

# EXPLORE GAMES

*March 2022  
[LT]<sup>2</sup> Games*

*Learning and Teaching  
with Learning Trajectories*

## QUICK START

If you haven't already, **create an account**. When creating your own account, we will ask you for some basic information for our records – it does not change your interaction with the system. Next, set up a class – the information you provide **WILL** change your students' interaction with the system. Specifically, the age group that you set for your class will generate a 'default level' for the games your students are offered when they log in with the "Student Log In" option.

Next, **set up your class**. As noted previously, the age group that you set for your class will generate a default level for the games your students are offered. Enter a nickname for your class and the age/grade. The Start Date and End Date will not change your interaction with the site, but we may use the information to clear our system of data at some point.

Once your class is created, use the Students menu to **add a student** to your class. At this point, we recommend generating a document for your records that notes each child's name, the username you created, and the image-based password for that child. Please use an anonymous username, rather than anything that would identify the child or location of your school. While we have systems in place to keep information secure, anonymous data adds another level of security (see Privacy Policy for more information).



# Games will start at a default level related to the age/grade for your classroom.

*While all the games start at levels that will typically be appropriate for the age of children in your classroom, some games also change difficulty based on how your child does.*

*The games that will level based on your child's success/struggles include:*

- *Help the Turtle Get Home*
- *Subitize Planets*
- *Toy Shop*

*If you want to change the difficulty of other games that are presented to a child when they login with their student account, go to **Assign Games** under the Class menu.*

*The games you assign will be the only games available to the class of students in that group.*

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## LEVELING

*We have worked to generate a leveling system for the games. In general, for the three games that change levels, they will get harder if a child gets 70% or more items correct and will get easier if a child gets 30% or fewer correct. For this reason, **it is important to create individual accounts for each student.***

<b>Topic</b>	<b>Level</b>	<b>GameName</b>	<b>LevelName</b>	<b>Brief Descriptions</b>	<b>Suggested Age</b>
Counting	Counting: Counter (10)	Concentration: Counting	Concentrate: Counting Cards to Counting Cards 1-6	Match 1-6 dots and numeral to exact frame and numeral.	4
Counting	Counting: Counter (10)	Concentration: Counting	Concentrate: Tens Frame to Numeral 1-6	Match 1-6 dots to numeral.	4
Counting	Counting: Counter and Producer (10+)	Concentration: Counting	Concentrate: Counting Cards to Counting Cards 1-12	Match 1-12 dots and numeral to 1-12 dots and numeral.	5
Counting	Counting: Counter and Producer (10+)	Concentration: Counting	Concentrate: Tens Frame to Numeral 1-12	Match 1-12 dots to numeral	5
Counting	Counting: Counter and Producer (10+)	Concentration: Counting	Concentrate: Tens Frame to Domino Patterns 1-12	Match 1-12 dots to differing arrangements of 10 dots.	5
Counting	Counting: Counter (10)	Concentration: Counting	Concentrate: Match Sums	Match 1-10 dots (2 - 5s frames) to differing arrangement in a 10s frame. Children must sum the cards on one side to find the correct match on the other side.	4
Counting	Counting: Reciter (10)	Get on the Bus	Get on the Bus: Verbal Count	Click the school house and hear number words up to 50 as children appear in the bus. When all 5 buses are filled, they drive away!	2
Counting	Counting: Corresponder	Get on the Bus	Get Ready to Go: Object Count	Click each person and they get a hat. When all children have a hat, they get on the bus and go to school!	3
Counting	Counting: Counter (Small Numbers)	Help the Turtle Get Home	Help the Turtle Get Home: Counter (Small Numbers)	Match dots in 5s frame to 10s frame with numerals 1-5 arranged on a number line.	4
Counting	Counting: Counter (10)	Help the Turtle Get Home	Help the Turtle Get Home: Counter (10)	Match dots in 5s or 10s frame to 10s frame with numerals 1-10 arranged on a number line.	4
Counting	Counting: Producer (Small Numbers)	Help the Turtle Get Home	Help the Turtle Get Home: Producer (Small Numbers)	Identify quantity given, choose that many spaces ahead.	4
Counting	Counting: Counter on Using Patterns	Help the Turtle Get Home	Help the Turtle Get Home (Counter on Using Patterns)	Given a numeral and dots, count up from the numeral to the total	6
<b>Topic</b>	<b>Level</b>	<b>GameName</b>	<b>LevelName</b>	<b>Brief Descriptions</b>	<b>Suggested Age</b>
Subitizing	Subitizing: Small Collection Namer	Subitize! Planets	Subitize! Planets [Small Collection Namer]	Match groups of 1-3 dots to groups of dots, then match groups of dots/fingers to numerals.	3
Subitizing	Subitizing: Perceptual Subitizer to 4	Subitize! Planets	Subitize! Planets [Perceptual Subitizer to 4]	Match groups of 1-4 dots to groups of dots, then match groups of dots/fingers to numerals.	3

Subitizing	Subitizing: Perceptual Subitizer to 5	Subitize! Planets	Subitize! Planets [Perceptual Subitizer to 5]	Match groups of 1-5 dots to groups of dots, then match groups of dots/fingers to numerals.	4
Subitizing	Subitizing: Conceptual Subitizer to 5	Subitize! Planets	Subitize! Planets [Conceptual Subitizer to 5]	Match arrangement of 1-5 to numerals	4
Subitizing	Subitizing: Conceptual Subitizer to 10	Subitize! Planets	Subitize! Planets [Conceptual Subitizer to 10]	Match arrangements of 7-10 to numerals.	5
Subitizing	Subitizing: Conceptual Subitizer to 20	Subitize! Planets	Subitize! Planets [Conceptual Subitizer to 20]	Match up to 2-10s frames of 10-20 dots to numerals.	6
Subitizing	Subitizing: Conceptual Subitizer with Place Value	Subitize! Planets	Subitize! Planets [Conceptual Subitizer Place Value]	Match multiple tens frames to numerals 10 - 50	7
Counting	Counting: Counter (Small Numbers)	Toy Shop	Toy Shop [Counter (Small Numbers)]	Find the numeral that identifies the number of toys in the cart, up to 5.	4
Counting	Counting: Counter (10)	Toy Shop	Toy Shop [Counter (10)]	Find the numeral that identifies the number of toys in the cart, up to 10	4
Counting	Counting: Producer (Small Numbers)	Toy Shop	Toy Shop [Producer (Small Numbers)]	Add the requested number of toys to the cart, up to 5.	4
Counting	Counting: Counter and Producer (10+)	Toy Shop	Toy Shop [Counter and Producer (10+)]	Add the requested number of toys to the cart, up to 10.	5

<b>Topic</b>	<b>Level</b>	<b>GameName</b>	<b>LevelName</b>	<b>Brief Descriptions</b>	<b>Suggested Age</b>
2D Shapes	Shapes: Shape Matcher-Identical, Sizes, & Orientations	Concentration: Shapes	Concentrate: Exact Matches Basic Shapes	Match basic shapes in same orientation and size.	3
2D Shapes	Shapes: Shape Matcher—More Shapes, Sizes, & Orientations, Combinations	Concentration: Shapes	Concentrate: Turned Basic Shapes	Match basic shapes when turned.	3
2D Shapes	Shapes: Shape Matcher—More Shapes, Sizes, & Orientations, Combinations	Concentration: Shapes	Concentrate: More Turned Shapes	Match familiar and unfamiliar shapes, when turned.	3
2D Shapes	Shapes: Shape Matcher-Identical, Sizes, & Orientations	Hidden Pictures	Hidden Pictures [Shape Matcher-Identical, Sizes, & Orientations]	Match the shape to finish the puzzle. Listen to the shape names.	3
2D Shapes	Shapes: Shape Recognizer-Typical	Hidden Pictures	Hidden Pictures [Shape Recognizer: Typical]	Find the shape requested to finish the puzzle.	3
2D Shapes	Shapes: Shape Matcher—More Shapes, Sizes, & Orientations, Combinations	Hidden Pictures	Hidden Pictures [Shape Matcher - More Shapes, Sizes, & Orientations, Combinations]	Match the shape to finish the puzzle. Listen to the shape names.	4
2D Shapes	Shapes: Shape Recognizer—Circles, Squares, and Triangles	Hidden Pictures	Hidden Pictures [Shape Recognizer - Circles, Squares, and Triangles.	Find the shape requested - including circles, squares, and triangles - to finish the puzzle.	4
2D Shapes	Shapes: Shape Recognizer—More Shapes	Hidden Pictures	Hidden Pictures [Shape Recognizer - More Shapes]	Find the shape – including circles, and typical squares, rectangles, triangles, hexagons, rhombuses, and trapezoids - to finish the puzzle.	5
<b>Topic</b>	<b>Level</b>	<b>GameName</b>	<b>LevelName</b>	<b>Brief Descriptions</b>	<b>Suggested Age</b>
2D Shapes	Shapes: Shape Matcher-Identical, Sizes, & Orientations	Quick Shapes	Quick Shapes: Exact Shapes	Match a shape of exact size and orientation	3
2D Shapes	Shapes: Shape Matcher—More Shapes, Sizes, & Orientations, Combinations	Quick Shapes	Quick Shapes: Combinations	Match a combination of shapes of exact size and orientation.	4
Fractions	Fractions: Half Recognizer	Quick Shapes	Quick Shapes – Symmetry	Match half a shape to its whole	5
2D Shapes	Shapes: Side Recognizer	Quick Shapes	Quick Shapes – Lines	Match lines of exact orientation.	5
2D Shapes	Shapes: Shape Recognizer-All Rectangles	Quick Shapes	Quick Shapes – Array	Match arrays of the exact orientation	5
2D Shapes	Shapes: Corner (Vertex, Angle) Recognizer	Quick Shapes	Quick Shapes – Angles	Match angles and triangles of exact orientation.	4

2D Shapes	Shapes: Shape Matcher—More Shapes, Sizes, & Orientations, Combinations	Quick Shapes	Quick Shapes – LT Spatial Visualization and Imagery	Match shape combinations of different sizes and orientations	4
3D Shapes	3D Shape Recognizer	Quick Shapes	Quick Shapes – 3D Shapes	Match 3D shapes of exact orientations	5
<b>Topic</b>	<b>Level</b>	<b>GameName</b>	<b>LevelName</b>	<b>Brief Descriptions</b>	<b>Suggested Age</b>
Composing 2D Shapes	Composing 2D Shapes: Piece Assembler	Shape Puzzle	Shape Puzzle 1 [Piece Assembler]	Make a picture from shapes of exact size and orientation.	4
Composing 2D Shapes	Composing 2D Shapes: Piece Assembler	Shape Puzzle	Shape Puzzle 2 [Piece Assembler]	Make a picture from shapes that need to be turned.	4
Composing 2D Shapes	Composing 2D Shapes: Picture Maker	Shape Puzzle	Shape Puzzle 3 [Picture Maker]	Make a picture by combining and turning shapes.	5
Composing 2D Shapes	Composing 2D Shapes: Shape Composer	Shape Puzzle	Shape Puzzle 4 [Shape Composer]	Make a picture by combining, turning, and flipping shapes.	5
Composing 2D Shapes	Composing 2D Shapes: Substitution Composer	Shape Puzzle	Shape Puzzle 5 [Substitution Composer]	Make a picture twice with different shapes, combining, turning, and flipping shapes.	6
Free Explore	NA	Shape Puzzle	Shape Puzzle [Free Explore]	In this game, children work with a partner. One child creates their own puzzle and a friend completes it for them.	

Topic	Level	GameName	LevelName	Brief Descriptions	Suggested Age
Adding / Subtracting	Adding & Subtracting: Small Number +/-	Toy Shop	Toy Shop [Small Number +/-]	Add toys to two carts so the total number of toys is 5.	4
Adding / Subtracting	Adding & Subtracting: Find Result +/-	Toy Shop	Toy Shop [Find Result +/-]	Add more toys to a starting number of toys to get the total number needed, up to 10.	5
Adding / Subtracting	Adding & Subtracting: Make it N	Toy Shop	Toy Shop [Make it N: Adding]	Add the needed number of toys to get to the requested number.	5
Adding / Subtracting	Adding & Subtracting: Make it N	Toy Shop	Toy Shop [Make it N: Subtracting]	Subtract the extra toys by removing them from the cart to get to the requested number.	5
Adding / Subtracting	Adding & Subtracting: Find Change +/-	Toy Shop	Toy Shop [Find Change +/-]	Choose the numeral of the missing number of toys.	5
Composing Numbers	Composing Numbers: Composer to 4, then 5	Toy Shop	Toy Shop [Composer to 4, then 5]	Choose two toys whose prices will be \$4 or \$5 dollars.	5
Composing Numbers	Composing Numbers: Composer to 7	Toy Shop	Toy Shop [Composer to 7]	Choose two toys whose prices will be \$6 or \$7 dollars.	6
Composing Numbers	Composing Numbers: Composer to 10	Toy Shop	Toy Shop [Composer to 10]	Choose two toys whose prices will be \$10 dollars.	6
Adding / Subtracting	Adding & Subtracting: Deriver +/-	Toy Shop	Toy Shop [Deriver +/-]	Help the twins get the same number of toys. Choose the numeral that shows the number of toys one twin needs to give the other.	7
Adding / Subtracting	Adding & Subtracting: Multidigit +/-	Toy Shop	Toy Shop [Multidigit +/-]	Add toys to two carts. Enter the cost of both toys combined.	7
Multiplying / Dividing	Multiplying/Dividing: Concrete Modeler x/+	Toy Shop	Toy Shop [Concrete Modeler x/+]	Put the correct number of toys in each box to divide them for the customer.	7
Multiplying / Dividing	Multiplying/Dividing: Problem Solver X/+	Toy Shop	Toy Shop [Problem Solver x/+]	Choose the box that will help package all the toys in the right number of boxes with no extra room.	7
Free Explore	NA	Toy Shop	Toy Shop [Free Explore]	Add as many toys as you would like to the children's carts. The numeral for the number of toys in each cart shows above it.	6