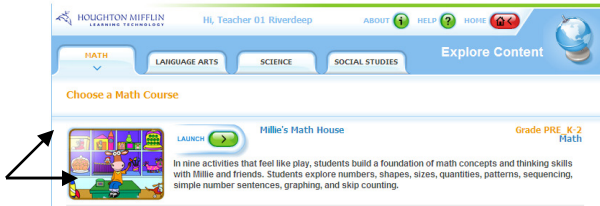
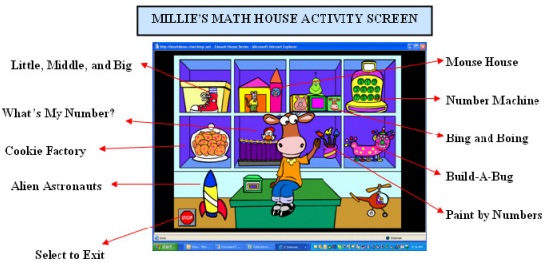


Millie's Math House

Click on the Math Tab



1. Click on an activity.

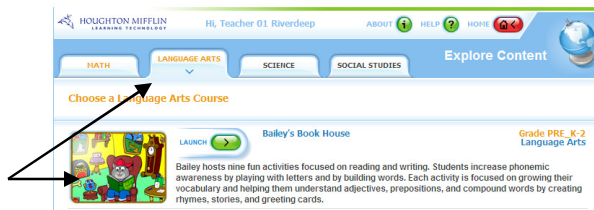


2. Choose Discovery Mode by clicking on an item on the screen.
3. Choose Question Mode by clicking in the picture frame.
4. Click on Millie to Exit.

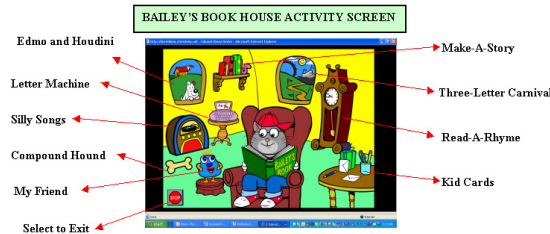


Bailey's Book House

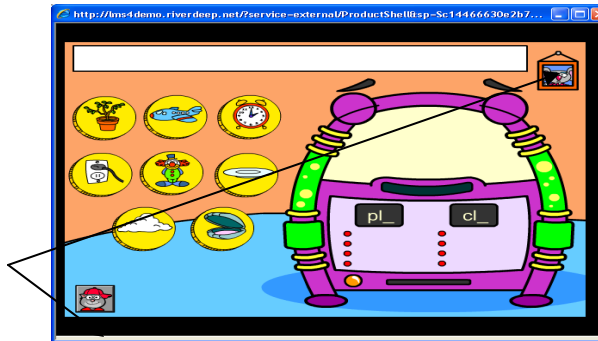
Click on the Language Arts Tab



1. Click on an activity.



2. Choose Discovery Mode by clicking on an item on the screen.
3. Choose the Question Mode by clicking in the picture frame.
4. Click on Bailey to Exit.



HMH Tech Support: 888.327.2906 or
hmlt_support@hmco.com

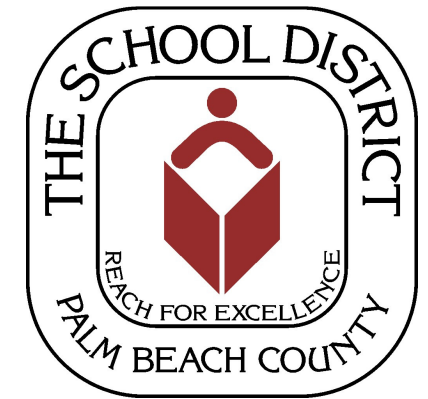


Edmark HOUSE SERIES

Quick Reference Guide



Millie's Math House®
Bailey's Book House®
Sammy's Science House®
Trudy's Time & Place House®



<http://riverdeep.palmbeach.k12.fl.us/lms>

09-10

Scope and Sequence

MILLIE'S MATH HOUSE	
Number Machine	Concept of Numbers
Little, Middle and Big	Concept of Measurement
What's My Number?*	Process of Computation
Bing and Boing	Pre-Algebra
Cookie Factory	Quantitative Reasoning
Mouse House	Geometric Concepts
Build-a-Bug	Numeric Concepts
Alien Astronauts	Sorting by Attributes
Paint-by-Number	Number Concepts

BAILEY'S BOOK HOUSE	
Edmo and Houdini	Word Recognition
Letter Machine	Phonics
Make-a-Story**	Comprehension
Three-Letter Carnival	Phonics
Read-A-Rhyme	Phonemic Awareness
Kid Cards	Written Expression
My Friend	Vocabulary Development
Silly Songs	Phonics
Compound Hound	Word Building

SAMMY'S SCIENCE HOUSE	
Sorting Station	Differentiation
Workshop	Systems
Weather Machine	Change/Weather
Make-A-Movie*	Change/Properties
Acorn Pond	Living Organisms
Create-A-Critter	Animals
Recycle It!**	Natural Resources

TRUDY'S TIME AND PLACE HOUSE	
Earthscout	Geography
Jellybean Hunt	Mapping Skills
Symbol Sandbox	Mapping Skills
Calendar Clock	Time Measurement
Time Twins	Telling Time
All Around Town**	Neighborhood
Cultural Festival	World Cultures

* "What's My Number?" and "Make-A-Movie" are **Question Mode only**.

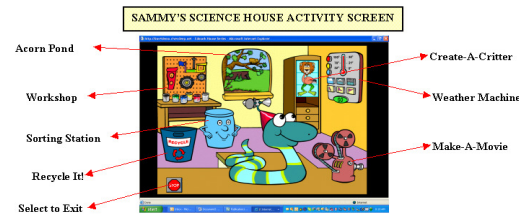
** "Make-A-Story," "All Around Town," and "Recycle It!" are **Discovery Mode only**.

Sammy's Science House

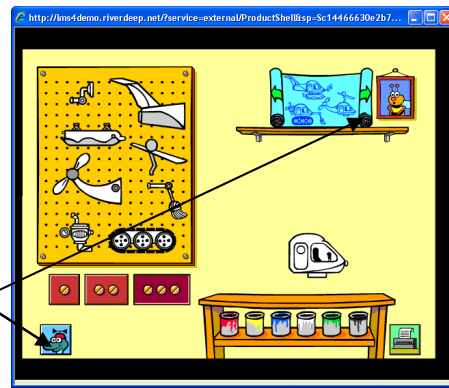
Click on the Science Tab



1. Click on an activity



2. Choose Discovery Mode by clicking on an item on the screen.
3. Choose Question Mode by clicking in the picture frame.
4. Click on Sammy to Exit.



Trudy's Time and Place House

Click on the Social Studies Tab



1. Click on an activity



2. Choose Discovery Mode by clicking on an item on the screen.
3. Choose Question Mode by clicking in the picture frame.
4. Click on Trudy to Exit.

