Welcome to Mighty Math® Zoo Zillions®

In Zoo Zillions, students visit a friendly, animated zoo that’s full of math fun and discovery. With the Otter Twins and other animal pals leading the way, math becomes inviting and enjoyable. Zoo Zillions is the second product for Kindergarten to second grade students in the Mighty Math Series (a comprehensive line of math software for Kindergarten through tenth grade). Zoo Zillions can be used alone or paired with its companion program, Mighty Math Carnival Countdown. Together, the two programs cover all the major topics in the Kindergarten, first grade, and second grade math curricula.

Many of the activities in Zoo Zillions contain a unique technology we call Virtual Manipulatives®, which uses the computer to help students make the connection between concrete and abstract mathematics. For example, in the Fish Stories activity, your students can put 25 blue fish in a tank, see the equation “25 + 0 = 25” appear on the screen, and see and hear the written sentence, “25 blue fish jump into the tank.” When your students add 10 green fish to the tank, they can see the equation “25 + 10 = 35” and hear, “Then 10 green fish join them. Now there are 35 fish in the tank.” Your students will learn math basics, understand the concepts behind the facts, and master the thinking skills necessary for successful problem solving.

Zoo Zillions offers five fun-filled activities to engage your students in hour after hour of math discovery and learning. Throughout the program, students are supported and encouraged so that they experience success. As the basics are mastered, unique Grow Slides advance automatically, offering more challenging problems. You can also move the Grow Slide to a math topic of your choice for practice in a specific area. Dozens of math topics and thousands of problems are available. A Question & Answer Mode is available in all activities to provide directed learning. In addition, three of the activities include an Explore Mode, so that your students can experience self-directed learning.

The network version of Zoo Zillions comes with the flexible Riverdeep Software Manager, making it easier for you to quickly assign program activities to individual students, workgroups or classes. Look for details on these and other useful features in the Riverdeep Software Manager guide included within the Mighty Math Teacher Resource Binder.
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What’s in This Guide?

**Introductory Information** (pages 3–5)
- Steps to Start information
- System requirements, installation, and setup instructions

**Program Information** (pages 6–23)
Information on each Zoo Zillions activity, including:
- Overview, giving a summary of the activity and learning opportunities.
- Question & Answer Mode, explaining how a character leads the way and is looking for a correct response. The character also offers gentle help and fun rewards.
- Explore Mode, explaining how your students can learn by exploring, experimenting, and creating in the activity.

**Technical Support**
- For technical support, please refer to the Customer Information Card included with this product.
System Requirements

This version of Zoo Zillions is designed for use with Riverdeep Software Manager.

Server and Network
- Ethernet 10Mbit/sec or faster
- 450 MHz Pentium II processor or better
- 128 MB RAM or higher
- CD-ROM drive for one-time installation
- 302 MB free disk space (does not include space needed for students’ saved files)

Supported Servers:
- Windows NT 4.0 with latest service pack
- Windows 2000 with latest service pack
- Novell 4.11 or later
- Apple Share IP 6.0.3 or later
- OS X.0.4 Server or later

Windows Client Workstations
- Windows 95b/95c/98/Me/2000/XP
- 64 MB RAM or higher
- 166 MHz Pentium processor or better
- Super VGA 800 x 600 display with a minimum of 256 colors
- 185 MB hard disk space
- CD-ROM drive
- Sound card and speakers compatible with DirectX

Optional
- TouchWindow or single-switch device
- Windows compatible printer

Macintosh Client Workstations
- OS 8.6 to OS 9.2.2 (classic) and OS 10.1.5 and higher (OS X native)
- 64 MB RAM or higher
- G3 processor or better
- 800 x 600 display with a minimum of 256 colors
- 120 MB hard disk space
- CD-ROM drive

Optional
- TouchWindow or single-switch device
- Macintosh compatible printer
Installation Instructions

This version of Zoo Zillions is for use with Riverdeep Software Manager (RSM). Make sure RSM is installed before installing Zoo Zillions. If you need assistance with RSM, please consult the RSM User Guide (included on CD or in the school binder). You will install Zoo Zillions to the network file server where RSM is installed. After you have installed Zoo Zillions to the network file server, you will need to run the RSM Administration Center.

The Zoo Zillions installation places both Windows and Macintosh files on the network file server where RSM is located. Both Windows and Macintosh files are installed simultaneously.

1. Exit all other applications and start at the desktop.
2. Insert the Zoo Zillions Network CD into the drive.
   • Macintosh: Double click to open the CD.
   • Windows: The CD window will open automatically. If Autoplay is not enabled, choose Run from the Start menu and type d:\Autoplay.exe (where d represents your CD drive).
3. Click Zoo Zillions installer and follow the on-screen instructions.
4. Zoo Zillions must be installed in the Riverdeep Server folder that was created on the network file server during RSM installation. Navigate to this location and begin the installation.
5. When the installation is complete, you must launch the RSM Administration Center to enable Zoo Zillions. Consult the Riverdeep Software Manager user's guide for additional information.

When students launch Zoo Zillions, it is automatically copied from the server to the workstation. The technology coordinator may wish to launch Zoo Zillions from the RSM Student Center before first student use. This will save students' time in waiting for the application files to be copied to the workstation.

Optional User Privileges

If your school has restrictions on user access to network locations, the following folder permissions are required for Riverdeep Software Manager:

• Teacher users will need read, write, and delete access to the Riverdeep Server folder.
• Student users will need read and write access to the Student Documents folder and the Data folder (both within the Riverdeep Server folder).
What’s Inside
Mighty Math Zoo Zillions

Entering the Zoo
At the Zoo Entrance, you can choose from five fun learning activities. To enter an activity, click one of the five areas shown below. From any activity, click to return to the Zoo Entrance.

- **Annie’s Jungle Trail**
  Review and practice of basic math is full of fun when you’re moving along Annie’s Jungle Trail.

- **3D Gallery**
  Identify 3D shapes, watch them in motion, and create your own fantastic 3D designs.

- **Number Line Express**
  Travel through the Zoo as you locate numbers, add, and subtract on the number line.

- **Gnu Ewe Boutique**
  Master money concepts as you choose clothes, ring up the total, and make change for your animal friends.

- **Fish Stories**
  Visit the aquarium to add, subtract, multiply, and divide numbers of fish while solving story problems.

Switch modes. Activities open in the Question & Answer Mode; a Number Pal guides your learning. Switch to Explore Mode to experiment freely on your own.

Choose a math topic or difficulty level.

Return to the Zoo Entrance.
Fish Stories
Move fish in and out of tanks to practice addition, subtraction, early multiplication, and early division. The results of your actions are reflected three ways: in pictures, in spoken and written sentences, and in a mathematical equations. With Fish Stories, it’s easy to make the connection between objects, numbers, and words!

Gnu Ewe Boutique
Dress the zoo animals in outrageous outfits as you learn about money. To help the animals make their purchases, you’ll need to identify coins and bills and their values; make the connection between cash and its numerical representation; and count, add, and subtract amounts of money.

3D Gallery
Sharpen your spatial skills and build math vocabulary as you learn to identify 3D solids—even when they turn in different directions or are partially hidden! Choose a 3D shape and watch it rotate. Freeze the shape at any angle, create a sticker of the shape, and use the shape sticker to make incredible 3D pictures and designs!

Annie’s Jungle Trail
Review and practice basic math skills such as addition and subtraction, place value, skip counting, rounding, and mental math strategies in an exciting one-player or two-player game. As you solve problems, Annie and her friends invite you to spin the spinner and advance along the trail to meet up with some fun surprises.

Number Line Express
You’re the engineer on the Number Line Express! Your animal friends need to get to stops located all over the zoo. To bring them to the right places, you’ll locate numbers on the number line, add numbers to move forward on the number line, subtract numbers to move backward, and more.
Using Mighty Math Zoo Zillions

It’s easy to explore all of the attractions at the Mighty Math Zoo. To move from the Zoo Entrance to an activity, click one of these:

![Zoo Entrance Button]

To return to the Zoo Entrance from an activity, click ![Zoo Entrance Button].

**Question & Answer and Explore Modes**

When you first enter an activity, you are in the Question & Answer Mode. Your Mighty Math friends take the lead, asking you questions and making requests. The Fish Stories, 3D Gallery, and Number Line Express activities also feature an Explore Mode. When you are ready, ring the bell to enter the Explore Mode. Now you can experiment on your own. Play as long as you like. If you want to go back to the Question & Answer Mode, ring the bell again.

**Grow Slides**

As a student successfully answers questions, the slider on the activity’s Grow Slide automatically advances and more difficult questions are offered. (You can also adjust the Grow Slide manually.) There is a different Grow Slide for each activity.

![Grow Slide Adjustments]

--- Click the Topics button to see a list of the topics covered as the slider advances. You or your students can choose a specific topic for practice.

Grow Slide settings are saved separately for each student.

From an activity:

The student clicks the Grow Slide button and then drags the slider to adjust the difficulty level or clicks “Topics” to choose a specific area for practice.
Join Eddie in the zoo’s aquarium! In the Question & Answer Mode, students work with fish and tanks to solve story problems involving addition, subtraction, multiplication, and division. In the Explore Mode, students are free to explore the relationship between story problems, manipulatives, and equations.

Learning Opportunities
- Work with Virtual Manipulatives to illustrate and solve story problems
- Use counting, addition, subtraction, multiplication, and division to solve problems
- Discover and apply problem-solving strategies
- Review basic math facts

About Kids
For many students, solving story problems (word problems) is the greatest challenge in elementary school mathematics. The early years of school are critical in developing students’ skills and confidence in solving story problems. In kindergarten or earlier, students start to communicate their understanding of math through pictures, objects, and the use of spoken language; for example, “There are two cats in my picture.” In the first and second grade, students increasingly use numbers and symbols to represent mathematical situations.

Fish Stories helps develop students’ emerging ability to express a situation in mathematically meaningful ways. As students manipulate fish or numerals, the results are reflected on screen in pictures, spoken words, written words, numbers, and mathematical equations simultaneously. Students are challenged to create pictures to match the words, and to create mathematical equations to match the pictures. Encourage your students to explain to you how they are using the picture of the fish to find the answer to a question posed in the story problem. Hearing each student’s reasoning will tell you much about his or her mathematical thinking, and explaining the solution process to you deepens your student’s understanding of the problem he or she is solving.
Question & Answer Mode

- From the Zoo Entrance, click to play with Fish Stories.
- You are asked to solve a story problem by setting up the fish tanks, moving fish, and counting fish.
- Click the mouth to hear the story problem repeated. (To hear a particular sentence repeated, click that sentence.)
- If you are asked to choose the number of tanks, click to cycle through different numbers of tanks.
- Drag a fish from its cave to place it in a tank.
- If there are too many fish in the tank, drag a fish back to its cave.
- In subtraction problems, drag a fish to the right of the tank to make it “jump out.”
- Click to remove all the fish from the tanks or the numbers from the Answer Space.
- To enter a number of fish, click numbers on the Number Bar. You can also type numbers from your computer’s keyboard. To erase a number, click .
- When you have completed the task or answered the question, click .
  - If your answer is correct, you move on to the next part of the problem.
  - If your answer is not correct, Eddie helps you find the correct answer.
- Click the Grow Slide button to change the difficulty level or content of the story problems.
- Ring the bell to explore on your own, or click to return to the Zoo Entrance.
Explore Mode

- Ring the bell 📣 to enter the Explore Mode.
- You can experiment to see how moving the fish affects the story problem and the equation.

  **Hear your fish story read aloud.**

- Click + to make addition stories, or click − to make subtraction stories.
- Click 🎨 to change the color of the fish.
- Drag a fish 🐟 or a school of 10 fish 🐟 from a cave to place them in a tank.
- If there are too many fish in the tank, drag a fish back to its cave.
- In subtraction stories, drag a fish to the right of the tank to make it “jump out.”
- To remove all the fish from the tank and start over, click 🎈.
- As you move fish, the fish story and equation change to match.
- Click a mouth 🐟 to hear your fish story or equation read aloud.
- To print your fish story, click 📄.
- Ring the bell 📣 to return to the Question & Answer Mode, or click 🏛️ to return to the Zoo Entrance.
Allison needs your help in her chic Gnu Ewe Boutique, where the zoo animals come to spruce up their wardrobes. In the Question & Answer Mode, Allison provides training, starting with basic money concepts. As students learn and advance, they help customers with their purchases, total up purchases, and make change.

**Learning Opportunities**
- Recognize coins and bills and their values
- Count coins and bills
- Work with equivalences
- Add and subtract money
- Use subtraction to give change
- Use cents (50¢) notation
- Explore decimals by using dollars and cents ($1.25) notation

**About Kids**
Relating math to everyday life is important, because it makes mathematics meaningful and motivates students to learn about math. Money is one area in which mathematics relates directly to a student’s life. However, while they may have an idea of the meaning and relevance of money, many young students do not have extensive experience using actual coins and bills. Given the opportunity to work with money in a meaningful way, students make important discoveries, such as learning that larger coins are not necessarily worth more and realizing that a given amount of money can be shown in several different ways by using different combinations of coins.
Question & Answer Mode

- From the Zoo Entrance, click  to enter the Gnu Ewe Boutique.

- Allison and her customers ask you questions and make requests.

- Click Allison or the customer to hear the question or request repeated.

- To give a customer change or to give Allison a requested coin or bill, click a coin or bill in the Cash Drawer. The selected money appears on the Counter, where the customer can take it.

- If there are too many coins or bills on the Counter, click a coin or bill on the Counter to put it back in the Cash Drawer.

- Click items on the Clothes Rack to select them for a customer. If you change your mind, click the item again to deselect it.

- When you are asked for a number, click numbers on the Number Bar to give your answer. You can also type numbers from your computer's keyboard. To change a number, click the number to select it, then click .

- When you have answered the question or completed the task, click .
  - If you have found the correct answer, you move on to the next step of the problem.
  - If you have not found the correct answer, keep trying and you will find the right answer.

- Click the Grow Slide button to change the difficulty level of the problems or to choose a different math topic.

- Click  to return to the Zoo Entrance.
Join the Otter Twins in their 3D Gallery. In the Question & Answer Mode, the twins display pictures in their gallery and ask students to find different 3D (three-dimensional) geometric shapes. In the Explore Mode, students can create their own pictures and designs with 3D images.

Learning Opportunities
- Develop spatial visualization skills
- Identify 3D geometric solids in various positions and orientations, including those in unusual views and those that are partially hidden
- Identify plane (two-dimensional) figures
- Relate real-world objects to corresponding geometric solids
- Build a vocabulary for describing geometric solids

About Kids
A student’s first experiences with geometry involve everyday 3D objects such as balls, cans, and boxes. Informal, hands-on exploration of these objects is important to a student’s learning. As they explore geometric shapes, asking and answering questions about them, students learn first to recognize whole shapes and then to recognize the properties of shapes, such as the number of sides or the shape of the faces. Through many experiences that focus on geometric shapes and their direction, orientation, and perspective in space, students strengthen the spatial visualization skills that are essential for success in mathematics, in art, and in any type of problem-solving that uses visual models. As students work in the Question & Answer Mode of the 3D Gallery, they begin to build a geometry vocabulary by learning common and mathematical names of 3D shapes. When they work in the Explore Mode, students have many opportunities to investigate 3D shapes on their own and to experiment with the use of these 3D shapes, at many angles and in many positions, as they create their own designs.
Question & Answer Mode

- From the Zoo Entrance, click 📷 to play in the 3D Gallery.
- The Otter Twins ask you to find different 3D geometric shapes in the picture.

![3D Gallery](image)

"Please find the box in the picture."

- Click one of the otters to hear the problem repeated.
- A variety of 3D geometric shapes appears in the picture.
- Click a shape 🔢 in the picture to select it. Click the shape again to deselect it.
- Some questions are accompanied by a movie of a 3D shape.
  - Click 🚪 to stop the movie.
  - Click 🎬 to play the movie.
  - Click ⬅️ or ➡️ to step backward or forward through the movie, one frame at a time.
- When you have solved the problem, click 🟢.
  - If your answer is correct, you are rewarded.
  - If your answer is not correct, the Otter Twins help you find the right answer.
- Click the Grow Slide button 📅 to change the difficulty level of the Otter Twins’ problems or to select a different math topic.
- Ring the bell 🎈 to enter the Explore Mode, or click 🏡 to return to the Zoo Entrance.
Explore Mode

■ Ring the bell 📣 to enter the Explore Mode.

■ Create your own pictures with different backgrounds and 3D shapes.

Choose a Shape

■ Click a shape button 🟢 to choose that shape.

■ Variations of the shape appear in the Movie Grid.

■ Click ⬅️ or ➡️ to see more variations.

Play with the Movie

■ Click a shape variation 🟢 on the Movie Grid and it appears on the Movie Screen.

■ Click 👋 to play the movie.

■ Click 🔄 to freeze the movie in place.

■ Click ⬅️ or ➡️ to step backward or forward through the movie, one frame at a time.

■ When the movie is frozen, the shape can be used as a sticker. Drag the shape from the Movie Screen to the Workspace.
Make a Picture

- Drag a sticker around the Workspace to move it.
- Click a sticker to select it, then click to make it larger, or click to make it smaller.
- To remove an individual shape from the Workspace, drag it to the Trash Can.  
- To erase all the shapes from the Workspace, click .
- Click to switch to another background.

Printing, Saving, and Opening Pictures

- Click to print your picture.
- Click to save your picture. Drag the miniaturized version (thumbnail) of the picture to an empty rectangle. Click to save the picture. To delete a previously saved picture, drag the thumbnail of the unwanted picture to the trash can. Click to empty the trash can.
- Click to open a previously saved picture. Click the thumbnail of the picture you want to open. Click to view or change the picture.
- Ring the bell to return to the Question & Answer Mode, or click to return to the Zoo Entrance.
Whether it's a hoot 'n' holler from Annie or a wild ride down the waterfall, there are lots of surprises along Annie's Jungle Trail! Students enjoy practicing math skills such as addition, subtraction, skip counting, and rounding numbers to the nearest 10 as they race through the jungle. Students can challenge themselves or a classmate in this one- or two-player game.

Learning Opportunities
- Use addition and subtraction facts
- Identify the missing number in an addition or subtraction sentence
- Use mental math strategies to solve addition and subtraction problems
- Skip count by twos, fives, and tens
- Round numbers to the nearest 10
- Identify the missing number in a pattern
- Compare addition and subtraction expressions

About Kids
When students understand the concepts behind basic math facts, the facts are more meaningful to them and their retention of the facts is stronger. Many activities in Zoo Zillions, such as Fish Stories and Number Line Express, build this understanding of math concepts through the use of Virtual Manipulatives. While understanding math concepts is crucial, practice with basic math facts is also important. If a student does not know basic subtraction facts, he or she will not be able to do long division—or algebra. The focus in Annie's Jungle Trail is on practice with math facts, so that students can gain fluency with them. Young students are intrigued by games and like to play the same game over and over. The fun of playing with Annie's Jungle Trail game motivates students to spend hours solving addition, subtraction, place value, and many other problems, building their knowledge of basic math facts and gaining valuable experience in “mental math”—the ability to solve problems without paper, pencil, or calculator.
Question & Answer Mode

- From the Zoo Entrance, click to play on Annie's Jungle Trail.
- Annie asks you to choose the number of players and to pick a game piece.
- Click for a one-player game, or click for a two-player game.
- Choose a game piece by dragging it into the Game Piece Space
- Advance to the end of the trail by finding the answers to math problems.

- In a two-player game, (in the lower right corner of the screen) shows your piece if it is your turn; it shows your friend's piece if it is your friend's turn.
- Annie asks you to click the spinner.
- A math problem is read aloud.
- Click the mouth to hear the problem again.
- Click numbers on the Number Bar to give your answer. You can also type numbers from your computer's keyboard. To erase a number, click .
- Some questions must be answered with "yes" or "no," "even" or "odd." Two words pop up in place of the Number Bar. Click a word to select your answer.
**ANNIE’S JUNGLE TRAIL**

- When you think you have the answer, click 🔄.  
  - If your answer is correct, your game piece moves the number of spaces indicated by the spinner.  
  - If your answer is not correct, the number selected on the Spinner decreases by one. Annie helps you find the right answer.

- Click 🔄 to start a new game.

- Click the Grow Slide button 📊 to change the difficulty level of the questions or to choose a different math topic.

- Click 🏡 to return to the Zoo Entrance.
Number Line Express Overview

All aboard! Explore the zoo on the Number Line Express! Students use a number line to help them locate, pick up, and drop off passengers all over the zoo. Ryan Lion is waiting at the dispatch center, ready to tell students where to find their next pick-up. Young engineers take control of the train as they navigate the number line by locating numbers, counting backward and forward, adding, subtracting, and finding missing addends.

Learning Opportunities:
- Locate a number on a number line
- Count backward and forward using the number line
- Use the number line to add and subtract
- Use a number line to identify the missing number in an addition or subtraction sentence
- Build equations and recognize their relationship to the number line

About Kids
Very young students learn best when they can see, feel, and touch. They need experiences using concrete, hands-on manipulatives to build number sense, to count, and to model addition and subtraction problems. Through the use of these manipulatives, students build powerful concepts about numbers. As students’ thinking advances, they are able to use more abstract models, such as maps, to help them understand the world. The number line is a powerful “map” that students can use to understand numbers and number relationships. As students scan the number line in Number Line Express, they can “see” the distance between two numbers. They discover that moving forward from 0 always brings them to larger numbers. The number line also gives students another way to think about addition; addition can be thought of as “counting forward” from a number. (To add 5 to 10, students can start at 10 and move forward 5 stops.) Students can also use the number line to help them master counting backward and to understand subtraction as “counting backward” from a number.
Question & Answer Mode

- From the Zoo Entrance, click to play with the Number Line Express.
- Ryan asks you to pick up a passenger, or a passenger asks to be dropped off.
- Click Ryan or the passenger to hear the request repeated.
- You can move along the number line in one of two ways: by dragging the Pointer on the number line or by clicking numbers on the Number Bar.
- If the Number Line Pointer is available, you can drag the Pointer to the place you want to go.
- If the Number Bar is available, you can click numbers on the Number Bar to show the answer. You can also type numbers from your computer’s keyboard. To erase a number, click .
- When you think you have the right answer, click .
  - If your answer is correct, the train moves to the location you indicated.
  - If your answer is not correct, Ryan helps you find the right answer.
- Click the Grow Slide button to change the difficulty level of the problems or to choose another math topic.
- Ring the bell to enter the Explore Mode, or click to return to the Zoo Entrance.
Explore Mode

- Ring the bell 🛎️ to enter the Explore Mode.

- Move the train along the number line by creating addition and subtraction equations.

- Click ⬆️ to create an addition problem, or click ⬇️ to create a subtraction problem.

- Click numbers on the Number Bar 📦 to enter them in the Number Space. (To erase a number, click 🛡️.) Starting at the current stop, the program adds or subtracts your entry to calculate the total.

- Click 🔴 to travel to the total shown.

- Ring the bell 🛎️ to return to the Question & Answer Mode, or click 🎡 to return to the Zoo Entrance.