Setting up the equation

Move tiles from the left and right supplies to the mat, to represent the equation you want to solve.

If you want to represent a subtraction, drag your mouse in a circle on the mat. This will create a Subtraction Zone.

Any tiles placed in the zone are subtracted from the tiles on that side of the mat.



Solving an Equation

Press the \bigcirc icon to begin solving an equation. It will change to an equal sign, and the dividing line in the middle of the mat will turn green. From now on, you can only add or remove tiles from the mat if you do something to keep the two sides in balance.

For example, you can remove the same thing from both sides.

You can also remove something from one side, if you also removed the same thing from a Subtraction Zone on that side.

To remove an empty Subtraction Zone, press the \boxtimes in the lower left corner of it.

Click on the *□* sign at the right end of the division lines to clear

all the groups but one.

If you have equal groups of objects on both sides you can

'divide' by moving the mouse in a line between the groups.



1 + n= 5 – 1

