

iGetMath: Addition is available for iPhone and iPad

Published on 10/01/14

iGetMath: Addition is fun enough to feel like a game, but structured enough to replace traditional addition worksheets. Parents who are looking for quality, educational and fun iPhone apps can feel good about letting their kids play iGetMath: Addition. It addresses most of the U.S. Kindergarten common core standards and some first grade common core standards. This app bridges the gap between a young child's concrete understanding of math and our abstract representation of math equations.

Missoula, Montana - Learning With Meaning today is pleased to announce the release and immediate availability of iGetMath: Addition 1.1, its new educational app developed for iPhone, iPad and iPod touch devices. iGetMath: Addition is an excellent app for a wide range of children, from struggling second graders to advanced preschoolers. It is an engaging tool for any resource room environment and has shown positive results when tested with students with autism, ADHD and other special learning needs.

iGetMath: Addition offers an inexpensive way to equip every student in a classroom with their own base 10 block manipulatives, as well as providing each child with instant corrective feedback. The app uses cute animal shapes to give students a concrete representation of each equation. The shapes can be grouped into 10s for easy addition of larger numbers. For beginners, no calculations are required. Children can play with the animal blocks and move them from one side of the equation to the other. As students get comfortable with equations, one of the numbers is removed.

Students must count the blocks and enter the correct answer in order to solve the equation. On the hardest level, all of the numbers are removed and students must create the equation that matches the blocks below. When a child wins iGetMath: Addition, he has solved 600 addition equations and will have a solid foundation for the rest of his primary math program. Just 15 minutes a night with iGetMath: Addition could be enough to catch a struggling learner up to the rest of the class.

The iPad and iPhone version 1.1 of iGetMath: Addition moves students through three game scenes and includes 6 animal shaped blocks. Parents and teachers can modify the settings to select blocks, specify a range from 1 to 100 for the sum, and choose the levels of difficulty (easy, medium and hard). The background music and sound effects can be turned off for less distraction in the classroom. iGetMath: Addition is the expanded version of our two free apps, Make 10 +Quests and Make 20 +Quests. It will soon be followed by the release of iGetMath: Multiplication, an app that will help students practice multiplication facts in a fun and stress free way.

Device Requirements:

- * iPhone, iPad, and iPod touch
- * Requires iOS 5.1.1 or later
- * 64.3 MB

Pricing and Availability:

iGetMath: Addition 1.1 is \$2.99 USD (or equivalent amount in other currencies) and available worldwide exclusively through the App Store in the Education category.

Learning With Meaning:

<https://learningwithmeaning.com>

iGetMath: Addition 1.1:

<https://learningwithmeaning.com/our-apps/igetmath-addition/>

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

Purchase and Download:

<https://itunes.apple.com/app/iget-math-addition/id916617769>

YouTube Video (Preview):

<https://www.youtube.com/watch?v=wHUmMuADsek>

Screenshot:

https://learningwithmeaning.com/wp-content/uploads/2014/09/IMG_1486.jpg

App Icon:

<https://learningwithmeaning.com/wp-content/uploads/2014/09/iTunesArtwork.png>

Learning With Meaning is a Missoula, MT based educational app company. We are passionate about educating the students who may be missed by the traditional approach to classroom education. Our math apps are simple tools that can be used by parents and teachers to help struggling students and to enrich advanced learners. All Material and Software (C) Copyright 2014 Learning With Meaning. All Rights Reserved. Apple, the Apple logo, iPhone, iPod and iPad are registered trademarks of Apple Inc. in the U.S. and/or other countries. Other trademarks and registered trademarks may be the property of their respective owners.

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Anne Graham
Partner

annie@learningwithmeaning.com

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