

EI-8476  
Ages 5+  
Grades K+

# Math Slam™

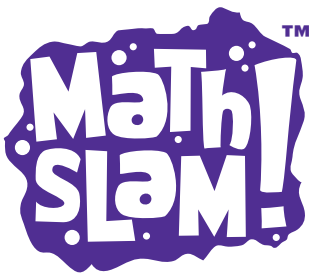
Can you find the mystery number?

## Guide

Kids play their way to mathematics mastery with this portable game station.

Math Slam features FIVE fun games that reinforce important math concepts such as sequencing, addition and subtraction facts, missing numbers, and triple addition and subtraction. Math Slam is great for self-directed practice at school or home.





# Features

## ON/OFF BUTTON

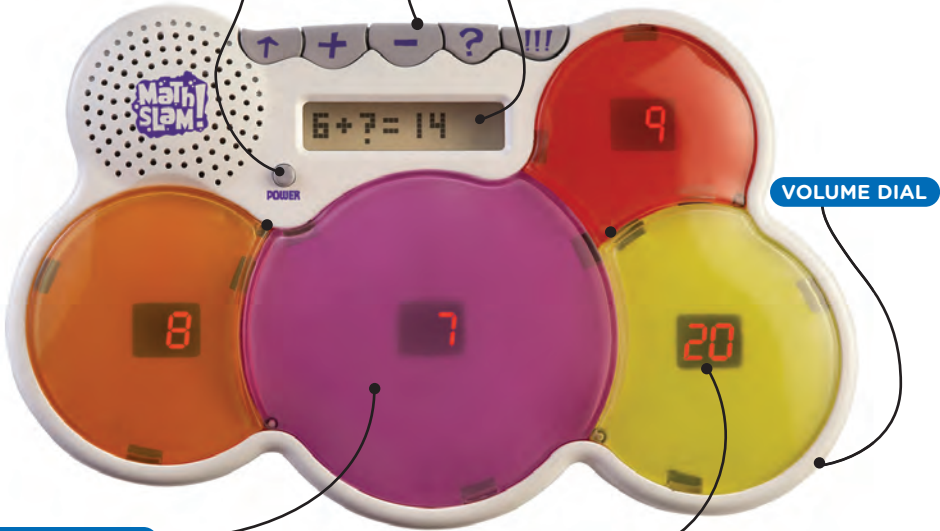
Math Slam automatically shuts down after 30 seconds of inactivity.

## GAME BUTTONS

Select a game by pressing one of these buttons.

## LCD WINDOW

Math problems and elapsed time appear here.



## ANSWER PADDLES

Press paddles to choose the correct answer.

## LED NUMBER

Easy-to-read bright red numbers



## BATTERY COMPARTMENT

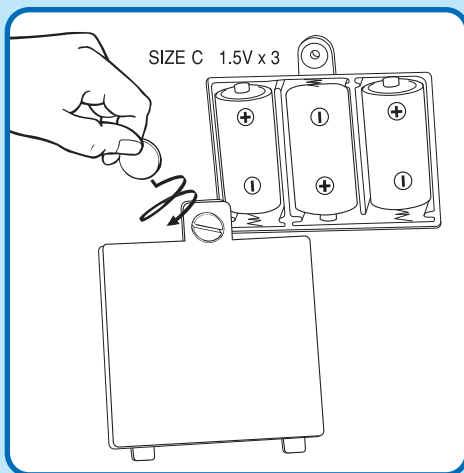
Math Slam is powered by 3 C batteries (not included). See next page for battery instructions.

## HEADPHONE JACK

BACK OF UNIT

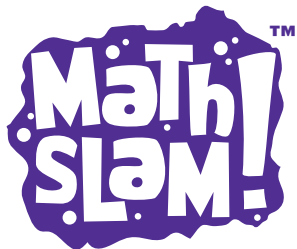
## Battery Instructions

When display dims or is blank, replace the old battery with 3 new C batteries. To replace, carefully remove the battery compartment door (located on the bottom of the unit) from the battery compartment. Install three (3) fresh C batteries in the battery compartment, carefully following the diagram showing correct battery installation. This diagram is found next to the battery compartment.



- Do not use rechargeable batteries.
- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon zinc), or rechargeable (nickel-cadmium) batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- To prevent corrosion and possible damage to the product, it is recommended to remove the batteries from the unit if it will not be used for more than two weeks.

**Cleaning instructions:** Clean Math Slam with a damp or dry cloth—do not immerse or spray any liquid or water on Math Slam



# Games

## Getting Started

Before using Math Slam the first time, install 3 C batteries (not included). See previous page for battery instructions.

- 1 Press POWER to turn on the unit.
- 2 Then choose a game by pressing one of the five GAME buttons located above the WINDOW.

### Slam it up!



- Choose a level: 1, 2, 3 or 4.
- Level 1 — put numbers 1-10 in order.
  - Level 2 — put numbers 1-20 in order.
  - Level 3 — put numbers 1-50 in order.
  - Level 4 — put numbers 1-99 in order.

4 numbers appear on the answer paddles.



Press the numbers on the **ANSWER PADDLES** from lowest to highest.

### Sum Slam!



- Choose a level: 1, 2, 3 or 4.
- Level 1 — add numbers with 1, 2, 3 or 4.
  - Level 2 — add numbers with 5, 6, 7 or 8.
  - Level 3 — add numbers with 9, 10, 11, or 12.
  - Level 4 — anything goes! Find the answer to all Level 1-3 equations.

Choose a number to drill.

Random addition facts appear on the LCD screen.



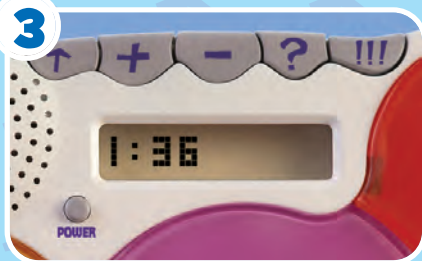
Read the problem in the **WINDOW** and press the correct **ANSWER PADDLE**.



Let's Play  
Math Slam!

Press the numbers in order,  
from least to greatest.

3



When all the numbers have been  
correctly pressed in order, your final  
elapsed time appears in the **WINDOW**.

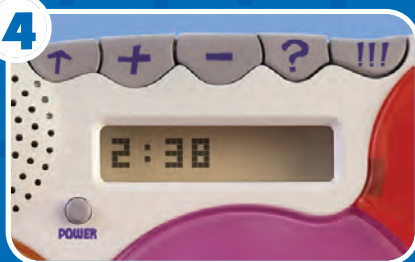
Press the answer paddle  
with the correct answer.

**Wrong  
Answer**



If you press an incorrect answer,  
you will be asked this problem  
again at the end of the game.

4



When you have correctly answered  
all 10 problems, your elapsed time  
appears in the **WINDOW**.

# Subtraction Slam!

Random subtraction facts appear on the LCD screen.



Choose a level: 1, 2, 3 or 4.  
Level 1 – subtract numbers with 1, 2, 3 or 4.  
Level 2 – subtract numbers with 5, 6, 7 or 8.  
Level 3 – subtract numbers with 9, 10, 11, or 12.  
Level 4 – level 1-3: anything goes!  
Choose a number to drill.



Read the problem in the **WINDOW** and press the correct **ANSWER PADDLE**.

# Mystery Number!

Random addition equations appear on the LCD screen with one addend missing and the answer showing.



Choose a level: 1, 2, 3 or 4.  
Level 1 – numbers 1-4. Find the missing number.  
Level 2 – numbers 5-8. Find the missing number.  
Level 3 – numbers 9-12. Find the missing number.  
Level 4 – level 1-3: anything goes!  
Choose a number to drill.



Read the problem in the **WINDOW** and press the correct **ANSWER PADDLE**.

# Triple Slam!

Random addition equations appear on the LCD screen with one addend missing and the answer showing.



Choose a level: 1, 2, 3 or 4.  
Level 1 – triple addition with 0-9.  
Level 2 – add 2 numbers and then subtract 0-4.  
Level 3 – add 2 numbers and then subtract 5-9.  
Level 4 – level 1-3: anything goes!



Read the problem in the **WINDOW** and press the correct **ANSWER PADDLE**.

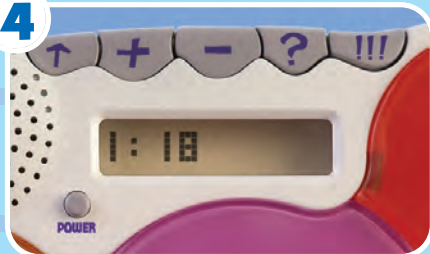
Press the answer paddle to complete the equation.

**Wrong Answer**



If you press an incorrect answer, you will be asked this problem again at the end of the game.

**4**



When you have correctly answered all 10 problems, your elapsed time appears in the **WINDOW**.

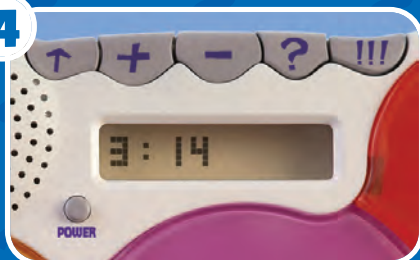
Press the answer paddle with the correct addend that gives the sum shown.

**Wrong Answer**



If you press an incorrect answer, you will be asked this problem again at the end of the game.

**4**



When you have correctly answered all 10 problems, your elapsed time appears in the **WINDOW**.

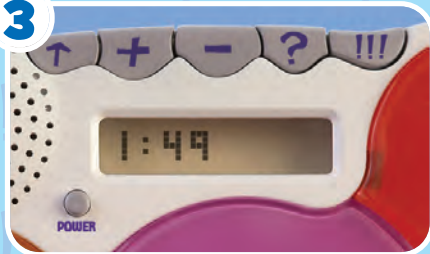
Press the answer paddle with the correct addend that gives the sum shown.

**Wrong Answer**



If you press an incorrect answer, you will be asked this problem again at the end of the game.

**3**



When you have correctly answered all 10 problems, your elapsed time appears in the **WINDOW**.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Connect the equipment into a different outlet from the receiver.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

**NOTE:** The user is cautioned that changes and modifications made to the equipment without the approval of manufacturer could void the user's authority to operate this equipment.



Engage Minds, Inspire Discovery.™



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