

iPad Apps - Math

Here is a list of apps that will benefit your child's math abilities. Most of these are free; however some may be a minimal cost. These were all found in the Apple iTunes store; however some are available for Android devices.

Early Math K-2

Montessori numbers: recognizing numbers, counting objects and matching to number, number tracing

Magic Sorter Sea Tales: shapes, puzzles, colors, patterns, memory, counting,

123 Counting: number tracing, object counting and matching to number

Number magic 2: matching amounts with dice and numbers

10 Frame Fill: making tens with counters

Wee Kids Math: match word number, numeral and amounts, number ordering, before and after numbers, equal and not equal matching

Numbers!: match pics with same amounts, or numbers to the pic containing that amount.

Teach Me Math Facts: Practice facts in each fact set (+1, +2, +3, etc), earn coins for correct answers, stickers can be bought with the coins. Results can be reviewed once all problems are complete.

Thinking Time: Has four different games that focus on memory, shapes, colors, and patterns. Parents can get email updates on their child's progress.

Animal Pre-K: Students can choose to play games to reinforce colors, bigger & smaller, shapes, counting 1-10, groups & categories, sequence & patterns, addition & subtraction, spot the difference, or matching. Once a category is chosen, students can play interactive games to reinforce the skill chosen.

Animal Math 2: Students can choose to play games to reinforce number patterns, place value, greater less or equal, even and odd, signs & operations, addition, equations, true or false, word problems, missing numbers, or flash card match. Once a category is chosen, students can play interactive games to reinforce the skill chosen.

Splash Math 1: Students can choose from addition, subtraction, advanced addition, advanced subtraction, place value, counting and comparison, time, measurements, data and graphs, geometry and money. Students are limited to 10 questions a day, but they are aligned to the common core standards.

Patterns Match: Complete the patterns with the missing objects.

Later Math 2-4

QuickMath: math fact quiz, answer by writing on screen. You can choose operation.

Flash to Pass: You choose the operation, difficulty, and number(s) to play by. Flash cards are created and student answers by pushing the correct buttons.

MathEvolve: You choose the operation, minimum and maximum answer, speed, and number of questions. When a problem is given you move the object to grab the correct answer from the 3 choices. You can also choose space ships and shoot your answers.

Math Magic: Multiple choice questions, you choose the operation, skill level, time and max/min numbers.

Math Bingo: You choose operation and difficulty, problem pops up and you choose answer on bingo board.

Math Time: Many different options including, number ordering, doubles, times tables, skip counting (range), missing numbers, other addition and multiplication activities as well! The score table allows you to check your students' progress.

Sushi Monster: Can choose addition or multiplication. A target number is given, the student has to choose which numbers added or multiplied together will reach the number given.

Math Board: Blackboard type app that allows workspace to figure out the problems. Can choose multiple choice or free answer, difficulty level, etc.

Addition!: Adding to 6, 12, 15. Count the amount, then choose the correct number.

Math Minis: Multiple choice answers for counting and number patterns, addition, and subtraction.

Splash Math: CAN CHOOSE DIFFERENT GRADE LEVELS (1-5)! Multiple choice answers for the following areas: addition, subtraction, place value, comparison, time, measurement, money, data, geometry, multiplication, division, fractions, decimals, algebra. Has many different levels.

Math Fact Master: Choose flashcard or challenge, operation, and numbers to use. Great for facts drill!

Slate Math K-1: Counting, writing digits, order relation, addition, patterns, parity, problem solving.

Math Car Racing: Students answer math facts to move their race car forward.

Fractions: Intro, identify, proper and improper, improper-mixed, mixed-improper, multiply, divide, compare, add, subtract. Options within each category to test, view teaching slides or watch videos.

Marble Math: Skills include – adding: 2 digit numbers, money, fractions; subtracting; factors; multiplication; and sequencing. Choose strategy and level, move marble through the maze to find the correct answer.

Monster Numbers: Video game that incorporates simple math skills, counting, addition, etc.

QuickMath+: Same as Quick Math, with more options that include memorizing, and comparing numbers.

Math Duel: Single or double user capabilities. You choose addition, subtraction, multiplication, or division. You also choose the amount of numbers, timer, and largest number possible. When playing with two users, they compete to see who can answer a certain amount of problems first.

TapTimesTables: You can choose a mixture of multiplication facts, or focus on one number at a time.

NxtApp 4 Kids: Addition and subtraction number sequencing

Addimals: Addition practice, using different tricks to help add. Includes ten friends and doubles.

Math Heros 2: Multiplication tables, choose a character (hero) to be and solve multiplication problems to earn points that will help you to “fight” the “bad guys”

Math Problems: Addition and subtraction word problems for kindergarten and first grade.

Animal Math: Choose an animal that correlates with the skill you want to practice. Skills include: counting to 10, counting to 20, skip counting, sequences and patterns, basic shapes, classification, addition to 5, addition to 10, subtraction to 5, subtraction to 10, and matching.

Decimals: adding, subtracting, multiplying and dividing decimals.

Math Ninja: Easy, normal or ninja mode. You can choose addition, subtraction, multiplication or division. You solve problems to earn weapons to use against the animals that try and get you.

Ice Math Ninja: Four levels of play to choose from, five games to choose from that focus on: number recognition, even and odd numbers, addition, primer numbers, and multiples.

Monster Math: Students maneuver their monster by clicking on addition and subtraction problems equal to the number given. You can choose addition, subtraction, multiples, factors, primes, equal to, not equal to, comparison, multiplication, division.

Monster Math 2: Same as Monster Math, but multi-player option available.

Math: Addition: Students answer addition and subtraction problems correctly before they get to the bottom of the grid. Problems get more difficult with each level.

Splash Math 2: Students can choose from place value, number sense, add within 20, subtract within 20, add within 100, subtract within 100, time, money, measurements, data, and geometry. Students are limited to 10 questions a day, but they are aligned to the common core standards.

Splash Math 3: Students can choose from place value, number sense, addition, subtraction, four digit addition, four digit subtraction, multiplication facts, division facts, fractions, time, measurements and data, geometry, decimals, multiplication, division and money. Students are limited to 10 questions a day, but they are aligned to the common core standards.

Money & Time

Counting Money: An amount is displayed, student needs to decide how many each of quarters, dimes, nickels, and pennies they need to make the exact amount.

Amazing Coin: Uses different games to teach which coin is which. Amounts are posted; students need to choose the correct coins to make the amount.

Learn Money: Has 8 game choices, including: identifying coins, value of coins, counting coins, quarter and half dollar, money in dollars, making amounts, add/subtract money, making change.

Learn Time:

Telling Time: A clock is displayed with a time, students must use the hour, ten minutes, and minutes buttons to choose the correct digital time. You can choose to increase by minutes, 5 minutes, 15 minutes and 60 minutes.

Kids Time: Five games to choose from, four different levels to choose from – Telling Time: clock is displayed, students need to choose the correct time from the choices. Elapsed Time: two clocks are shown, students need to choose the correct amount of elapsed time from the choices. Time After & Time Before: Clock is shown, question is asked “what time will it be in -----?” two choices are given. Set Time: Clock is shown, and a time is given, students need to move the hands to show the correct time (hands move independently on this app).

Interactive Telling Time: Clock is shown, students need to set the time on the clock based on the digital time given (hands move simultaneously when setting clock).

Teach Me

Teach Me Kindergarten: Students work at their own pace with addition, subtraction, spelling, Dolch sight words, letter and number writing. They earn stickers for their hard work!

Teach Me 1st grade: students work at their own pace with addition, subtraction, spelling, and Dolch sight words. They earn stickers for their hard work!

Preschool & Kindergarten Early Learning games: Math, reading and writing games.

Learn Zillion: Math instruction for K-4. Individualized based on students – can be tracked.