



My Top 5 Games from Super Star Online

Games, kids love games! The courses of Super Star Online features some of the very best educational games available. While we have great games and kids love our games, our games are just one of the many components to our learning system. We also use songs, "Learn the Words with Speed Rounds", presentations, stories, and activities to present a rounded learning experience that appeals to kids with many learning styles.

Games are important in education because they make learning fun. Games get kids attention and actively engage them. They learn from the process of playing the game, whether they are playing alone or with the class. Our games allow them a second (or more) chance, so that if they don't succeed on the first try, they can try again. When they do succeed, they are rewarded and have a sense of accomplishment.

This article is about the games found in Super Star Online. We have many different games and in this article I want to highlight what I consider our **TOP 5 GAMES**.

Look for the link at the bottom of each section for a link to our YouTube video for each game. If you like our videos, please subscribe to our [YouTube](#) channel.

Number 5: Hurricane Hurdles Language Arts Review 3b - with Sports



Hurricane Hurdles from Language Arts Review 3b – with Sports – this game can be found at the end of the course. It is a review game.

In this game the goal is to answer the review questions as quickly as possible, jump the hurdles, and cross the finish line before any of the competitors. In the first screen you get to pick whether you want to play the game or quiz (the quiz is not as much fun, but it is for students who don't like fast paced or timed games).

Once you listen to the instructions (or click on the Skip button), the race begins. There are four competitors in the race, your character is in the near lane. Questions will appear at the bottom of the screen. These questions are based on all of the material covered in the previous lessons. A counter shows the value or power of the question with the value starting at 100 and the value quickly decreases until you answer the question.

You will answer the question is: Are the grammar and spelling correct? Below the question is a sentence. If the sentence has an error in it, you will click on the place in the sentence where the error occurs. If the sentence is correct, you will click on the green face icon. The faster you can click on the right answer, the more points you will score for the question and the faster your character will run in the race. You want your character to move past the other racers to win the race.

From time-to-time you will see a jump button. Click on the jump button at the right time to jump over the hurdle. Jump too early or too late and the hurdle will slow you down. Getting an answer wrong will slow you down and will be displayed in the Wrong answer box.

Finish the race in first place and you get to stand on the podium to receive your medal. Finish less than first place and you get to watch.

This is a fast-paced game that is very challenging and fun. Students may not win the Gold Medal race on the first try and can click on the Reset button to try again. If teachers find the game too hard or too easy they can use our Class and Game Settings from the Teachers' and Admins button to make the race a little easier or a little harder.

This is a great game to be used as a whole class activity projected on a screen. Teachers can divide the class into groups and let the students take turns answering the questions and jumping the hurdles. My suggestion would be to let students answer the questions and jump, then switch off and let another team member take the next set of questions.

[YouTube Video Tour of Hurricane Hurdles](#)

Number 4: Letter Writing Day Phonics 2b - Intermediate Level II



The Letter Writing Day can be found near the end of the course in the Reading section.

This game is different than most of our other games. The goal of this game is to teach students to write a friendly letter using an example letter, a heading, a greeting, the body, pictures, and a closing. The game also uses a Table of Contents to introduce research.

When you start the game, Penny is writing a letter (different letters will be shown if you reenter). The first task is to identify the correct letter. Scooter gets inspired and wants to write a letter, then you get to help Scooter.

The example letter shows each part of the letter and Penny talks you

through the parts of the letter. You drag the heading, the greeting, the body and the closing to the correct position on the page to write the letter. Scooter decides he needs a picture on the letter. You need to use the info book to research what the person likes. You read about what the person likes and then find a picture that they would like.

Finally, you help Scooter prepare the envelope for mailing. You add a stamp and research the address of the person you are writing to. Finally, you mail the letter.

This game is simple and fun. I believe it to be a fantastic way to introduce students to writing a letter with the correct form.

As a class activity this can be a great game and follow-up letter writing activity. Before playing the game, have the kids write a letter to a pretend friend who is sick. Collect the letters.

Play the game as a whole class activity projected on a screen. Let the kids take turns with the mouse. Play the game a few times. Then ask the kids to write a letter to a pretend friend who is sick, again. Compare the letters.

[YouTube Video Tour of Letter Writing Day](#)

Number 3: Home Run Derby Games of Math 3 - Multiplication



Home Run Derby is the first game in Games of Math 3 - Multiplication.

This is a baseball game and you are the batter. The goal of this game is to answer the multiplication questions with as few mistakes as possible and take your turn at batting. There are 12 levels and as you

complete each level the multiplication problems become more advanced. You can practice the times tables and multiplication from the Multiplication Practice button.

The first screen shows the goal (points) for the level. It also shows the personal best score and today's best score. The high scores list shows the best scores for students in your class.

Click on Start to begin the game. The questions are displayed as multiple-choice questions at the lower levels. Click on the correct answer to advance to the game as a batter. The first few times will give you an option to watch the animated instructions. You will use the space bar or you can click the mouse to swing. The goal is to swing at the right time to get your player on base. You can then keep your players moving around the bases until they reach home plate and score a run and points. Hit a home run to clear the bases.

The bases are displayed as boxes at the top of the screen and sometimes an out will appear. Avoid the outs as three outs will end the game. Three strikes will give you an out. Missing a question will create more out boxes.

Home Run Derby is an excellent game to use as a whole class activity. There are 16 at bats, so you can divide the class into teams and compare high scores. Teachers can create a special login for the teams, so you can compare their high scores on the high score list. Let the student rotate at taking turns to answer the questions and bat. Kids get very excited when their team scores a run and especially a home run.

We have a similar Home Run Derby in Language Arts Review 3b that teaches: nouns, pronouns, adjectives, and verbs.

[**YouTube Video Tour of Home Run Derby**](#)

Number 2: Cookie Sale

Games of Math 4 - Division & Fractions



Cookie Sale is the last game in Games of Math 4 – Division and Fractions.

This game is an amazing game. In this game you use fractions to help you get the best deal on ingredients to buy cookies. You then bake the cookies, set the price and sell the cookies to your customers. There is a lot to this game and it certainly is a game where you put everything you have learned to become a successful cookie tycoon. This is a game of critical thinking, research and strategy.

Much like the Home Run Derby game, the first screen shows the goal (points) for the level. It also shows the personal best score and today's best score. The high scores list shows the best scores for students in your class. There are 12 levels in this game.

When you click on start, you will get an introduction to the game the first time. You will start with the recipe book to see how much of each ingredient you will need, you will then buy the ingredients looking for the fraction that gives you the best deal. You start with Sugar Cookies as the first batch of cookies you will bake and sell, but as you advance through the days, you will be able to make a variety of cookies.

Once you pick what to bake, you go to oven and bake your cookies. Try to bake them just right. Next you set the price. Set the price too low and you won't make much money, set the price too high and your cookies won't sell and you will lose customers. If you meet the level goal, you can move up to the next level where your goal increases and your cookie options increase.

Lily's Snack Shop in Spanish 1a with Phonics and Pet Shop in Games of Math 1 - Addition and Money are somewhat similar games.

Number 1: Catch It Games of Math 1 - Addition & Money



My number 1 top favorite game in Super Star Online is **“Catch It”** from Games of Math 1 – Addition & Money. Catch It is the second game and it covers basic addition. Catch It has three difficulty levels: Normal, Hard, and Extreme. I love the extreme difficulty! The game is really challenging and fun. I will cover the Extreme difficulty game.

As in the other math courses, the first screen shows the goal (points) for the level. It also shows the personal best score and today’s best score. The high scores list shows the best scores for students in your class.

In the next screen you pick a difficulty level.

You start by answering some basic addition problems. In Games of Math 1 & Games of Math 2, there are three stages. Stage one is based on first grade standards. Stage two is based on second grade standards. Stage three is based on third grade standards. There are five levels in each stage. The addition problems are going harder as you move to the higher stages and levels.

Once you answer the addition problems, you go to the game. The first two times gives you the instructions to the game. If you know how to play you can click on the skip button.

In the previous lesson, you build a pet. Now you will see your pet moving across the top of the screen. At the bottom of the screen you will see a timer, a wind indicator, and a score box. You will also see the character that you are using and an arrow that is moving left to

right and right to left. Your challenge is to click at the right time to throw a disc to your pet. You earn points by getting the disc to land as close as possible to your pet. Your score is a combination of accuracy, time, and getting the questions correct. You have five throws to earn enough points to move up to beat the level goal and move up to the next level. Your score will be displayed and your total score will be displayed along with level goal.

Figuring the wind speed, the pet speed and the moving arrow, makes this a very challenging and fun game. It is not easy to throw the disc so that your pet catches it, not easy at all.

[YouTube Video Tour of Catch It](#)

60-day Free Trial

If you know of a teacher, a school, or a district that could benefit from Super Star Online, please forward this e-mail to them. We normally give a 30-day free trial to schools. For those who get our e-mail newsletter and their friends, I am offering a 60-day free trial of Super Star Online with all our courses..

Just send your request for a 60-day free trial to dan@helpme2learn.com or call 800-460-7001.

Pricing Update

Effective January 1, 2019 our pricing changed from \$4 per user (students and teachers), per year to \$5, for **new customers**. This includes an option for Clever integration.

Current customers will be able to keep the \$4 per user (students and teachers), per year price for the 2019-2020 school year. The new pricing will be effective for the 2020-2021 school year.

We no longer offer CD-ROM or Lab/Network versions from our web site. We still offer downloads of our titles. If you need a CD-ROM or Lab/Network version, call 800-460-7001. We may offer it by special order.

For those considering Clever integration; Clever is free to schools and districts. Clever offers single sign-on, Clever badges to make signing on easier for young kids, and Secure Sync which automates adding students and managing students.

You can learn more about Clever at: <https://clever.com/> . We offer a free 60-day trial of Super Star Online with Clever.

Need a Quote?

If you need a written quote, I would be happy to provide one for you. Send me a request for a quote to: dan@helpme2learn.com . Let me know if I can help in any way. We appreciate your business.



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