



Minute Math Electronic Flash Card Learning Resources LER 69

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Learning Resources LER 6965 electronic math toy.

Minute Math Electronic Flash Card is suitable for elementary school children ages 6 and up. It develops critical thinking and teaches problem solving. The game includes addition, subtraction, multiplication and division exercises. The child is tasked with finding the solution to as many math puzzles as possible within 60 seconds. After this time, the correct result will appear on the screen, encouraging the child to continue playing.

3 difficulty levels

The game offers 3 levels of difficulty to choose from, so it will be suitable for users of different levels. Level one allows solving addition and subtraction activities from 0 to 10 and multiplication tables from: 1, 2, 3, 5 and 10. Level 2, on the other hand, offers addition/subtraction 10-20 and multiplication tables from 3 to 12. And level 3 provides addition/subtraction with multiples of: 2, 3, 4, 5, 10 to 150 and a multiplication table 0-12.

Rules of the game

The user has 5 seconds to prepare for the game. After this time, one of the lower screens will show the number in question and the upper screen will show the result. The child has to guess the 3rd number and solve as many operations as possible within 60 seconds. Depending on the correct or incorrect answer, the device will signal the message with a beep. After 60 seconds, the 2nd screen will show

the number of correct answers, and the 3rd screen will show the total number of mathematical operations performed. Note: the number on the top screen should always be the largest.

Thoughtful design

The game is distinguished by its ergonomic design for easy use. What's more, there is an option to turn off the sound signals - then the device will inform about the correct answer with a light signal. You can also turn off the 60-second timer, just by holding down the corresponding button. The game is also equipped with a special slider that will allow you to turn on the corresponding action, such as addition or multiplication. In addition, the product requires 3 AAA batteries (not included) to power it. In addition, after 3 minutes of inactivity, the device will automatically turn off to save energy.

Manufacturer Learning Resources Color green Suitable for children 6+ Dimensions 20 × 24 cm Power supply 3 AAA 1.5 V batteries (not included) Number of difficulty levels 3 Timer yes, 60 seconds Sound and light signals yes Automatic switch off after 3 min

Price:

Before: € 23.5053

Now: € 21.00

Mother and child, Toys, Educational & Interactive Toys, Educational