

# Count Me In!

## GAME MANUAL

A companion for parents and teachers

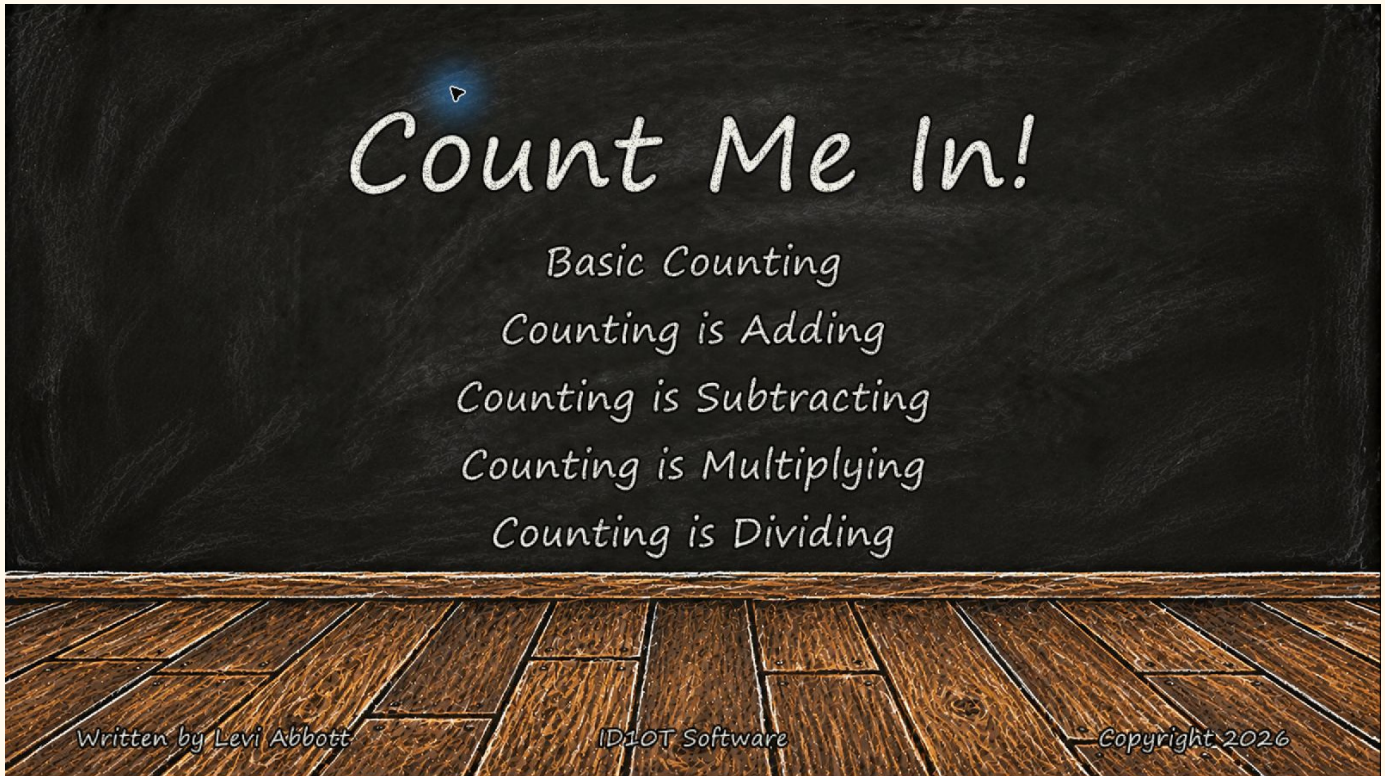


*Small actions. Meaningful numbers.*

Match shapes, collect objects, and share with friends. Help children connect what they do with what they count - then explore the number stories behind addition, subtraction, multiplication, and division.

# Start with curiosity

Guided counting practice, with an adult alongside.



Live game capture: choose any of the five activities from the opening menu.

- 1 Launch **Count Me In!** and allow about two seconds for the menu choices to appear.
- 2 Click an activity. Match the picture directions, drag objects, and listen to the count.
- 3 Watch the activity finish. The game moves to the next stage and then the next level automatically. After the final division activity, it returns to the menu.

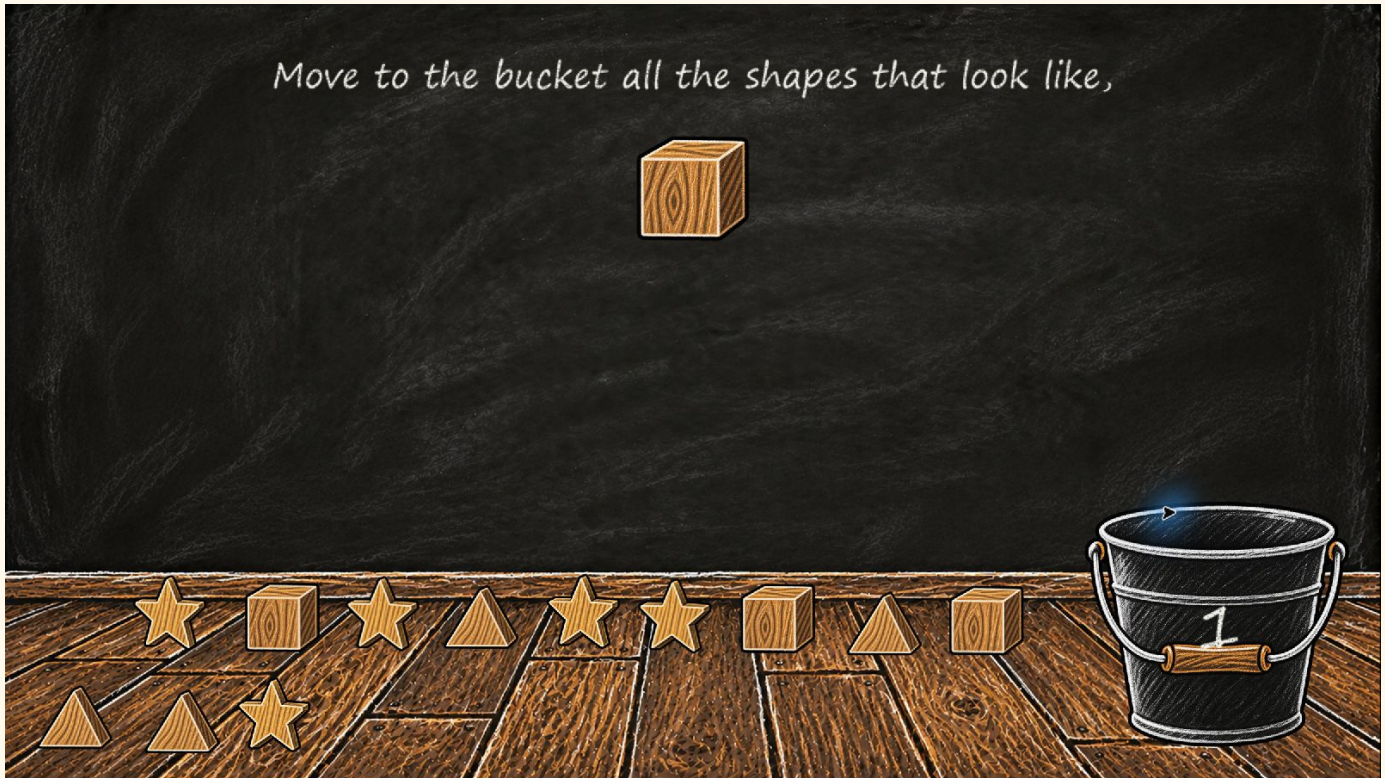
## What the game asks of the learner

Children move and count objects. They do not type numbers or answer the equations. The game models the mathematics; conversation with an adult helps children make sense of it.

**Find your way:** Controls 3 | Activities 4-12 | Stage guide 13  
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# Look, drag, listen

A simple routine that carries through the game.



Live game capture: one matching block has been collected, and the bucket shows 1.

## Move an object

Point to an object in the play area. Hold the **left mouse button**, move to the destination, and release. Pictures inside the directions are clues, not objects to drag.

## Give the game time to respond

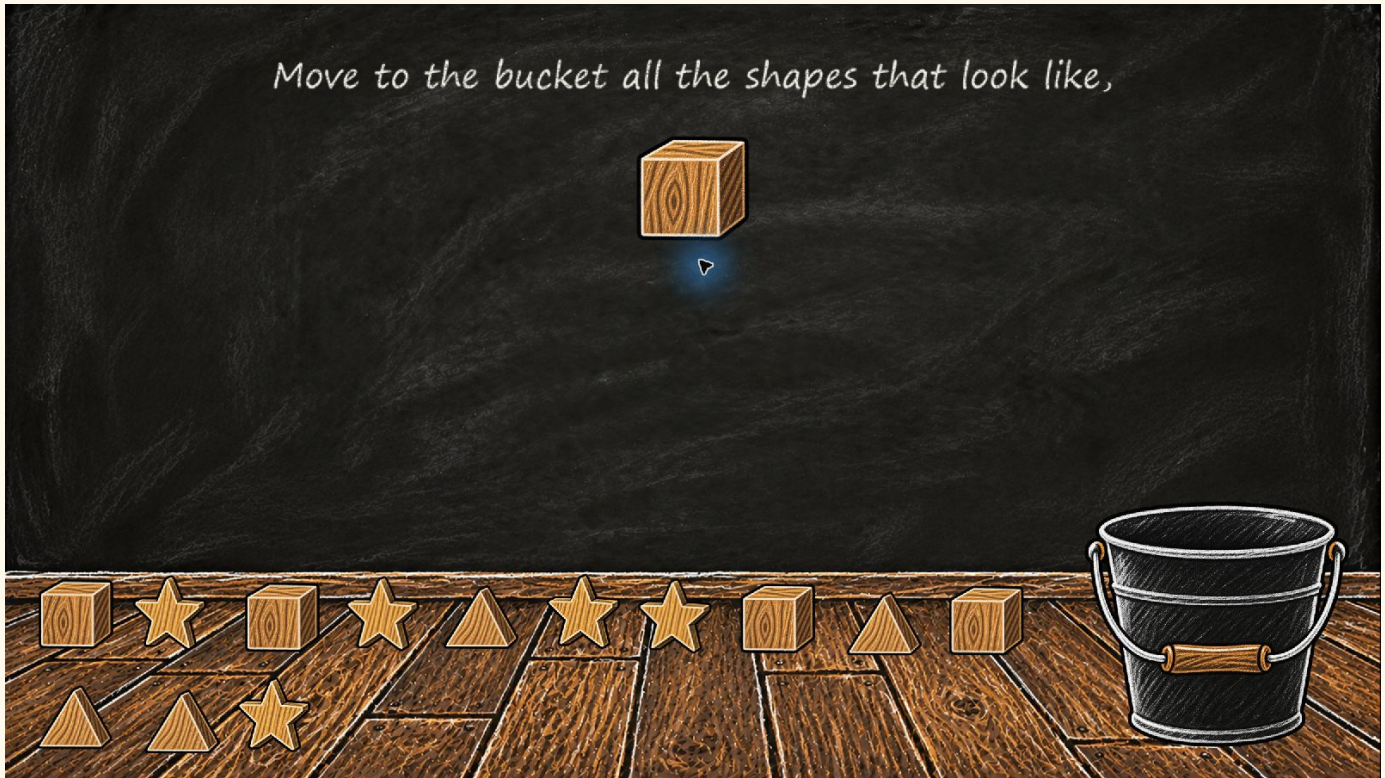
Wait for speech and animation to finish. Objects may temporarily disappear or become unavailable. Some return in new positions; check the directions again before the next drag.

### Stop or choose a different starting activity

Press **Escape** or use the window Close button to exit. There is no save or resume feature. To choose another level before the game ends, close and relaunch it, then use the opening menu.

# Basic Counting

Match a category, then count each object once.



Live game capture: the example block above the floor identifies the shape to collect.

- 1 Find a wooden shape that matches the picture in the directions.
- 2 Drag it into the bucket at the lower right. You may also release it directly above the opening and let it fall in.
- 3 A matching shape disappears into the bucket and is counted. A different shape bounces out. When one shape type is finished, follow the new picture until the floor is empty.

## Ask and explore

"How many have you collected altogether?" The last number counted tells how many are in the group. Try rearranging an unchanged set of real blocks and counting again: the total stays the same.

# Counting is Adding

Two collections become one whole.



Live game capture: read the requested object and quantity, then deliver copies to the children.

- 1 Drag the matching object from the choices to a child. Each drag takes a copy; the source picture can be used again.
- 2 For equal requests, give to either child until each has enough. For different requests, finish the left child first, then follow the new direction for the right child.
- 3 Wait after each delivery. Once both requests are filled, watch the groups join and be counted. Listen to the addition equation.

## Count the deliveries, not the source pictures

Each child receives at most ten objects. Ask: "What does each number in the equation describe?" The two collections are the parts; their combined total is the whole. Zero on a starting counter means nothing has been delivered yet.

# Counting is Subtracting

Build a collection, give some away, and notice what remains.



Live game capture: first fill the platter with the pictured food.

- 1 Drag copies of the requested food onto the platter. Later stages use objects and a crate. Fill it to the requested amount, from five to fifteen. Both torta pictures count as the same food.
- 2 When the direction changes, drag one item from the container to the child shown. Wait for that child to move aside, then give one to the next child.
- 3 The container count decreases. At the end, the game counts what was given away and presents the subtraction equation.

## Tell the number story

Use "started with," "gave away," and "have left." Ask the learner to predict what will remain. Giving everything away can leave zero. To check, put the remaining and removed groups back together.

# Counting is Multiplying

Equal groups help us describe a total.



Live game capture: each child in the stage receives the same number of the pictured object.

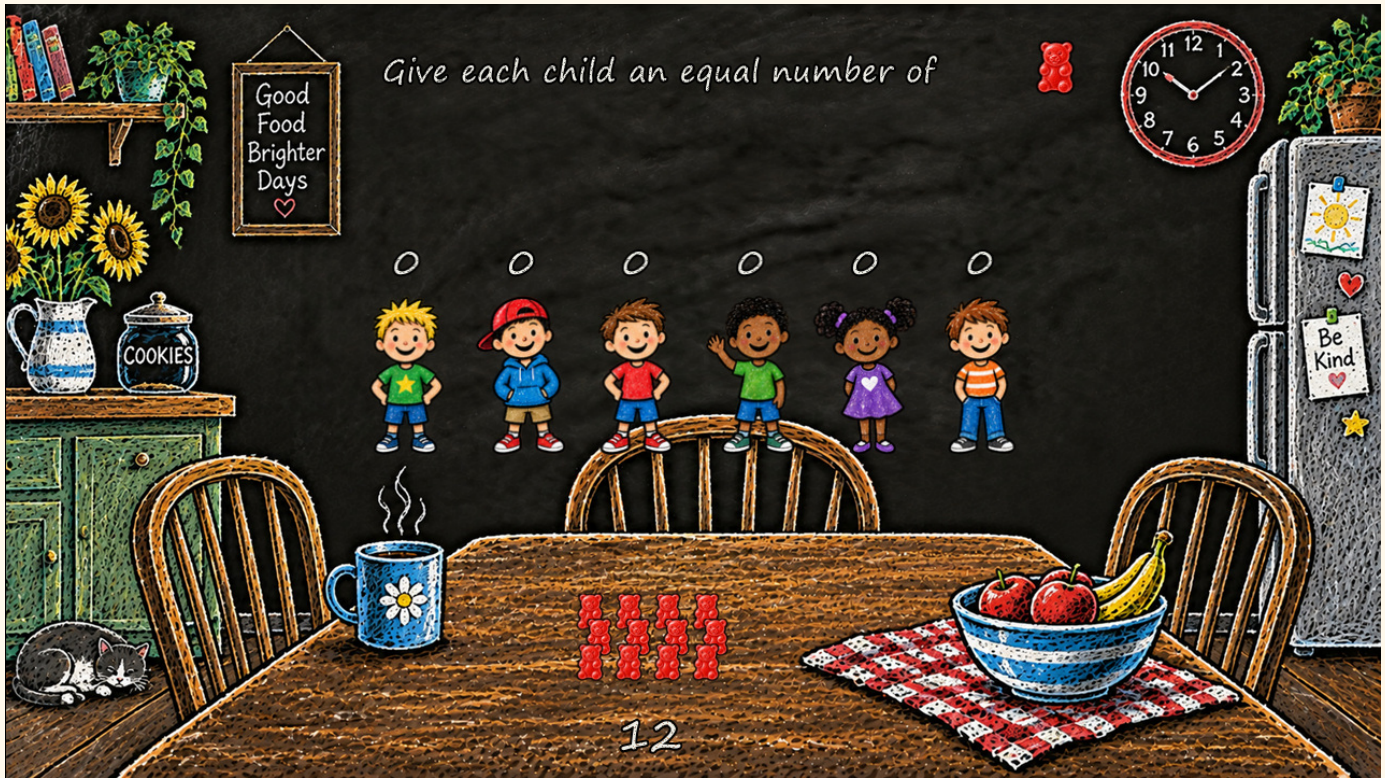
- 1 Drag copies of the pictured object to the active child. Each stage has two to five children, with one to five objects for each.
- 2 When a child has enough, wait for the next child. The spoken and visible counts continue across children: three for the first group, then four, five, six for the next.
- 3 Watch the completed groups become a multiplication equation: number of children times objects per child equals the total.

## Make the equal groups visible

Ask: "How many groups? How many in each?" The game counts individual objects. As an optional extension, notice totals at group boundaries - for groups of three: 3, 6, 9, 12. Equal group size is what makes this multiplication story work.

# Counting is Dividing

Share a starting quantity into equal amounts.



Built-in game render: twelve candies ready to be shared among six children.

- 1 Wait while the game counts a pile of candy onto the table.
- 2 Drag candies from the pile to the children. The pile count falls as each child's count rises. If a child already has their share, the candy returns to the pile with a prompt to try again.
- 3 Continue until the whole pile is shared. Listen to the equation: total candies divided by number of children equals candies per child.

## Equal sharing is the main idea

Ask: "Does everyone have the same amount?" Sharing moves objects without changing the total. Occasionally there is just one child, who receives the whole collection. No equation answer needs to be entered.

# Help feed the animals

One recipient at a time, with the same share for all.



Built-in game render: the little girl feeds the active animal after receiving food from the crate.

- 1 Wait for the game to count food into the crate at the lower right.
- 2 Follow the food picture. Drag food from the crate to the little girl beside the active animal; she feeds it for you.
- 3 Keep delivering until the animal has its share. It moves aside and the next animal appears. When the crate is empty, watch and listen to the division equation.

## Compare ways of sharing

There are at least two animals. The farm fills one animal's share before moving on. Ask: "How will we know the final shares are equal?" Afterward, use toy animals and counters to try sharing one at a time in turns.

# Count and combine on deck

The monkey captain gives familiar counting a new setting.



Live game capture: give the captain the requested fruit, one piece at a time.

## Basic Counting: two kinds of fruit

Give the captain the requested bananas or coconuts from the deck. He throws each correct piece overboard while the game counts. Wait before dragging again; the remaining pieces may change position. Follow the next request until both kinds are cleared.

## Adding: three groups

Three kinds appear, chosen from bananas, coconuts, peanuts, and banana peels. Deliver the requested kind. After the deck is clear, watch all three groups reappear, combine, and be counted. Each group has up to ten objects.

### Ask and explore

"What stayed the same when the pieces moved?" For addition, ask: "Which group does each number describe?" A three-part story might be  $3 + 4 + 2 = 9$ .

# Take away and make groups

Watch how the captain changes a collection.



Built-in game render: collecting bananas into the crate.

## A banana story

$$8 - 3 = 5$$

8 collected

3 eaten

5 remaining

## Subtracting: bananas and peels

Drag all the bananas into the crate. Then give the captain the requested number from the crate. He eats them and drops the peels on deck. Wait for each count before giving another. He later tosses and recounts the peels, then presents the subtraction equation.

### Two collections, two meanings

The peels record how many bananas were eaten. The bananas in the crate are what remain. Ask the learner to explain which quantity each collection represents.

## Multiplying: fill the treasure chest

Drag every peanut from the deck into the chest at the lower right. Once it is full, the captain distributes the peanuts to his crew automatically, one per crew member in turn. Watch the equal groups form and listen to the multiplication equation.

### An active role in a demonstration

The learner collects the peanuts; the captain handles the distribution. Invite a prediction: "How many will each crew member get?" Then discuss the number of groups, their equal size, and their total.

# Divide the pirate loot

The learner hands over peanuts; the captain shares them in turns.



Live game capture: the peanuts start in the chest, ready for the captain to distribute.

- 1 Drag one peanut at a time from the chest to the monkey captain.
- 2 He passes it to the next crew member. Wait for the toss and spoken count before taking another peanut.
- 3 Count along as the total distributed increases. When the chest is empty, watch the equal piles and listen to the division equation. The game then returns to the main menu.

## Connect division and multiplication

Ask: "What did the captain do to keep the shares equal?" Check the result by multiplying the number of crew members by the peanuts in each share. The game chooses the recipients, so finishing does not by itself show independent sharing skill.

# The learning journey

Choose a starting level; the remaining sequence follows automatically.

## 1 BASIC COUNTING

5 wooden-shape stages, then 1 monkey stage.

Stage 1: up to 5 of each shape. Stages 2-5: up to 12. Monkey: 1-5 bananas and 1-5 coconuts.

**PAGES**  
4, 10

## 2 COUNTING IS ADDING

5 stages with two children, then 1 monkey stage.

First stage: 1-6 per child, equally. Later caps: 8, 10, 10, 10. Monkey: 3 groups of 1-10.

**PAGES**  
5, 10

## 3 COUNTING IS SUBTRACTING

1 platter stage, 3 crate stages, then bananas.

Fill with 5-15 items, then give some or all away. Monkey starts with 6-15 bananas.

**PAGES**  
6, 11

## 4 COUNTING IS MULTIPLYING

6 child stages, then 1 treasure-chest stage.

Children: 2-5 groups of 1-5. Pirate collection: 3-25 peanuts, shared equally among 2-5 crew.

**PAGES**  
7, 11

## 5 COUNTING IS DIVIDING

1 candy stage, 4 farm stages, then pirate sharing.

Candy/farm totals: 2-12, chosen to share evenly. Pirate finale: 4-8 peanuts for 2 or 3 crew.

**PAGES**  
8, 9, 12

### Follow readiness, not the level number

Stages advance when the activity is completed, not when a score or mastery threshold is reached. You do not need to finish the sequence in one sitting. Close the game when it is time to stop; choose a starting level on the next visit.

# One collection, two stories

A manual illustration: twelve counters in three equal groups.



## Multiplication: find the total

**3 groups x 4 in each group = 12 altogether.**

The groups are equal. Repeated addition tells the same story:  $4 + 4 + 4 = 12$ .

## Division: find each share

**12 altogether / 3 recipients = 4 for each.**

The total and number of recipients are known. We find the equal share. This is the sharing meaning of division used in the game.

## Addition and subtraction: parts and a whole

If one group has 3 objects and another has 4, together they have 7:  **$3 + 4 = 7$** . If we start with 7 and give away 3, then 4 remain:  **$7 - 3 = 4$** . Putting the parts together checks the subtraction.

### Read an equation as a story

Ask the learner to point to what each number stands for. Explain that the equals sign means both sides have the same value. The game displays the equation as a record of the actions; it does not ask for a typed solution.

# Play, talk, and take it offline

A few thoughtful questions can reveal more than stage completion.

## Before play: make a small plan

Choose an activity that fits the child's experience and interests. Demonstrate one drag if needed. Explain unfamiliar pictures. Agree to a brief session and stay available to help.

## During play: invite thinking

Allow time to respond. Ask for a prediction before the game reveals a result: "How many will be left?" or "How many will each person get?" After a rejected object, check the requested kind, quantity, or equal share together.

## After play: try a familiar idea with real objects

Sort blocks by shape. Combine two toy collections. Give away some counters and count what remains. Share blocks equally among toy animals. Ask: "How is this like the game?" Using a new setting gives you a chance to notice what the child can explain independently.

### Notice the thinking

Can the learner match one number word to each object, tell the total after counting, identify parts and a whole, and explain an equal share? Use those observations to decide what to revisit or introduce next. Celebrate a specific strategy or careful check.

## Offer support and a balanced routine

The pictures, speech, and numerals provide several ways to encounter quantities. They do not guarantee access for every learner. An adult can assist with the mouse while the child makes choices aloud. Balance screen play with movement, books, conversation, creative play, and hands-on mathematics. Stop when the child is tired, frustrated, or no longer interested.

### Practice, not a measure of mastery

Count Me In! does not score, rank, diagnose, or certify learning. Later levels introduce operation ideas through counting; they do not replace instruction. Completing a supported activity is only one observation, not proof of independent understanding or lasting learning.

# Keep play comfortable

Practical answers for a smooth session.

## An object will not move

Let speech or animation finish. Recheck the current picture direction and active recipient. A child who has enough will not accept more.

## An object went to the wrong place

Try again. Depending on the activity, it returns, falls to the floor, or the dragged copy disappears while the source remains available.

## The sound is too loud or cannot be heard

Use Windows volume controls and check the selected output device. Visible counts and picture directions also support play. An adult can read directions aloud.

## The window has black borders

The game preserves the proportions of its play area. Resize or maximize the window for a comfortable view. Minimizing stops animation and pauses background music; speech may finish while minimized.

## It is time to stop

Press Escape or close the window. There is no saved position. Relaunch and choose a level to begin another session.

### About this manual

Adapted from **manual.txt** and checked against the current game source. Gameplay images marked "Live game capture" were taken from the running game; only window borders were cropped. Images marked "Built-in game render" were exported by the game's diagnostic renderer. The counter diagram on page 14 is an explanatory illustration. Artwork and scenery come from the game's own assets.

### Count Me In!

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