Watch out – fun learning!

Maths aliens from outer space are on the attack! They can only be stopped when kids (of all ages and abilities) apply their understanding of numeration, tables and maths facts. Ultimate Maths Invaders is action-packed, exciting and as challenging as it needs to be to suit individual learners.

Key Features:

> Teacher-designed and curriculum-rich maths learning sequence builds knowledge from early number through to advanced secondary school concepts
> Cool, exciting 3D-style graphics
> Caters for all players, from those with special needs to the arcade addict
> Pushes players to personal skill and maths limits
> Wide range of speed settings
> Different environments with each new wave of invaders
> Extensive record-keeping keeps track of players’ Maths progress

Content

> 11 Challenge Levels allow students to test themselves using preset content combinations – or build and store custom content combinations
> Lower Primary Activities: counting and numeration, addition, subtraction
> Middle Primary Activities: numeration (place value), addition, subtraction, tables (multiplication & division facts), multiplication & division extension, fractions, squares, square roots, decimals
> Upper Primary/ Lower Secondary Activities: numeration, addition, subtraction, tables, multiplication & division, fractions, decimals, percentages, powers, squares & square roots, directed numbers

‘Ultimate Maths Invaders is game play children will enjoy as a means to improving maths skills, a boon to busy teachers and a well-constructed program for home use.’ – Ken Docksey, Teacher/Librarian, ICT Coordinator

Ultimate Maths Invaders

Suitable for:
Ages 5-15+ | Grades K-9
Subject Area:
Maths (Numeracy)
Content:
tables, number facts & calculations
What’s in it for teachers?

Rapid, automatic recall of basic number facts is the foundation for all maths progress. Practice generates familiarity, familiarity breeds confidence, confidence builds mathematical success and high student self-esteem. Whilst there is more to maths than arithmetic, it is widely recognised that students with solid fundamental arithmetic relationships develop the strong number sense that is one of the keys to maths success, and are more likely to readily grasp more complex mathematical concepts.

Ultimate Maths Invaders is a teacher’s dream

At last there’s a program where students will eagerly and voluntarily engage in number facts drill. It offers a unique mathematical equation for classroom teachers across primary and secondary grades. In the world of Ultimate Maths Invaders, drill, drill, drill = motivation + incentive + adrenalin-pumping excitement!

This arcade-style space game play is a marvellous tool for involving students of all ages and abilities in drill-and-practice of a wide range of mental arithmetic skills. Students develop and improve their rapid recall of number facts as they work to destroy descending waves of number facts and number fact extensions.

Teachers Win!

> In just one ten-minute session of the Ultimate Maths Invaders ‘Classic’ game option students can answer more than 100 maths questions.
> Content can be quickly and easily selected from the comprehensive, user-friendly Content Selection display.
> Alternatively, content can be selected and prepackaged in individually designed student modules in the Custom Topic Mix section.

> The range of control over game-play options means that the program can be easily adapted for use by all class members.
> Each strand of content has an automatic inbuilt revision feature, so every level automatically includes content from preceding levels as well as adding new concepts.
> Questions are presented in a variety of formats, including both horizontal and vertical algorithms, pre-algebraic equations (e.g. ? + 12 = 18) and word forms (e.g. 2 groups of 6).
> Questions explore all extensions of basic number relationships. For example, the student who has learnt that 3 x 2 = 6 subsequently learns to compute 3 x 20, 3 x 200, 3 x 0.2, 3 x -2, etc.
> The 11 Challenge Levels allow students to test themselves on fixed content in a fixed game play environment.
> Teachers can view and analyse students’ results. The last 10 incorrectly answered questions from each section for each student are displayed in the Statistics section.
> A comprehensive downloadable PDF maps the maths content to Curriculum Objectives as well as detailing the scope and sequence of content covered within the program and the structure of the built-in revision matrix.

‘We have been using and recommending Ultimate Maths Invaders for some time now. Our students’ parents very much appreciate being able to purchase inexpensive software that will cater for the needs of their children for a number of years.’ – Jan Polkinghorne, Specific Learning Difficulties Association

‘The Ultimate Maths Invaders Community Software Plan is excellent, effortless and worth pursuing.’ – E. Rhodes, Maths Coordinator, Our Lady’s Preparatory School

For more info visit www.edalive.com