

Xyla and Yabu

Become a Master!

Explore activities in a level. When you think you are the master of an activity, ask a parent, teacher, or friend to watch you try 10 different trials in the activity.

Check off an activity when you've mastered it by showing that you can pass all 10 trials in a row accurately. To do this, you will need to be alert. Don't make a mistake because you're going too fast. Practice going faster when you are accurate.

Use math to create your own activities and games!

Explore Numbers to 20

Level 1. Count On (to Maximum Sum of 20)

___Add 1

___Add 2

Level 2. Make Numbers to 10

___Parts and Wholes, 1-5

___Parts and Wholes, 6-10

___Doubles

___Doubles + 1

Level 3. Make Tens

___Make 10

___Make 20

Level 4. Make Numbers from 11 to 20

___Parts and Wholes, 11-15

___Parts and Wholes, 16-20

___Doubles

___Doubles + 1

Level 5. Use Tens to Solve Problems

___Find the Missing Number

___More Missing Numbers

Explore Numbers to 100

Level 6. Make Tens

___ Use Tens to Make Tens

___ Make 30

___ Make 50

Level 7. Use Tens to Solve Problems

___ Missing Numbers to 30

___ Missing Numbers to 50

Level 8. Make More Numbers

___ Parts and Wholes to 30

___ Parts and Wholes to 50

___ Doubles to Sum 50

___ Doubles to Sum 100

Level 9. Use Tens to Solve Problems

___ Missing Numbers to 100

___ More Missing Numbers

Level 10. Make 100 and Other Numbers to 100

___ Make 100

___ Parts and Wholes to 100