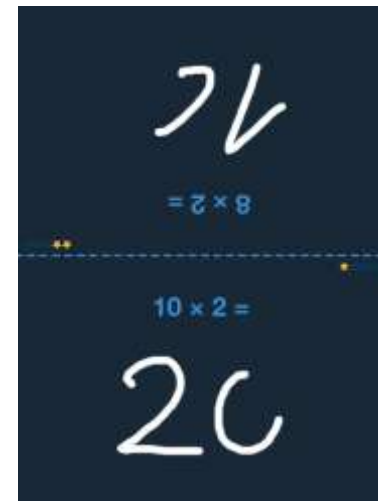
Level 2: 1,2,**3,4**,5,10

Level 3: 1,2,3,4,5,**6,8**,10, 0

Level 4: 1,2,3,4,5,6,**7,8,9**,10, 0

Tap the sun to start. The first to enter the correct solution will earn a star. Earning 5 stars wins the game. The results are not tracked in the scoreboard!

Common Core Standard Know from memory all products of two one-digit numbers



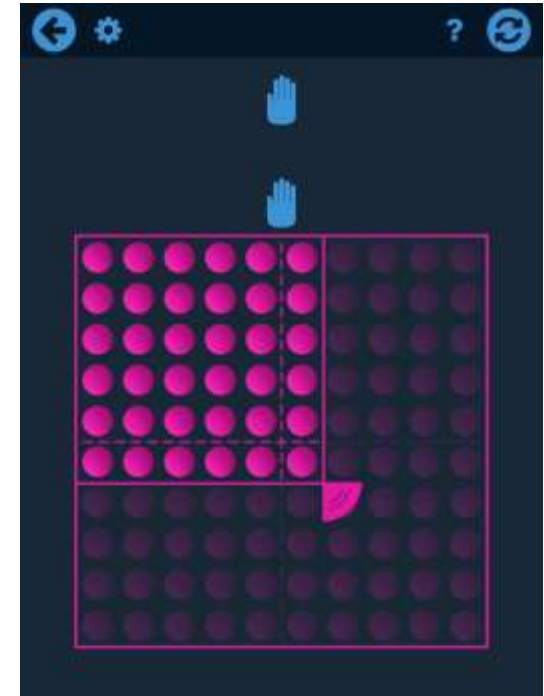
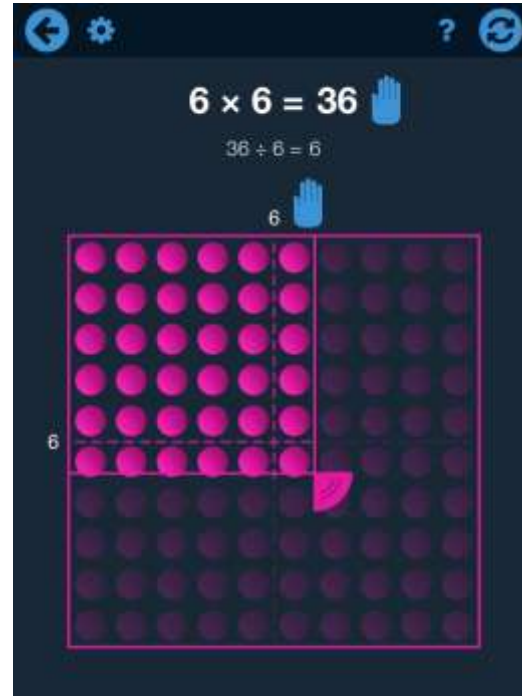


Teacher's Manual:

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Toolbox Hundred Board

This Montessori Hundred Board is a tool to help understand multiplication. Explore multiplication and division by playing with the board. Adjust the board for individual use. Activate the factors, multiplication, division and the solution separately.



About appp media



Kristin Heitmann
Creative Director, Marketing

founder appp media

10 years + work experience as a primary school teacher in Bavaria / Germany

Author (educational film, school book)

Mother of 4



Jan Massberg
Programming, Animation, Screendesign

15 years+ work experience programming

Father of 1



Awards



DEUTSCHER COMPUTERSPIELPREIS

Bestes Kinderspiel 2013



Das Beste Kinderspiel



2012 & 2014



www.appmedia.com



2014



Apps by appp media

App Bundles



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My First App Box: Vol.1 - ...
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- paid
- worldwide on sale
- localized to 9 languages
- COPPA compliant

iPhone Apps



1.

My First App - Vol. 2 Cir...
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2.

My First App - Vol. 1 Ve...
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3.

My First App - Vol. 3 Air...
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- My First App series
- iOS universal
 - kids under 5

- Professor Kim
- iPad only,
 - 2 player game
 - kids 5-8

iPad Apps



1.

Professor Kim - What's ...
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2.

My First App - Vol. 2 Cir...
[View In iTunes ▶](#)



3.

My First App - Vol. 1 Ve...
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4.

My First App - Vol. 3 Air...
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- total 90.000 returning customers (180.000 updates)



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