

## Carl Can Divide 1.0 Now Free for Kids Ages 10+ to Practice Times Tables

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Ontario-based indie developer, codeDependent Software today releases a free version of Carl Can Divide 1.0, their entertaining, and educational game for iOS devices. The app motivates kids 10 and up to practice times tables with fun swiping action, interactive prizes and gradual progression. Teachers and parents will appreciate the quick evaluation and reporting features of the app while kids will enjoy the gameplay. This free version offers one in-app purchase to upgrade to the full version.

Ottawa, Canada - codeDependent Software today is happy to announce the release and immediate availability of a free version of Carl Can Divide 1.0, their new entertaining and educational game for iPhone, iPad, and iPod touch devices. This free version comes with two levels available for play. Additional levels are optional as a single in-app purchase that will unlock all levels for a full version experience.

Kids will enjoy showing off their math skills, as they help Carl the fish along his journey on the ocean floor. This app offers a fun challenge for children ages 10 and up, as they hone their division skills; as well as their knowledge of square roots, and prime numbers.

Carl Can Divide leads kids through an exciting challenge under the waves, aiding Carl in his journeys along the way. Carl is a very smart fish, he's especially good at division. Carl's friend Amy loves it when Carl solves math problems for her. It delights her so much, that she gives Carl a prize for each level he correctly completes.

"My personal goal is to increase the proficiency for our kids to have instant mental recall of multiplication and division facts," says developer Evelyn Eldridge. "These are areas that I feel hinder future success in math. I see this over and over, where kids struggle with math in later years because they cannot recognize simple math facts. 'Carl Can Divide' helps a child's recall of math facts, rewarding them with entertaining gameplay, a place on the leaderboard, and virtual prize awards each time they help Carl safely make his journey."

To begin, players select a divisor, for example: "5." Then the journey begins, as Carl the happy fish progresses across the screen. Bubbles float up from the ocean floor that contain numbers. Players must swipe their finger on the bubbles containing numbers that are evenly divisible by the number they selected. Swipe the correct bubble, and Carl advances across the screen a bit and the player racks up points. Miss swiping too many of the correct answers, or swipe too many of the bubbles containing the wrong answers, and Carl will have to end his journey in order to hide from the "bad guys," who include sharks, jellyfish, mantas, and more.

The challenge increases with every successful journey. Players begin the game by attempting to select only the number bubbles divisible evenly by 10. Then they advance level by level, by looking for numbers divisible by 5, 2, 11, 4, 9, 3, 6, 8, 8, 7, and 12. If the player successfully navigates those waters, they'll take on square roots, and primes.

New users can make use of the short, yet informative tutorial, which tells them all about Carl and his friend Amy, as well as showing them how to play the game. The animated tutorial offers a sample of the same entertaining graphics, animation, and sound effects that players will enjoy while playing the actual game.

"As a university professor in mathematics, I sometimes see students that lack the

confidence to tackle math problems for themselves," says Jeff Orchard, University of Waterloo Math Professor. "One of the simplest ways to build math confidence early on is to memorize the times tables. Anyone can do it if they try. And a game like this can actually make it fun."

Each level of play in "Carl" lasts only a few minutes, making it easy for kids to play, "just one more level," before dinner or bedtime. While the game is easy to understand, and kids can easily figure out what they have to do to succeed, it also presents a steadily increasing challenge, pushing the child to improve their math skills.

Carl Can Divide was developed and tested together with students and teachers to provide a fun solution to the tedious task of practicing times tables, square roots and prime numbers. "Playing Carl gives my class the needed number practice while the graphics and ease of use quickly engage the students. The easy swipe action and speed of the game works for all levels", says grade 5/6 teacher, Heather Earl.

Tracking a player's progress is a breeze, via the concise, one-page report that can be generated and sent via email to parents and teachers. The report displays the various levels of the game the child has participated in, their best score for the level, and their average score. In addition, the report also indicates how many times a level has been played, how long the child played, which answers they missed tapping, and which incorrect answers they tapped. All of the information offers an excellent report on a child's increasing ability with division and multiplication facts.

As well as local tracking of accomplishments, the game also awards random virtual prizes at the successful completion of each level. In addition, the game is Game Center compatible, allowing kids to view their accomplishments, and view where they rank compared to other players around the world, challenging them to improve their score.

#### Device Requirements:

- \* iPhone, iPad, or iPod touch
- \* Requires iOS 9.0 and higher
- \* Universal Application
- \* 31.6 MB

#### Pricing and Availability:

Carl Can Divide 1.0 is free , and is available worldwide exclusively through the App Store in the Education category. Additional levels are available via a handy in-app purchase. Promo codes are available to members of the press. The game is available in French, Spanish, Dutch, Czech, Italian, Simplified Chinese, Swedish, and Portuguese. For more information about Carl Can Divide, or bulk educational purchases, please contact Evelyn Eldridge at [codeDependent Software](http://codeDependent Software).

#### codeDependent Software:

<http://codeDependentSoftware.com>

#### Carl Can Divide 1.0:

<http://codeDependentSoftware.com/carl-can-divide/>

#### Download from iTunes:

<https://geo.itunes.apple.com/app/carl-can-divide-fun-division/id1066422054>

#### Media Assets:

<http://codedependentsoftware.com/carl-can-divide-media-kit/>

codeDependent Software is an Ottawa, Ontario-based app development and consulting company founded by developer Evelyn Eldridge. The firm specializes in small-to-medium sized mobile projects where they can focus on producing high quality, well designed iOS apps. The company offers functional, clean and simple designs, resulting in apps that are uncluttered, intuitive, and easy to use. Copyright (C) 2016 codeDependent Software. All Rights Reserved. Apple, the Apple logo, iPhone, iPad and iPod are registered trademarks of Apple Inc. in the U.S. and/or other countries.

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