

These two classic learning games have helped millions of students learn key skills in counting money and telling time. Both of these two-player games provide students with a wide variety of carefully leveled activities where correct answers lead to a motivating game. Money and Time are essential parts of any school's software library.

### Series Benefits

- A wide variety of carefully selected and leveled activities for students of all abilities
- Realistic money and both analog and digital clock faces are used
- Built-in games are great motivators for all students
- Random occurrences provide equal opportunities to win for all students

### Series Applications

- Provides practice and assessment beyond the textbook
- Two-player games are perfect for centers

### Series Management

- Monitors students' progress automatically
- Determines range of currency, time intervals, and clock formats
- Management program allows teachers to track progress and select difficulty levels and problem parameters

	Enrichment	Core	Remedial
Money	K	1	2
Time	3	4	5
	6	7	8
	9	10	11
	12		

## DISCOVER TIME

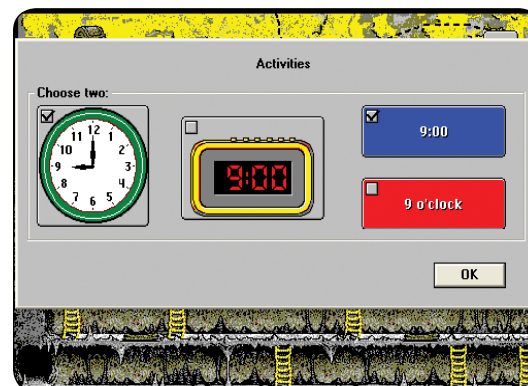


In Time, student pirates learn key skills in telling time and search for buried treasure by correctly solving problems. This two-player game is a great program for motivating students to master their time-telling skills.

### Key Skills include:

- Telling time in hours, half hours, quarter hours, and five-minute intervals
- Writing time on a clock face in digital form
- Setting the hands on a clock to time in numerals or words
- Translating time in words to a digital clock
- Writing time in words

## Time Activities



In Time, there are multiple activities included to help students tell time in numerals, in words, in digital form, and on a clock face.

## MONEY CHALLENGE



Students learn key skills in counting money by working with realistic currency. Correct answers allow students to play a tic-tac-toe game.

### Key Skills include:

- Counting pennies, nickels, dimes, quarters, half dollars, and dollar bills
- Deciding if there is enough money to buy an item
- Using the fewest coins to make a total
- Figuring how much is left after a purchase

## Money Activities



Four separate activities provide students with the opportunity to practice their money skills. Activities can be turned on or off by the teacher from within the manager. Activities include: Count the Money, Can you Buy, Use the Fewest Coins, and How Much will be Left.

PRICING		\$69.95	\$169.95	\$599.95
Title	Platform	One Computer	Labs (5)	Net/Site (unlimited)
Discover Time	MAC/WIN CD	2145	2145L	2145S
Money Challenge	MAC/WIN CD	2146	2146L	2146S
<b>BUNDLE &amp; SAVE</b>		<b>\$126.00</b>	<b>\$306.00</b>	<b>\$1,079.95</b>
Includes Both Titles	MAC/WIN CD	2349	2349L	2349S

