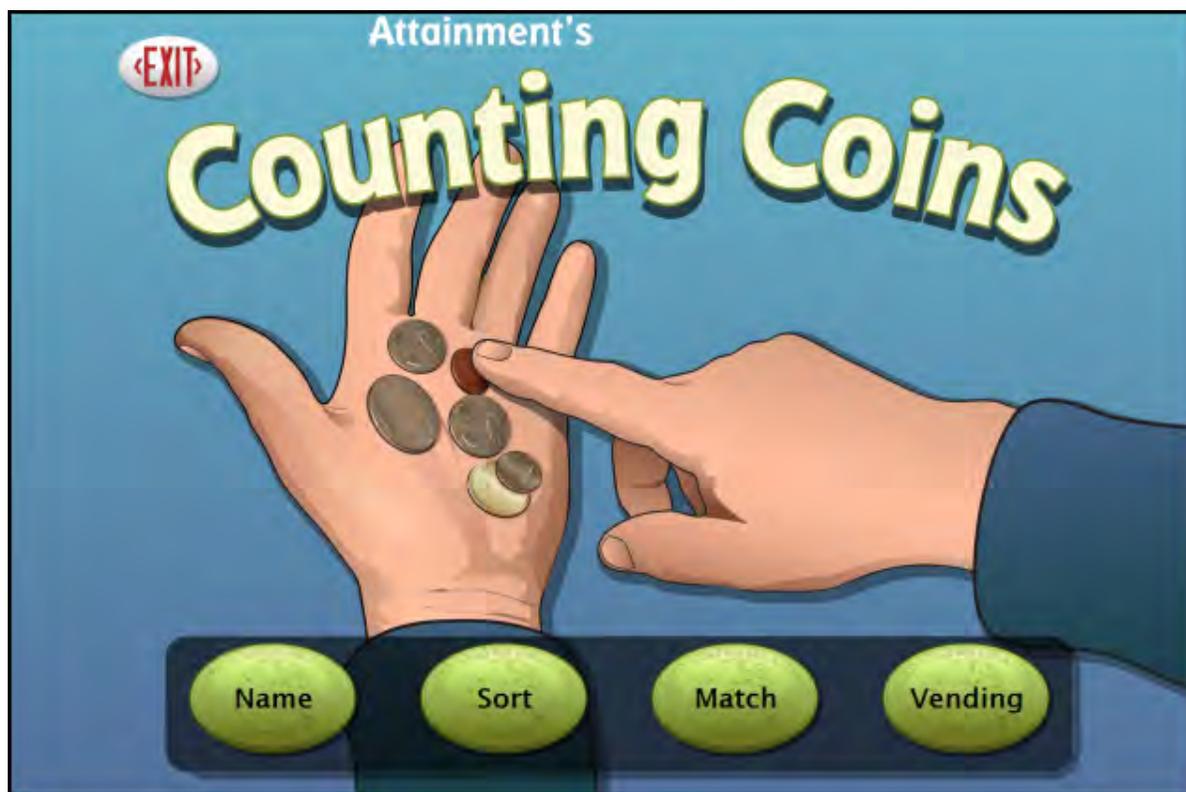


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Overview

Counting Coins is a great way to practice coin identification, coin value, and functional money skills. The program has four progressively challenging activities: Name, Sort, Match, and Vending Machine.



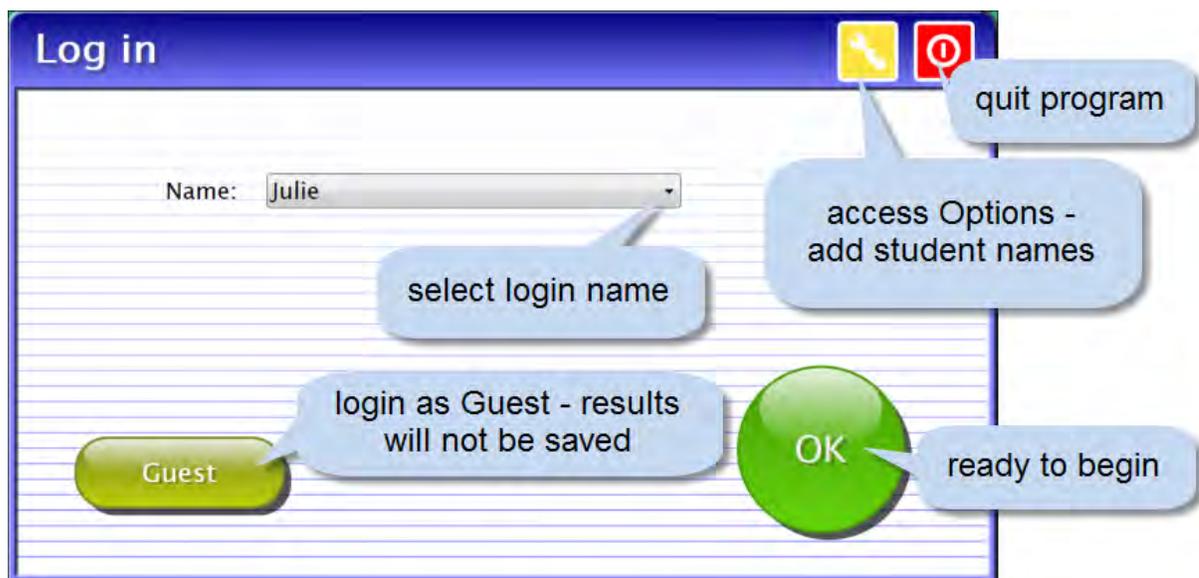
The adjustable settings in Counting Coins are designed to help a variety of individuals use the program successfully. Options include choice of US or Canadian currency, difficulty level of vending purchases, coin denominations, and type of container shown in Match. See [Options—Settings](#).

Open and Start Counting Coins

Windows: Go to the Start menu at the bottom left of the screen.
Start—>All Programs—>Attainment Company—>Counting Coins

Macs: Go to the menu bar at the top of the screen.
Go—>Applications—>Attainment—>Counting Coins

Counting Coins will automatically log in users as Guest until one or more user login accounts have been created. Activity and results are not saved when logged in as Guest. Once accounts are created, the program will open to the Log in window.



At the Log in window you can log in a student, log in as Guest, go to the program's Options, or quit the program. Select a student name from the pull-down list or click the Guest button. Click on the yellow button with the tool-wrench icon to open Options. [Options](#) is where you add student accounts, view student scores, and adjust preferences, including scan settings.

A student's completed activities will be saved when the student is logged in with their name. Results of the completed activities can be viewed in [Options—Results](#). Results are not stored for the login Guest.

Print the User Guide

A PDF of the user guide is available for printing.

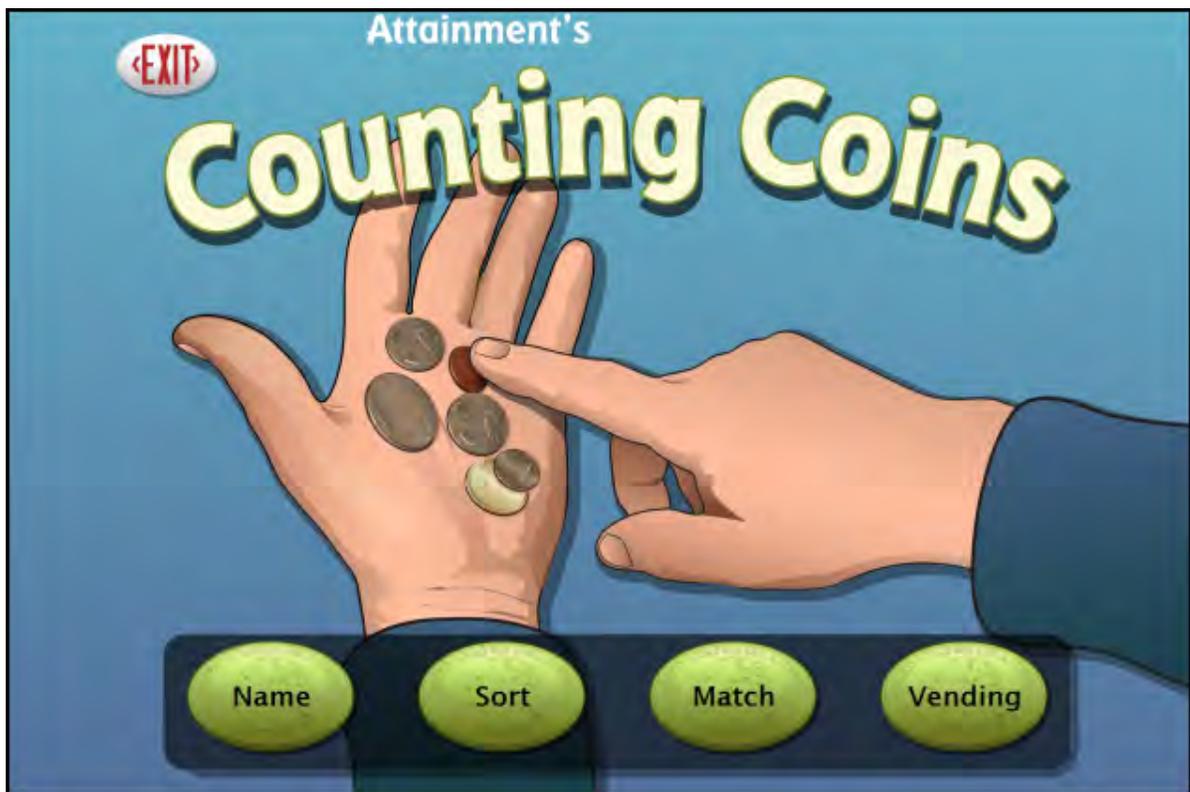
On Windows the PDF is available from the Start menu:

All Programs—>Attainment Company—>Documentation—>Counting Coins

On a Mac the PDF can be found inside the program folder:

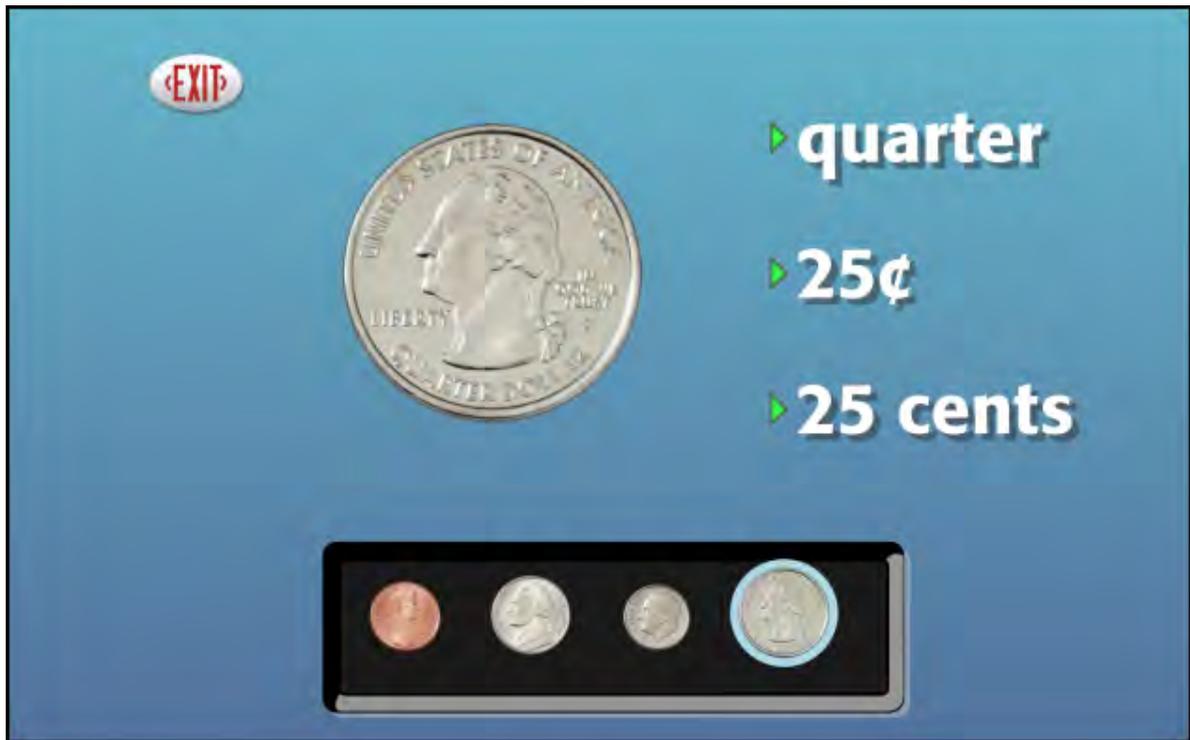
Applications/Attainment/Counting Coins

Counting Coins



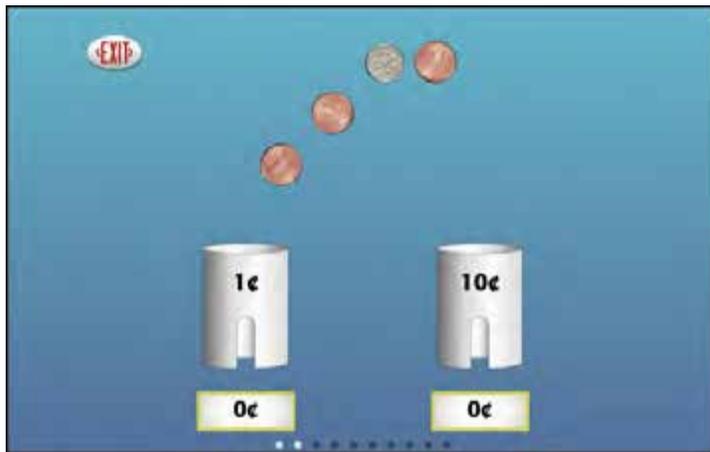
Counting Coins focuses on identifying coins, determining individual value, and combining values. To begin select an activity: Name, Sort, Match, or Vending. To leave Counting Coins, click on Exit.

Name Activity

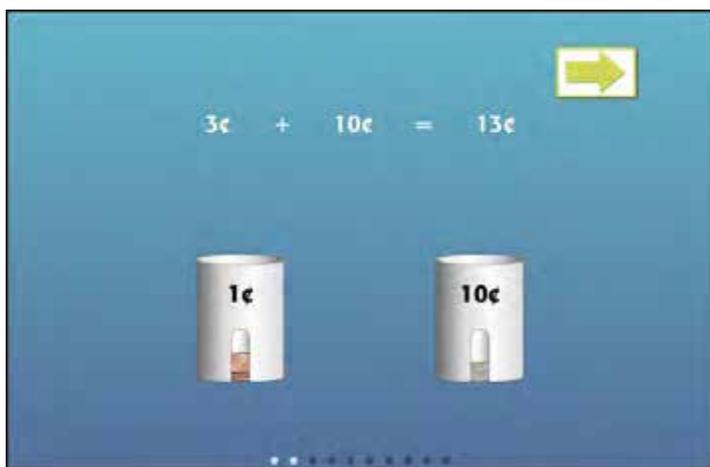


A set of coins is displayed on a black tray. Click on a coin to display the coin's name(s); value; and a larger, detailed image. Click on the large coin to see the reverse side of the coin. Select the Exit button to leave the Name activity. Results are not stored for this activity because of its exploratory nature.

Sort Activity



Two types of coins and two tubes are presented. Drag each coin into the tube labeled with the corresponding value. (To achieve the same result without dragging, click once on the coin and then click once on the correct tube.) As the coins are put into the correct tubes, the values are added and the total is shown below each tube. During scanning, one coin will have a blue outline; activate the switch when the corresponding tube is scanned.



When all the coins have been put into their tubes, a mathematical equation shows the sum of the coins. A Skip button will appear during the animation sequence of the equation. To skip viewing the animated equation, click the Skip button to proceed to the next problem. The Sort activity becomes progressively more difficult after five consecutively correct answers. Results from this activity are saved for users logged into their account.

Match Activity



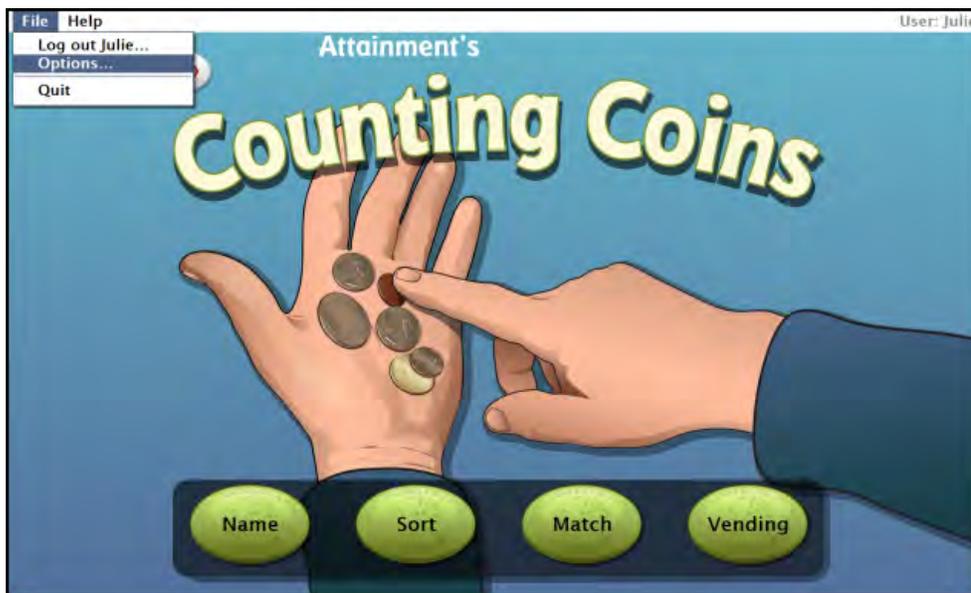
Coins are displayed in the center of the screen, and coin receptacles labeled with coin values are presented in each corner. Drag the coin set to the matching coin receptacle. (To achieve the same result without dragging, click once on any coin in the coin set, and then click once on the selected coin receptacle.) The type of coins and coin receptacles displayed can be selected in [Options—Settings](#). Choose from four types of coin receptacles: Box, Pig, Purse, or Bank. Results from this activity are saved for users logged into their account.

Vending Activity



This activity simulates buying products from a vending machine. An item is shown behind the sliding door. The price is displayed to the right of the coin slot. Deposit coins by dragging them to the coin slot. (To achieve the same result without dragging, double click on a coin to move it into the slot.) The sum of the coins deposited is displayed to the left of the coin slot. Continue to deposit coins until the specified price is reached. Exact change is needed to purchase items. If a coin is added that exceeds the targeted price, the machine will reject it. Once the price is matched, the glass door slides open revealing the purchased item. Press the forward arrow to purchase another item. Results from this activity are saved for users logged into their account.

Options—Add Names



Choose Options to add users' names (so their results will be saved), personalize settings, set scanning details, and view or print user results. From the menu bar at the top of the screen, select File, and then Options. (Note: the menu bar is hidden on Windows computers until you roll the cursor to the top of the screen.) If you have added a password, you'll be prompted to type the password to enter Options. As a backup, **Attainment** will always work as a password. Options will open to the general options screen.

General Options

Helpful pop-up descriptions are given for each setting. To view pop-up help, move and pause the cursor over a setting.



- At the top of the general options screen are buttons to Delete and Add user names. Delete a user account by selecting the user name from the drop-down list of names and pressing Delete.
- Create a user account by pressing Add, typing the user's name in the box, and pressing Next. Add an optional password this user will need to type to log in, or click Skip for no password. An optional picture of the user (or any image) can be added that will be displayed by the user's name on the login menu. Press Skip or press From File to assign a picture. When a web cam is detected, a Web Cam button is also available.
- Teacher Password allows you to create an optional password that needs to be typed to enter Options. As a backup, **Attainment** will always work as a password. Password is not case sensitive: upper or lower case does not matter
- Check "User Must Type Name," or uncheck to show users' names in a drop-down menu for them to select. when they log in.
- Check "Required to Switch Users" to extend the password requirement to include switching users from the File pull-down menu.
- Check Fullscreen to have the program fill your monitor screen, or uncheck to have the program run in a window. The window can be resized or minimized.
- Check "Allow Guest Logins" or uncheck to remove Guest as a login option.

When a user is logged in as Guest, results are not saved. Guest can be removed as a login choice only after one or more login names have been added.

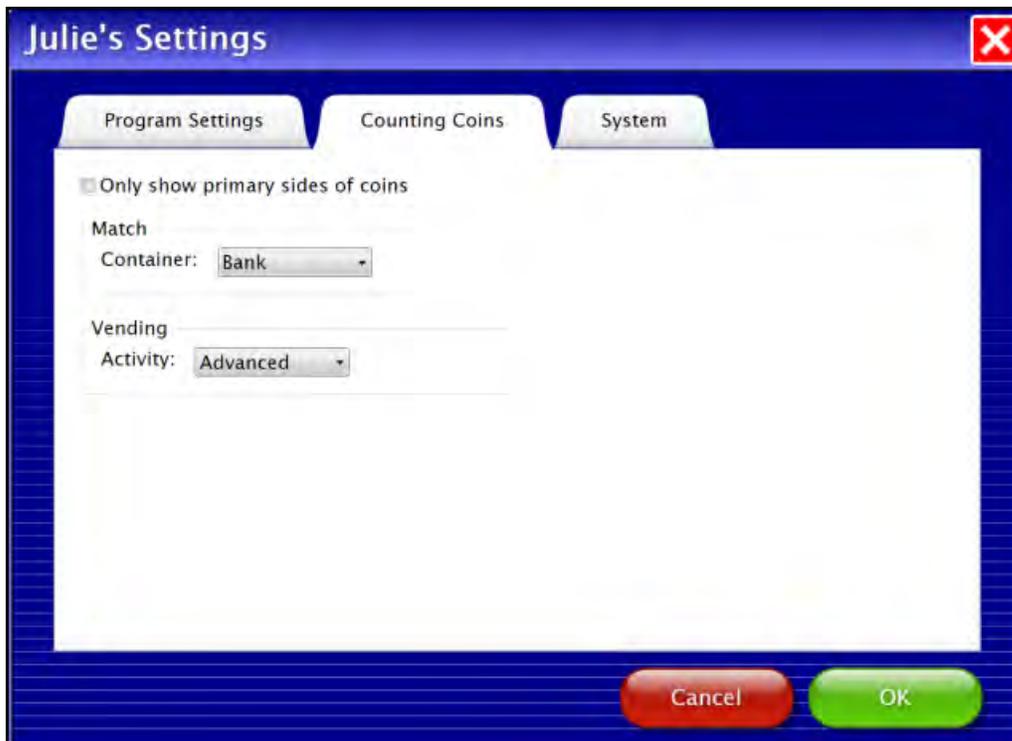
Settings

Access settings by pressing the Settings button on the main Options screen. There are three tabs with adjustable settings.



Program Settings tab

- Country: Choose United States or Canadian currency.
- Quiz Problems: Select the number of problems given in Quiz mode.
- Currency: Determine which coins will be used in the activities.



Counting Coins tab

- Only show primary sides of coins: Check to prevent coins from being flipped or rotated except in the Name activity.
- Match Container: Choose Bank, Box, Pig, or Purse.
- Vending Activity: Select the difficulty level of the vending activity.
 - Simple: Only the exact coins needed will be shown.
 - Normal: A variety of coins including extra coins will be shown. Purchases are scored according to the accuracy of the total, not which coins were used.
 - Advanced: A variety of coins including extra coins will be shown. Purchases are scored according to the coins selected.



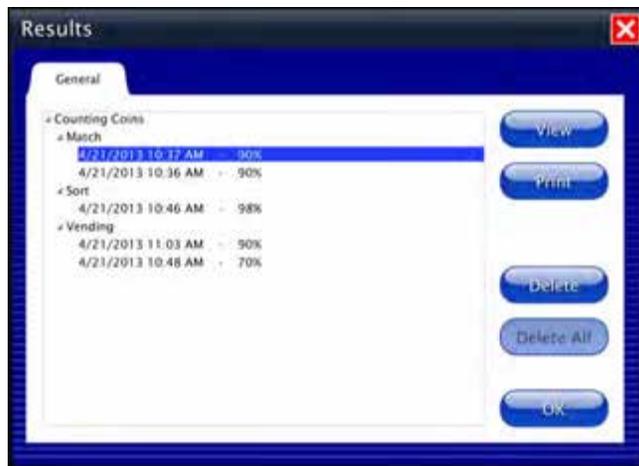
System tab

- **Alternative Access:** Built-in scanning provides program access with switches. To use scanning, select one or two switches; by default, scanning is disabled. Selecting one or two switches enables multiple scan settings such as Highlight color and Auditory Scanning.
- **Auditory Rollover:** Check to hear auditory confirmation when you uupause the cursor over items..
- **Sound:** Choose which sound components will be heard.
- **Icon:** Click on Set to select a photo or image this student will see by their name on the Log in window.

Results

Results from activity in Counting Coins are saved when students are logged into their account. To view saved Results, open Options, then select Results button.

Results are not saved while logged in as Guest.



To view details, highlight an entry and press View.

