



MyLearnMate

User Manual

Version 1.0.12.203

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DataminingTools Inc.



Table of Contents

Steps to download and install MyLearnMate	3
Steps to Use MyLearnMate	7
Chapter 1: MyLearnMate Class-1	9
Chapter 2: MyLearnMate Class-2	12
Chapter 3: MyLearnMate Class-3	15
Chapter 4: MyLearnMate Class-4	20
Chapter 5: MyLearnMate Class-5	25
Chapter 6: MyLearnMate Paint	30
Chapter 7: MyLearnMate Videos	31



Steps to download MyLearnMate

1. Goto <http://www.dataminingtools.net/mylearnmate.php>
2. Click on the right arrow button to navigate to downloads page.



3. Click on Agree and Download to download the mylearnmate.zip.



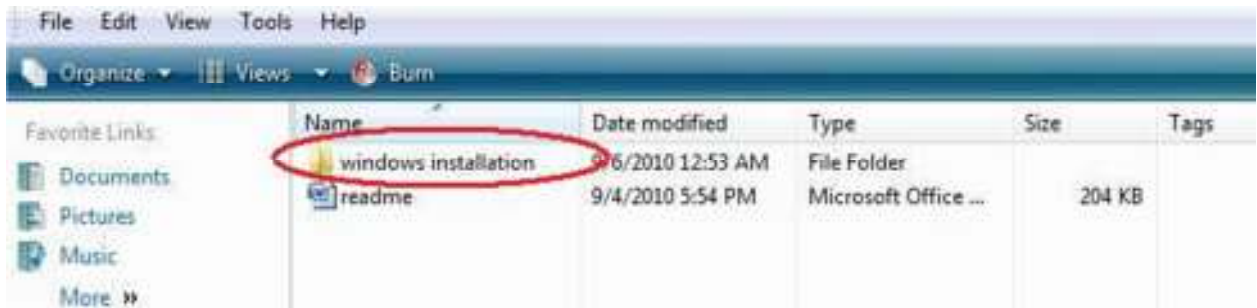
Steps to Install MyLearnMate

- Install Silverlight 4.0 prior to installing MyLearnMate.

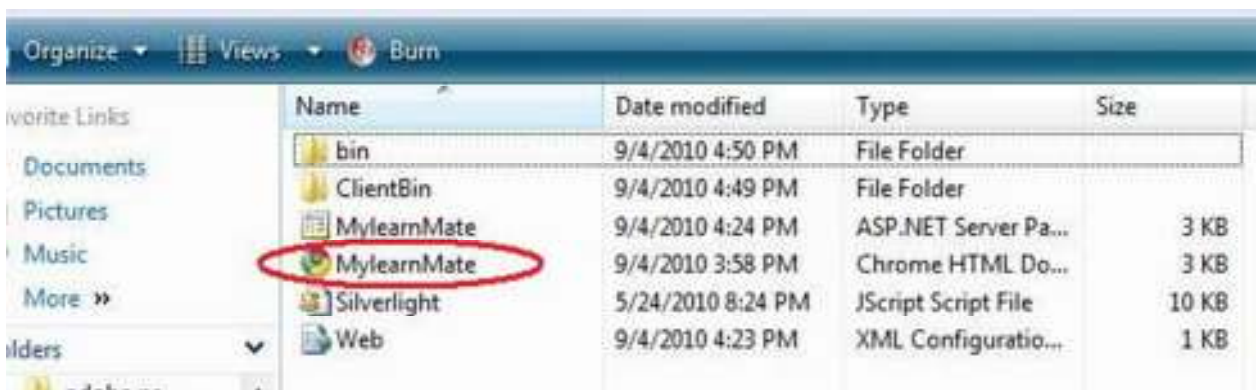
<http://www.microsoft.com/silverlight>

- **Steps to install MyLearnMate:**

1. Download the MyLearnMate.Web.zip
2. Browse for the file Windows installation.



3. Click on the MyLearnMate browser to launch the application.



4. Run MyLearnMate on Full Screen. (ALT+ENTER or F11)

On the browser, click Tools > Full Screen



Steps to Use MyLearnMate

 Welcome:



1. Click on Gallery to find the preview of MyLearnMate and to browse the Gallery.
2. Click on about to know about MyLearnMate.
3. Click on contact to provide feedback and suggestions.
4. Click on Start, to get started with MyLearnMate.





5. Select one of the Classes to launch the MyLearnMate Class.
6. Click on Paint icon to Paint.
7. Click on Videos to browse through the videos.



MyLearnMate Class-1:

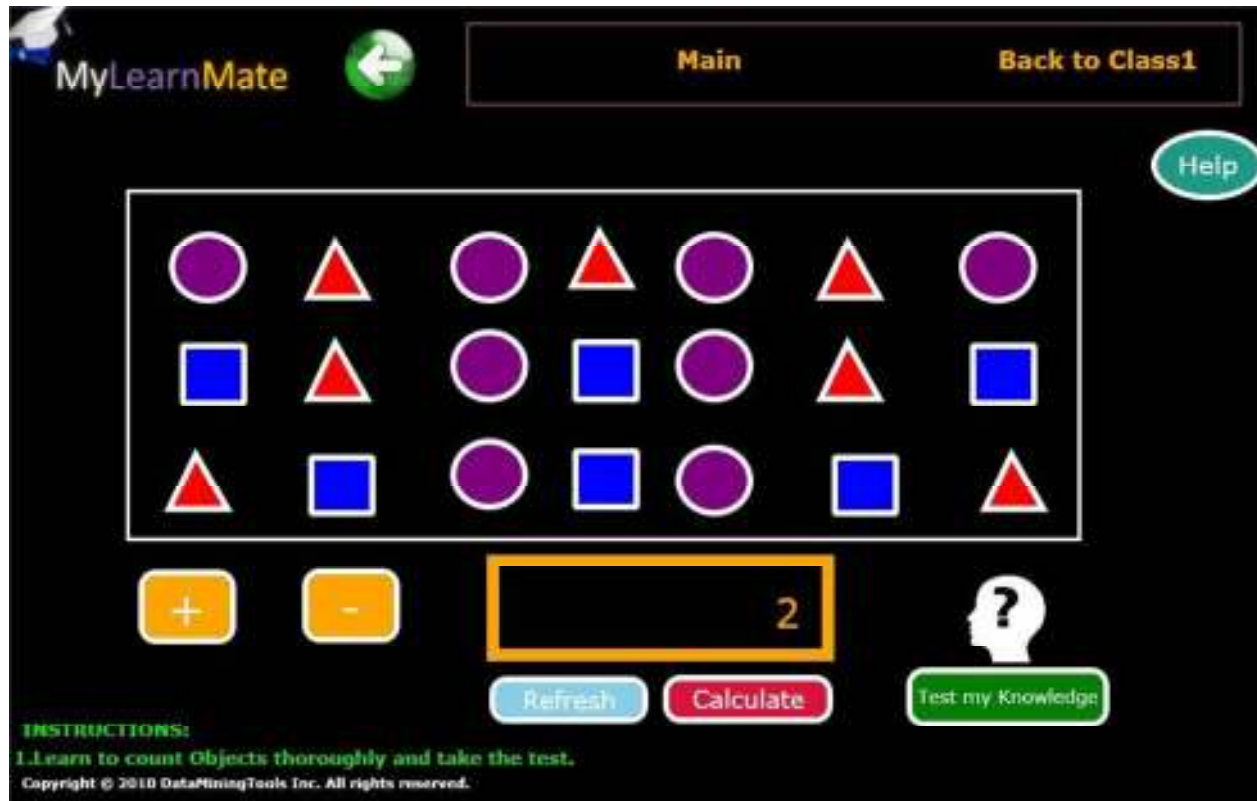
Steps to learn Addition-Subtraction:



1. Click on any number.
2. Click on the sign.
3. Click on the second number.
4. Click on calculate to check the answer.
5. After thorough practice, click on Test my knowledge.



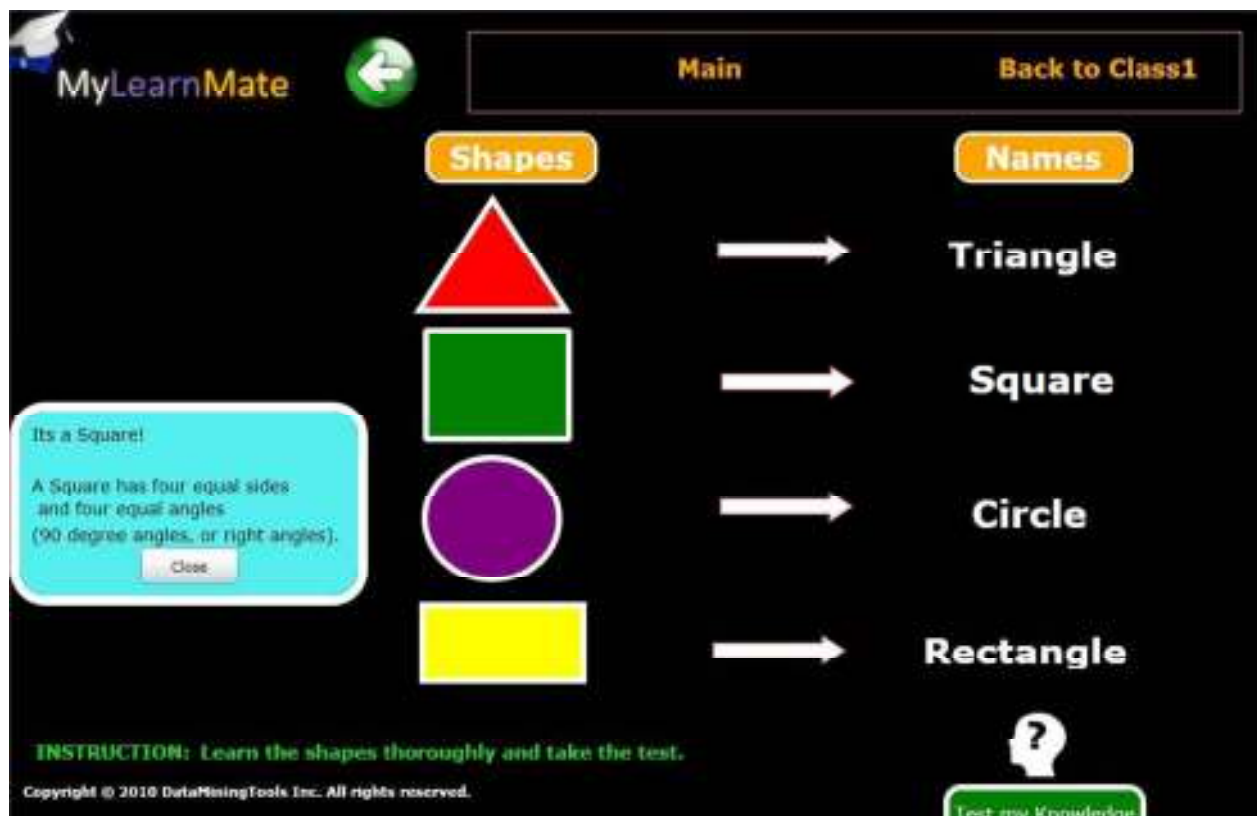
✚ Steps to Count Objects:



1. Click on the first shape.
2. Click on the sign.
3. Click on the second shape.
4. Click on calculate to check the answer.
5. After thorough practice, click on Test my knowledge.



✚ Steps to learn Shapes:

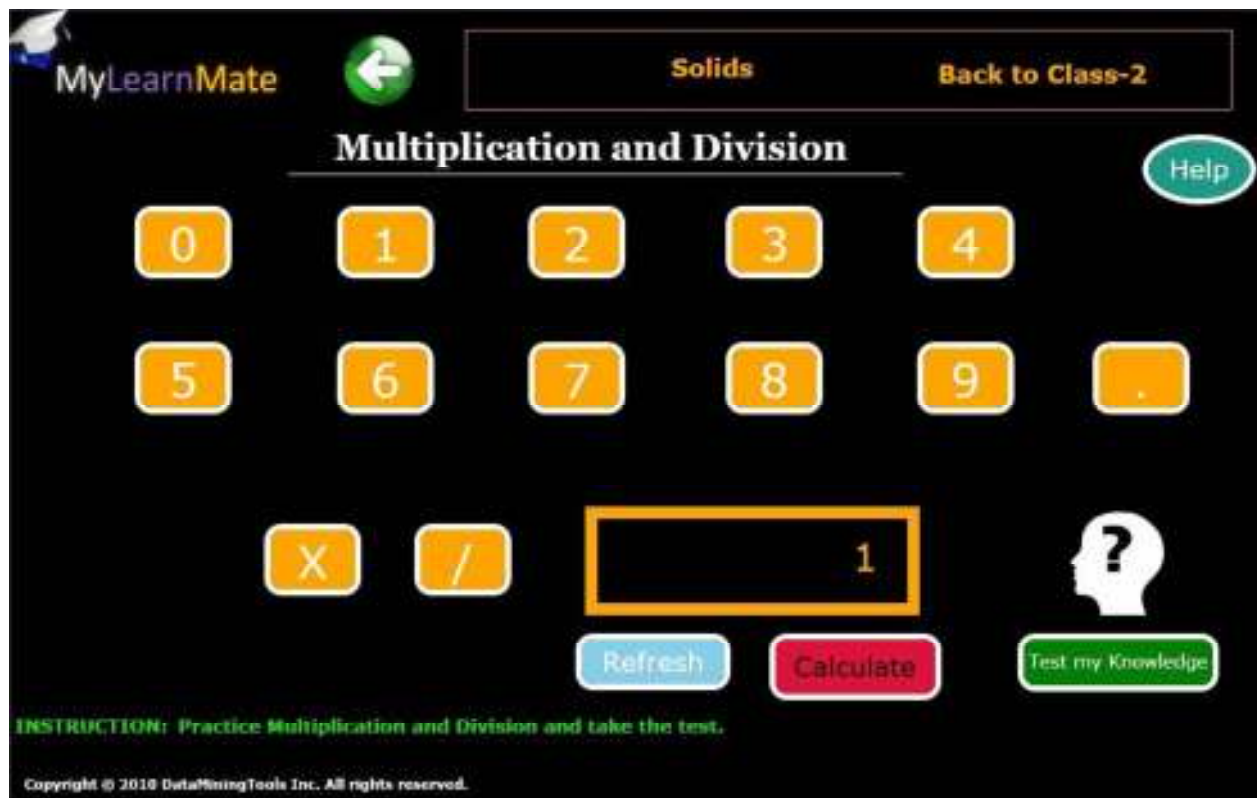


1. Hover the mouse over the shape to learn the definition.
2. After thorough practice, click on Test my knowledge.
3. In the test, answer to the questions by drag-and-drop.
4. Click on submit, to check the answer.



MyLearnMate Class-2

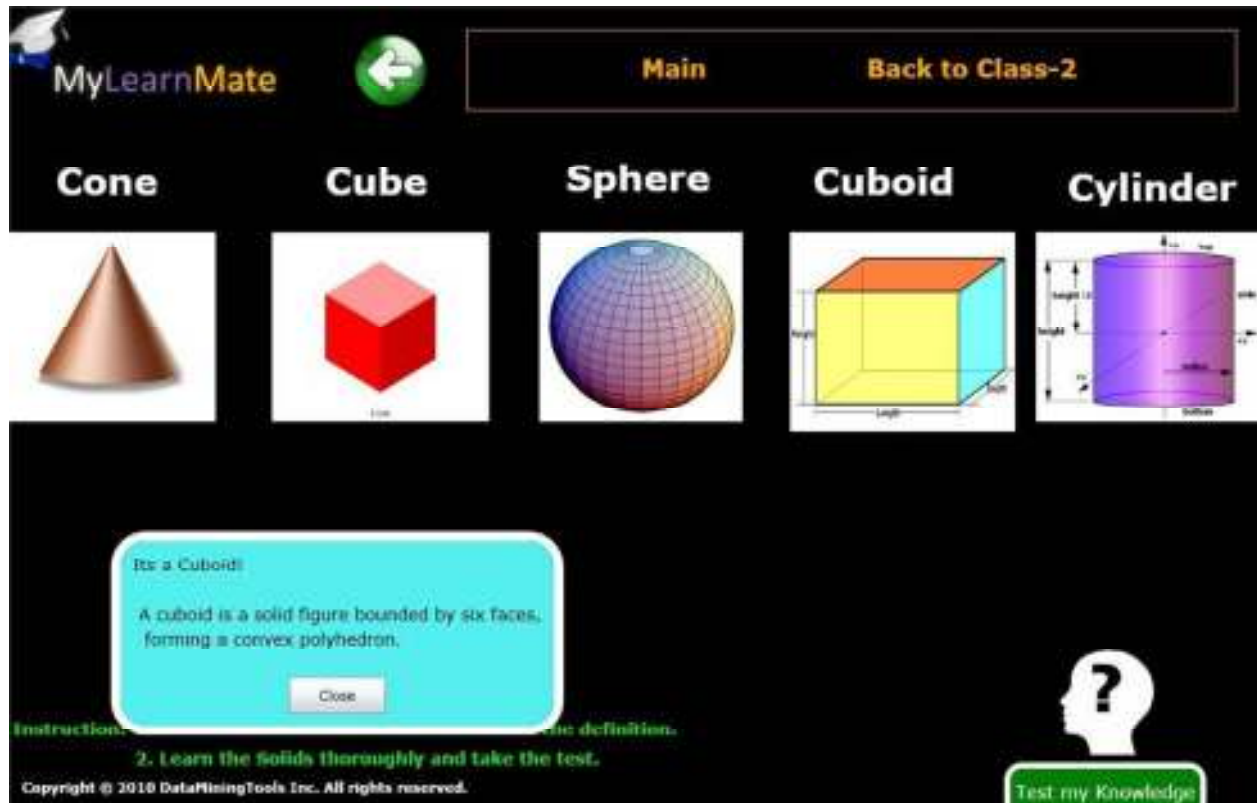
Steps to learn Multiplication and Division:



1. Click on any number.
2. Click on the sign.
3. Click on the second number.
4. Click on calculate to check the answer.
5. After thorough practice, click on Test my knowledge.



Steps to learn Solids:



1. Hover the mouse over the solid to learn the definition.
2. After thorough practice, click on Test my knowledge.
3. In the test, answer by drag-and-drop.
4. Click on submit, to check the answer.



✚ Steps to learn Months and Days:

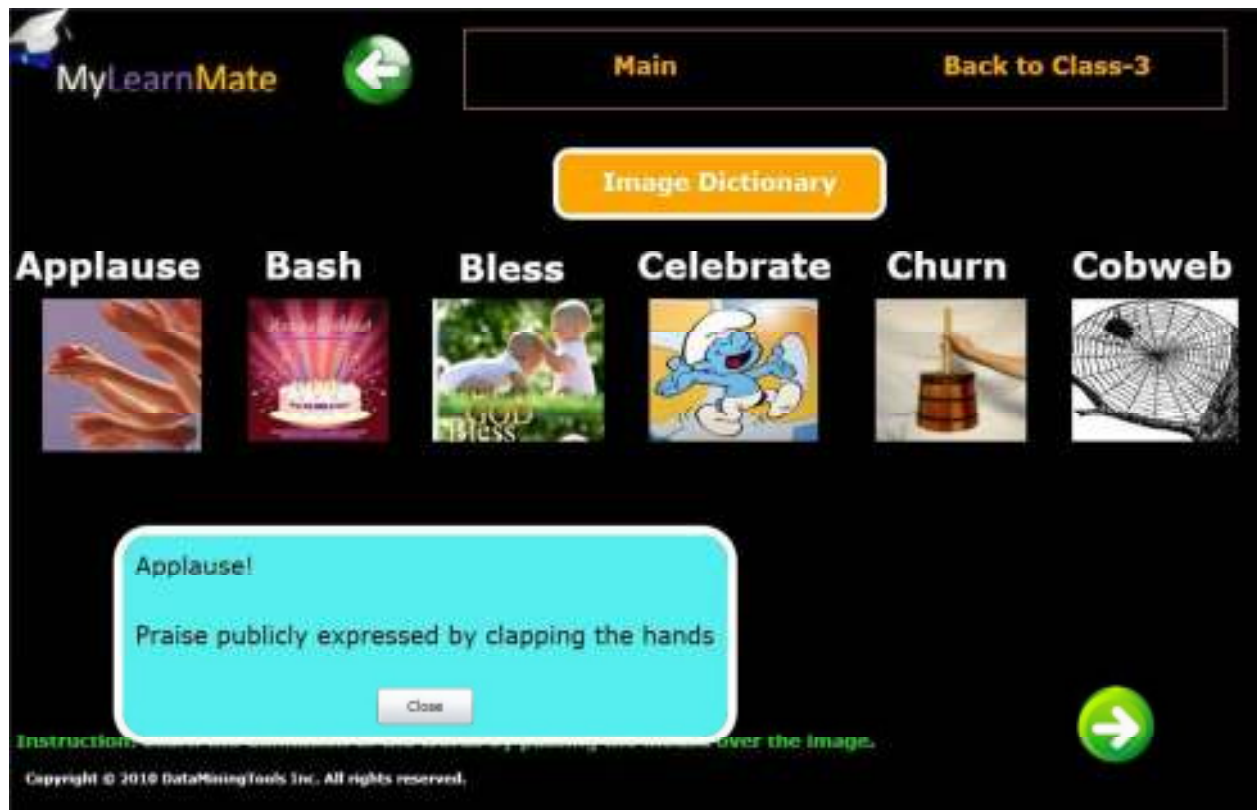
The screenshot shows the MyLearnMate interface for a 'Year cycle' puzzle. The puzzle area has a title 'Year cycle' and 12 numbered boxes arranged in a circular path. Box 1 is labeled 'January' and box 2 is labeled 'February'. The other boxes are empty. To the right of the puzzle is a list of months: September, April, June, December, July, November, October, May, March, and August. At the bottom, there are 'Submit' and 'Refresh' buttons. The interface also includes a 'Main' button, a 'Back to Class-2' button, and a 'Help' button.

1. Click and hold the month on the right tab.
2. Drag the months on to the year cycle.
3. After placing the months in right order, Click on submit to check the answer.
4. Click on refresh to try again.
5. Follow the same procedure to learn Days.



MyLearnMate Class-3

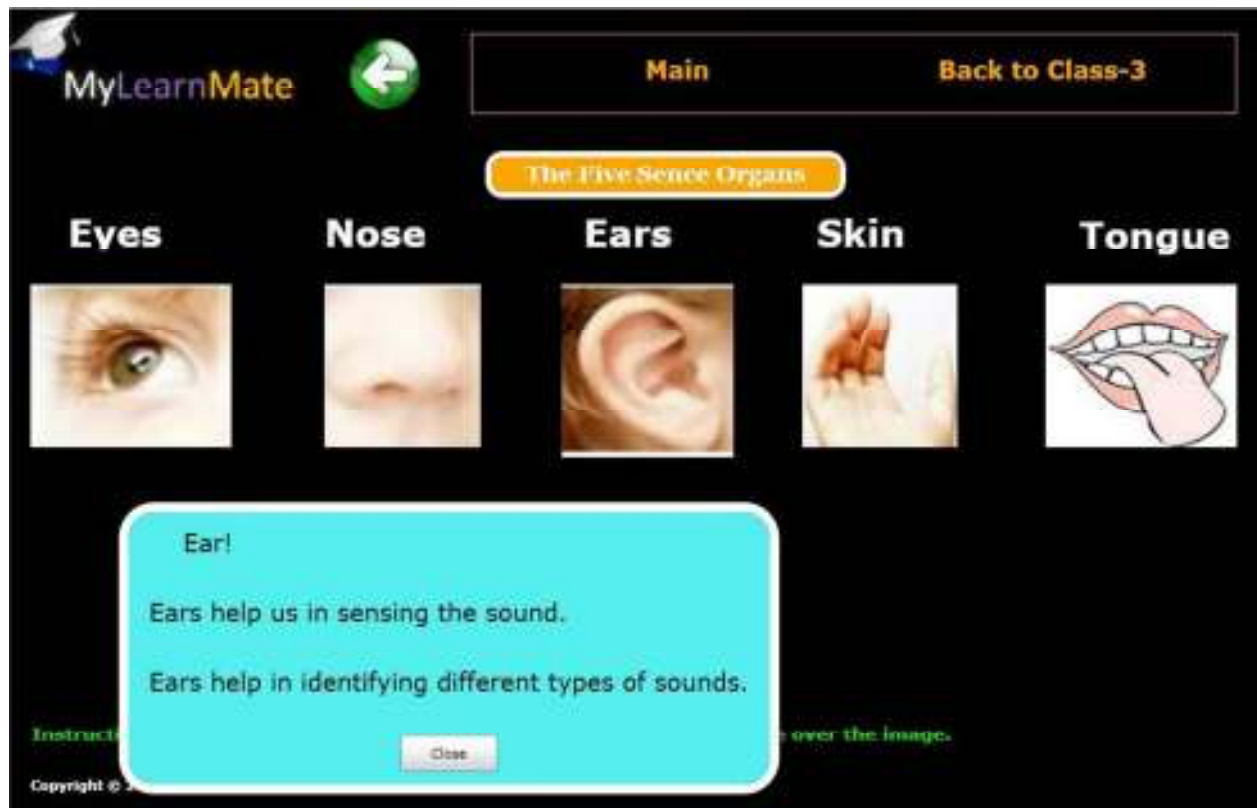
Steps to learn Image Dictionary:



1. Hover the mouse over the image to learn the definition.
2. Click on arrow at the right bottom, to learn more words.



Steps to learn Sense Organs:



1. Hover the mouse over the organ to learn its function.



✚ Steps to learn the mechanism of Globe:



1. Click on spin, to spin the globe.
2. Click to stop, to stop the rotation.



Steps to learn the mechanism of Clock:



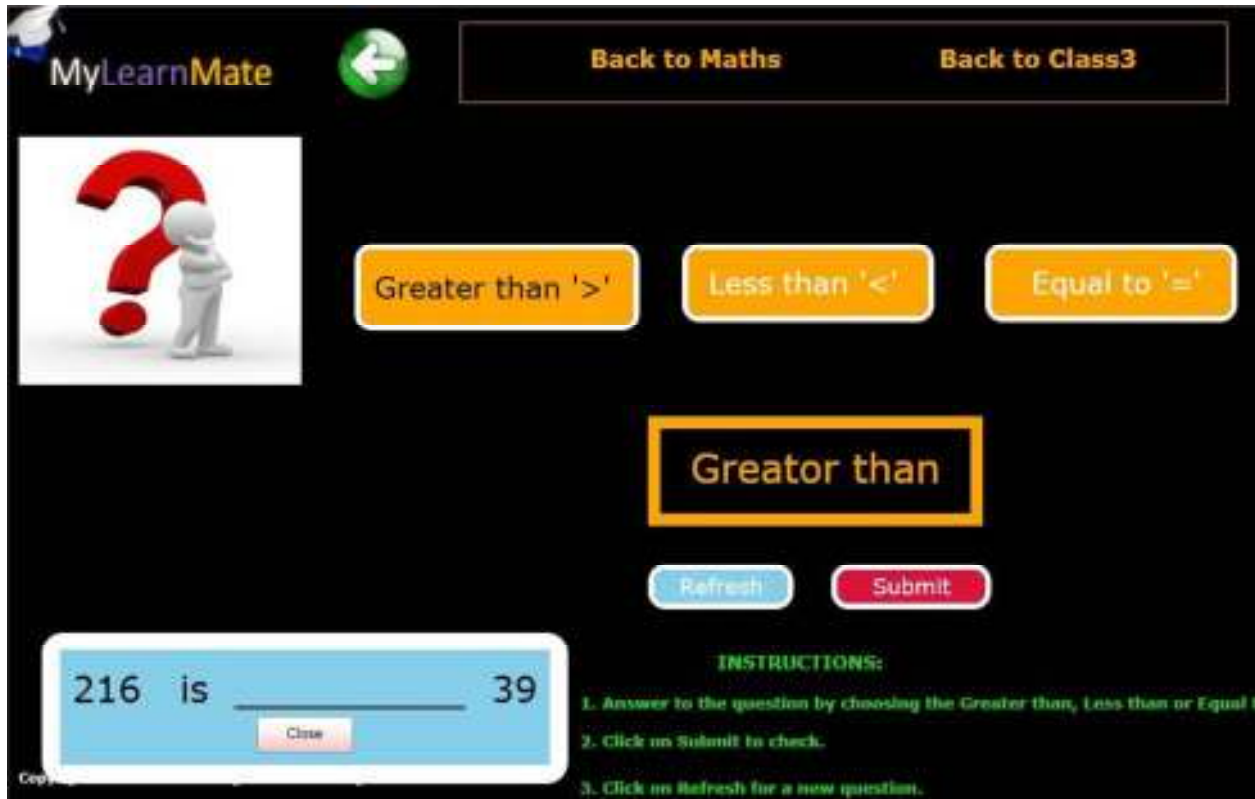
The screenshot shows the 'MyLearnMate' Clock interface. At the top left is the 'MyLearnMate' logo and a green circular arrow icon. To the right are two tabs: 'Main' (selected) and 'Comparison'. A 'Help' button is in the top right. The central part features a large analog clock face with numbers 1-12. Below the clock is the word 'Clock' in large white text. To the right of the clock are three input fields: 'Set the Hour' with the value '3', 'Set the Minute' with '30', and 'Set the Second' with '30'. Below these are 'Calculate' and 'Refresh' buttons. At the bottom left, there is an instruction: 'Instruction: Practice to set the clock thoroughly and take the test.' and a copyright notice: 'Copyright © 2010 DataMiningTools Inc. All rights reserved.' At the bottom right, there is a 'Test my Knowledge' button with a question mark icon above it.

1. Learn to set the clock.
2. Set the hours, minutes and seconds.
3. Click on calculate, to check the new time.



4. After thorough practice, click on Test my knowledge.

✚ Steps to learn Comparison Operators:

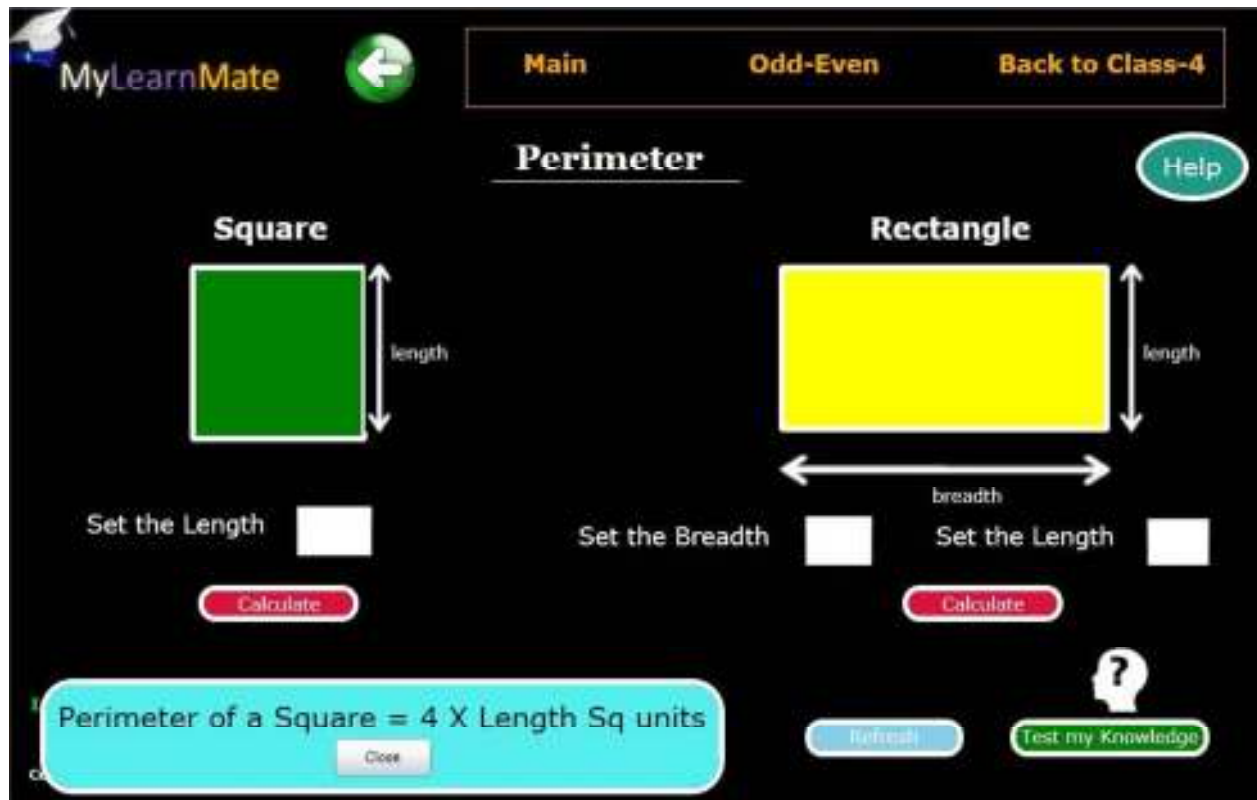


1. After understanding the comparison operators, click on Test My Knowledge.
2. Fill in the blank by clicking on Greater than, less than or Equal to button.
3. Click on submit to check the answer.



MyLearnMate Class-4

✚ Steps to learn Perimeter:



1. Hover the mouse over the shape, to learn the formula for the perimeter.
2. Set the length and breadth of the shape.
3. Click on calculate, to check the answer.
4. After thorough practice, click on Test My Knowledge.



Steps to learn Odd - Even:



The screenshot shows the MyLearnMate interface for an Odd-Even game. At the top left is the 'MyLearnMate' logo with a green arrow icon. To the right are two buttons: 'Back to Maths' and 'Back to Class4'. Below the logo is a 3D illustration of a white figure standing next to a large red question mark. In the center, there are two large orange buttons labeled 'Odd' and 'Even'. Below these is a smaller orange box containing the word 'Odd'. At the bottom left, a blue box displays the question 'Is 297 odd or even?' with a 'Close' button. At the bottom right, there are 'Refresh' and 'Submit' buttons. Below these buttons, the 'INSTRUCTIONS:' are listed: 1. Answer to the question by choosing the Odd or Even. 2. Click on Submit to check. 3. Click on Refresh for a new question.

MyLearnMate

Back to Maths Back to Class4

Odd Even

Odd

Refresh Submit

Is 297 odd or even?

Close

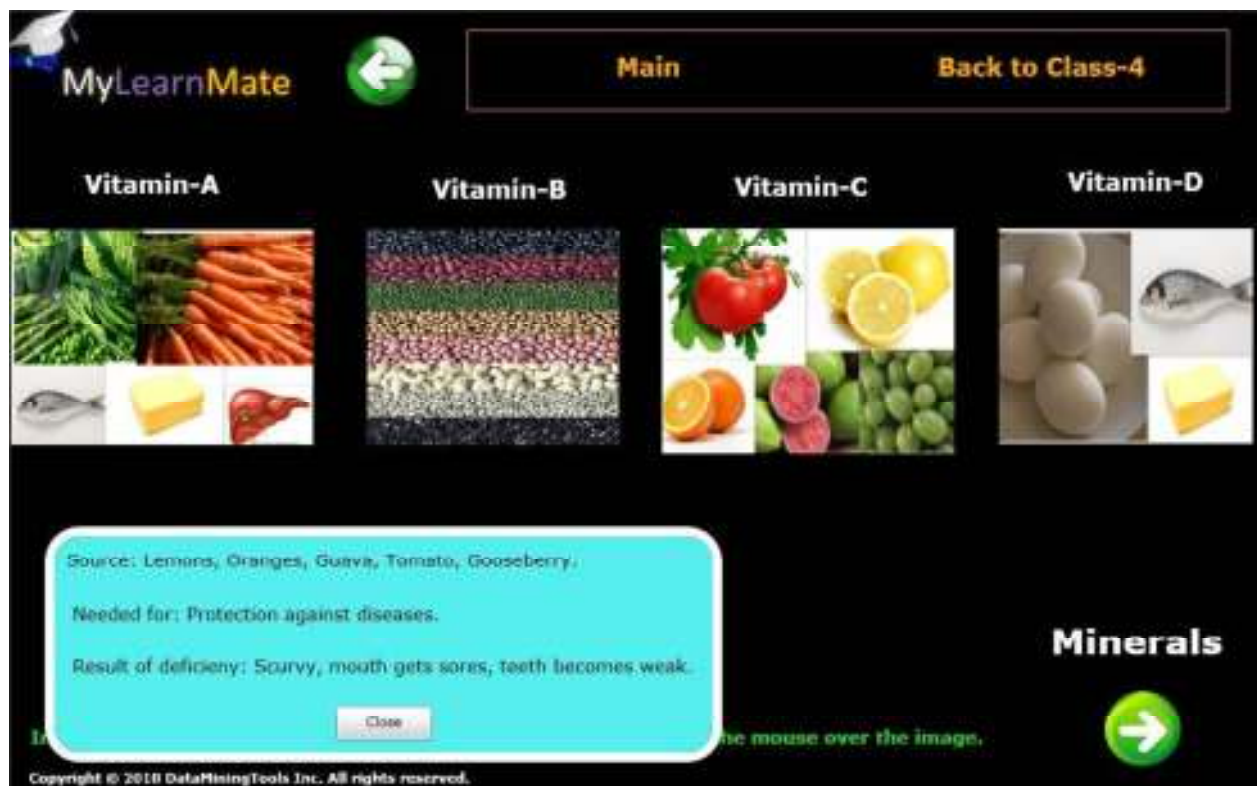
INSTRUCTIONS:

1. Answer to the question by choosing the Odd or Even.
2. Click on Submit to check.
3. Click on Refresh for a new question.

1. After understanding the concept, click on Test My Knowledge.
2. Answer to the question, by clicking on Odd or Even.
3. Click on Submit, to check the answer.
4. Click on Refresh, to try again.



✚ Steps to learn Vitamins:

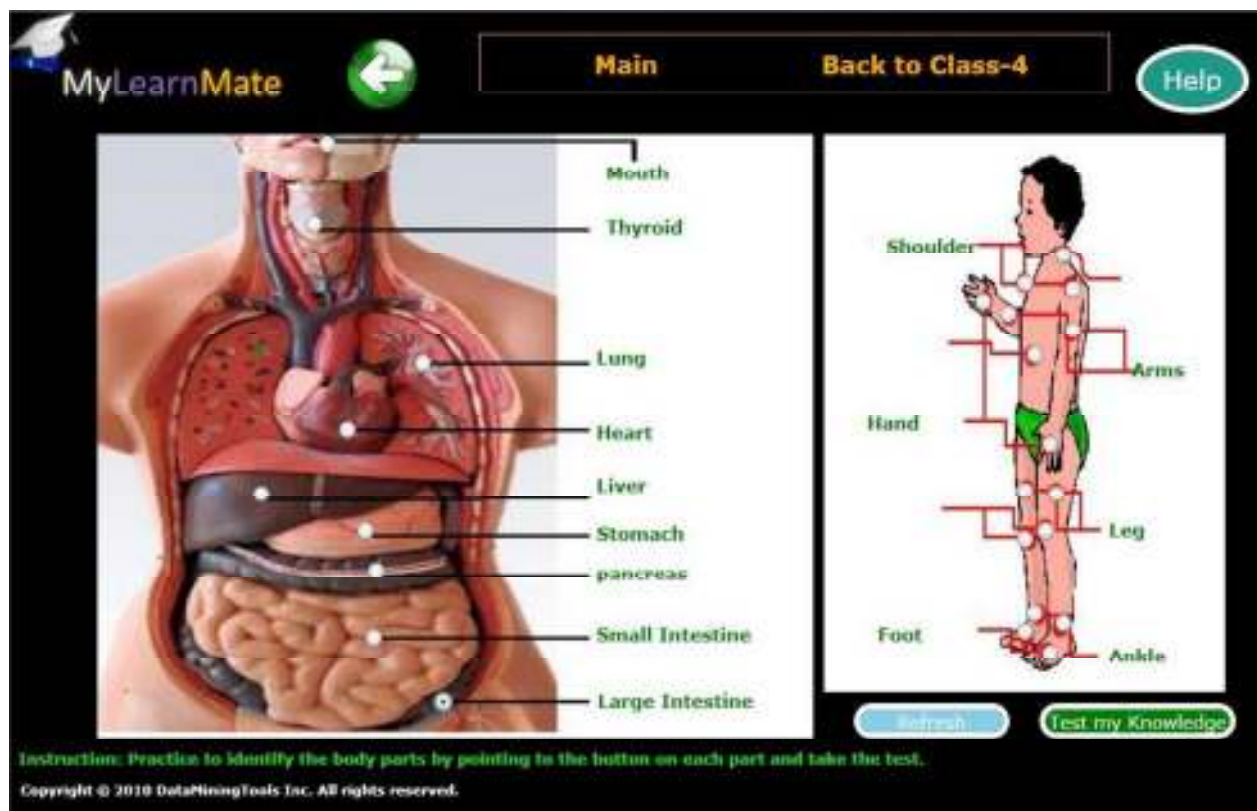


1. Hover the mouse over the vitamin to about the vitamin's properties.
2. Continue the same for Minerals.
3. After thorough practice, click on Test my knowledge.
4. Answer to the questions by drag-and-drop.
5. Click on Submit, to check the answer.



6. Click on Refresh, to try again.

Steps to learn the parts of Human Body:

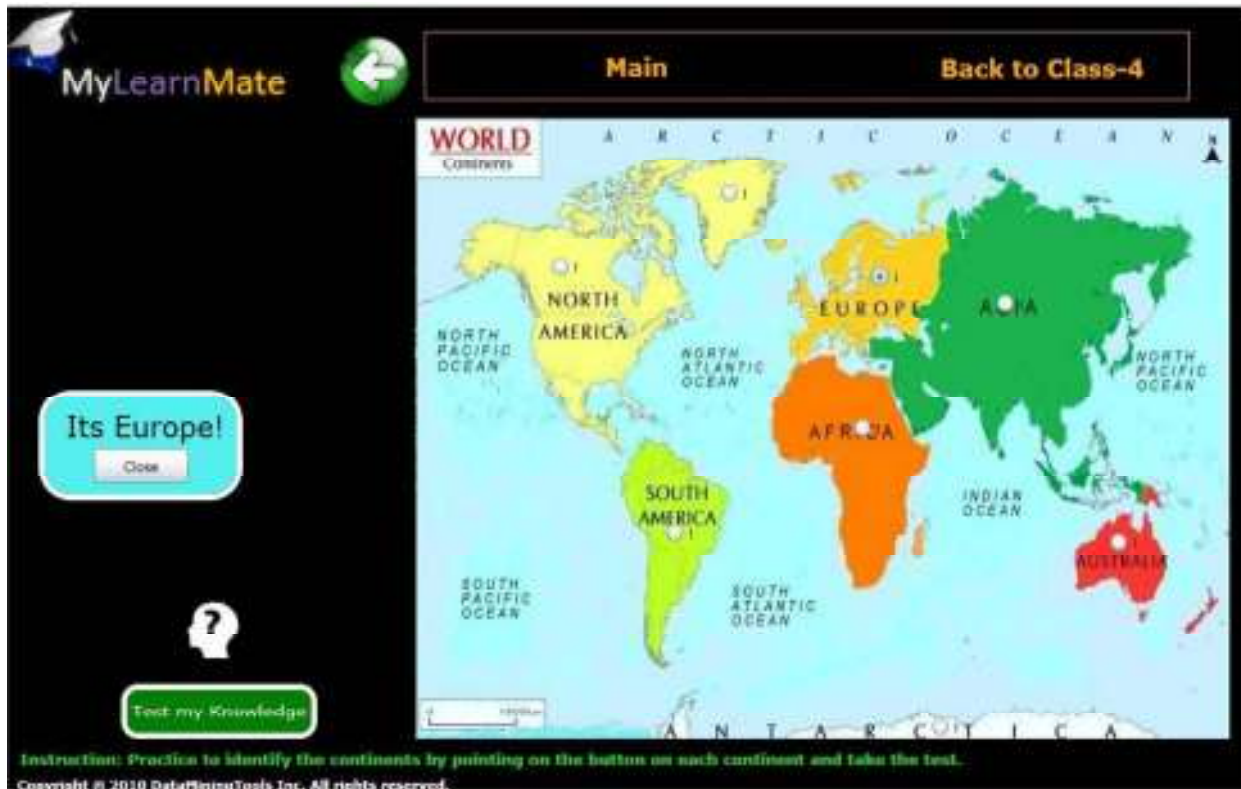


1. Click over the buttons on the body, to learn the parts.
2. After thorough practice, click on Test my knowledge.



3. In the test, answer to the questions by drag-and-drop.
4. Click on submit, to check the answer.
5. Click on refresh, to try again.

Steps to learn Maps:

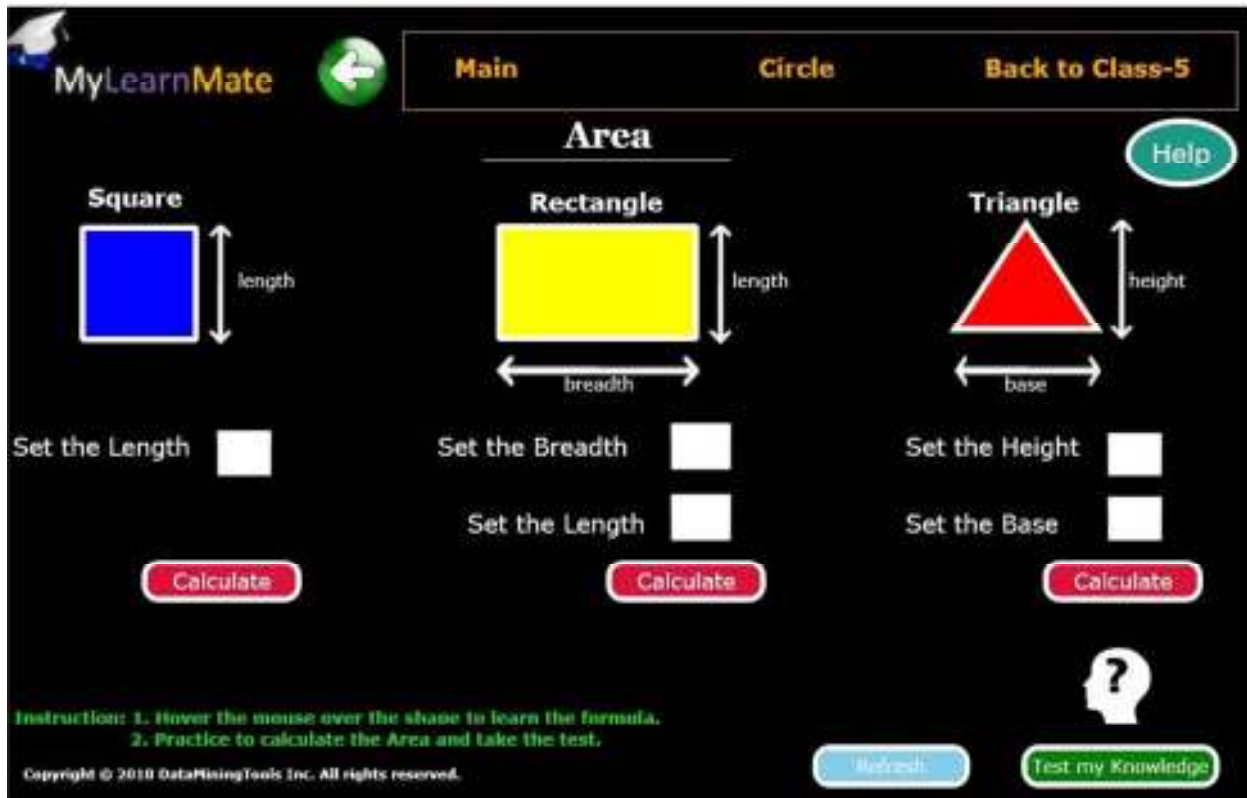



1. Click over the buttons on the map, to learn the name of the continent.
2. After thorough practice, click on Test my knowledge.
3. Answer to the questions by pointing to the right continent.
4. Click on refresh, to try again.




MyLearnMate Class-5

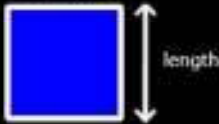
Steps to learn Area:



MyLearnMate  **Main** **Circle** **Back to Class-5**

Area 

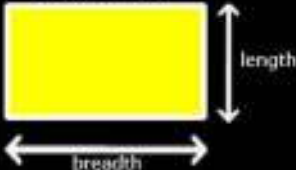
Square



Set the Length

Calculate

Rectangle

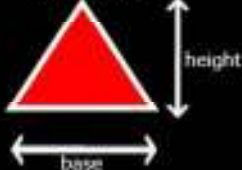


Set the Breadth

Set the Length

Calculate

Triangle





Set the Height

Set the Base

Calculate

Instructions: 1. Hover the mouse over the shape to learn the formula.
2. Practice to calculate the Area and take the test.

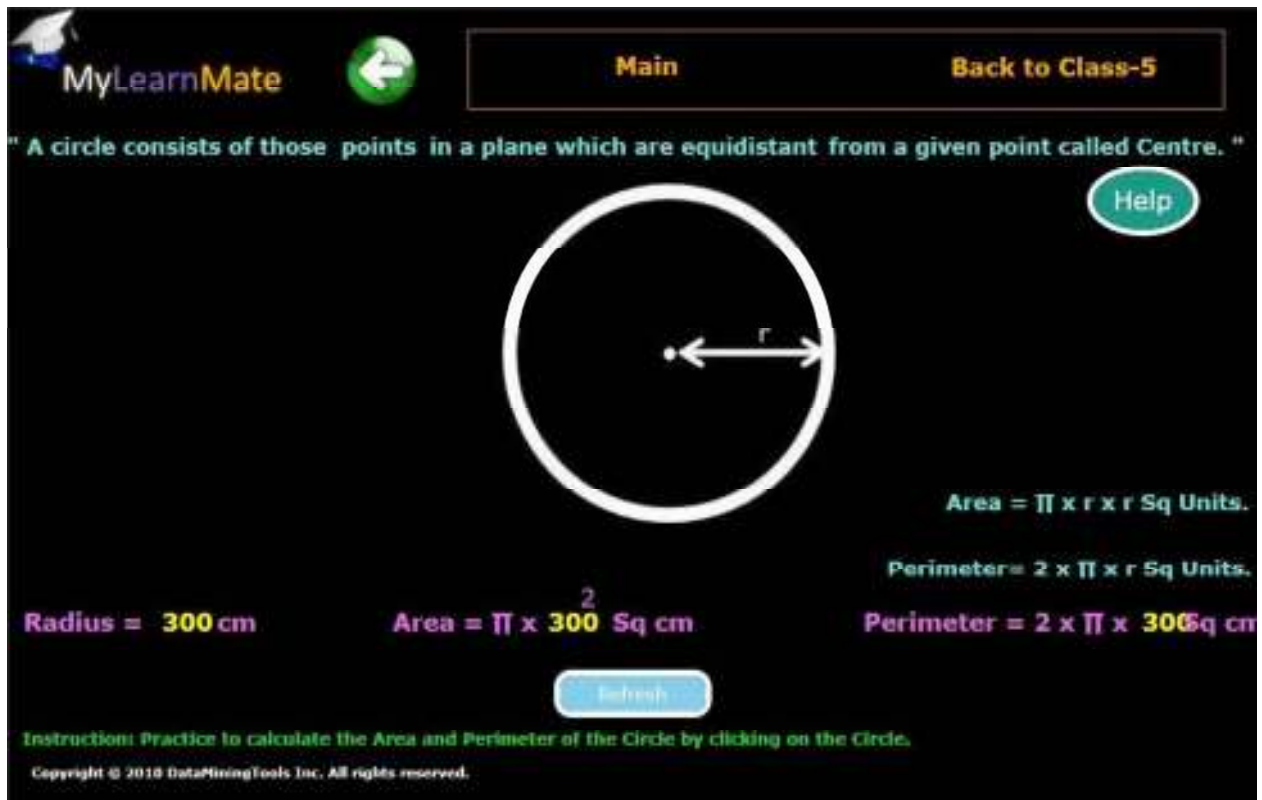
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1. Hover the mouse over the shape, to learn the formula for the Area.
2. Set the length and breadth of the shape.
3. Click on calculate, to check the answer.
4. After thorough practice, click on Test My Knowledge.



Steps to learn the concept of Circle:

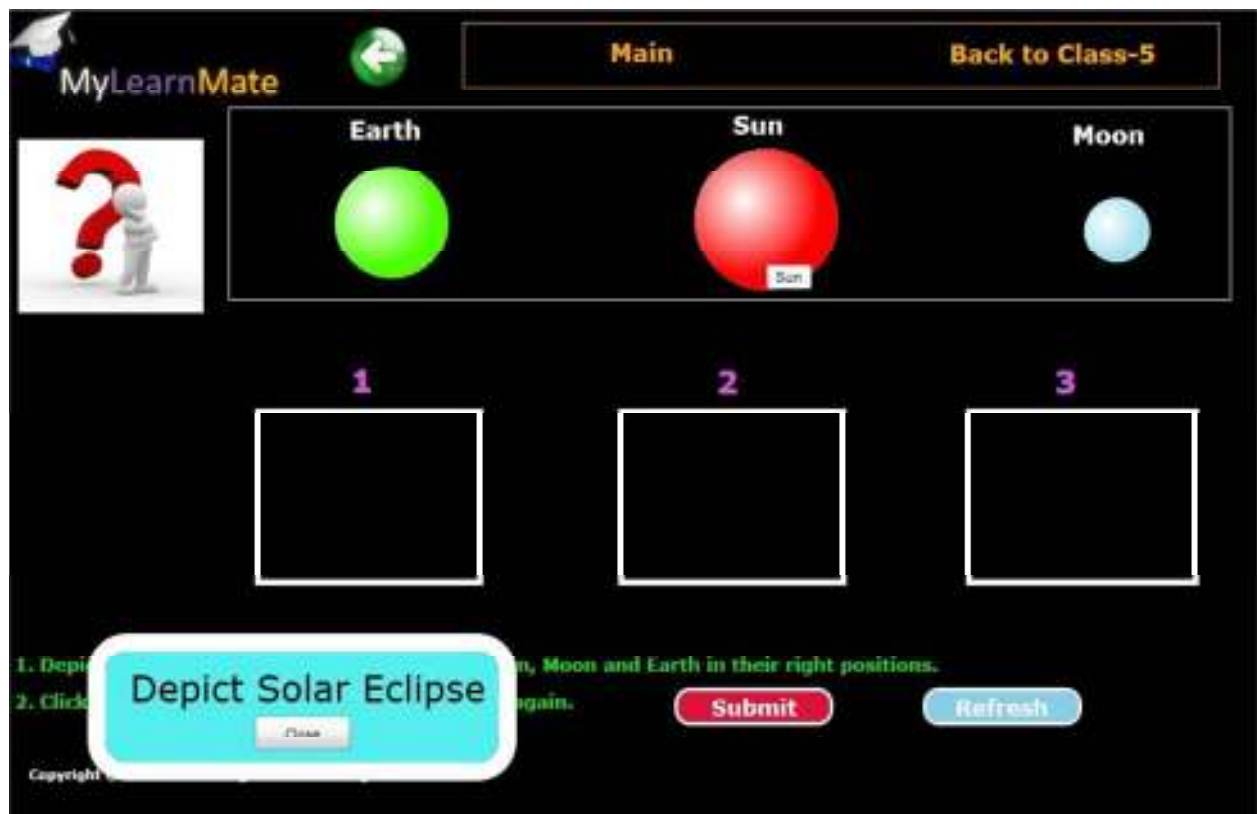


The screenshot shows the MyLearnMate interface for learning about circles. At the top, there's a navigation bar with "Main" and "Back to Class-5" buttons. Below this, a definition of a circle is provided: "A circle consists of those points in a plane which are equidistant from a given point called Centre." A "Help" button is next to it. In the center, a circle is shown with its center point and a radius line labeled 'r'. To the right, the formulas for Area and Perimeter are displayed: $\text{Area} = \pi \times r \times r \text{ Sq Units.}$ and $\text{Perimeter} = 2 \times \pi \times r \text{ Sq Units.}$. Below these, the current values are shown: Radius = 300 cm, Area = $\pi \times 300^2 \text{ Sq cm}$, and Perimeter = $2 \times \pi \times 300 \text{ cm}$. A "Refresh" button is at the bottom center. At the very bottom, instructions and copyright information are provided: "Instructions: Practice to calculate the Area and Perimeter of the Circle by clicking on the Circle." and "Copyright © 2010 DataMiningTools Inc. All rights reserved."

1. Learn the definition of the circle.
2. Click on the center of the circle, to observe the changes in radius, perimeter and area of the circle.
3. Learn the definitions for the Area and Perimeter of the Circle.
4. Click on Refresh, to try again.



Steps to understand the concept of Eclipse:



1. After understanding the mechanism of Eclipse, click on Test My Knowledge.
2. Depict the eclipse, by drag and drop.
3. Drag and drop the Sun, Moon and Earth to the right positions.
4. Click on submit, to check the answer.
5. Click on refresh, to try again.



✚ Steps to understand the concept Force:

The screenshot shows the MyLearnMate interface. At the top left is the logo and a home icon. Navigation buttons include 'Main', 'Back to Class-5', 'Force' (highlighted), and 'Help'. The central area features a blue table with a red ball on it. To the left of the table, a definition of force is provided: "Any Push or pull which makes the objects move is called as Force." To the right, the formula $\text{Force} = \text{mass} \times \text{acceleration}$ is displayed. Below the table, three variables are shown: Mass of the ball = 5 kg, Acceleration = 0 m/s, and Force = 0 N. At the bottom left, an instruction reads: "Instruction: Understand the Concept of Force, its definition and Formula." followed by a copyright notice for 2018 DataMiningTools Inc. A 'Refresh' button is located at the bottom right.

MyLearnMate

Main Back to Class-5

Force Help

"Any Push or pull which makes the objects move is called as Force."

Force = mass X acceleration

Mass of the ball = 5 kg
Acceleration = 0 m/s
Force = 0 N

Instruction: Understand the Concept of Force, its definition and Formula.
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Refresh

1. Learn the definition and Formula of Force.
2. Click and drag the ball on the table to observe the changes in Acceleration and Force.



3. Click on Refresh, to try again.

✚ Steps to understand the concept Work:

MyLearnMate

Main Back to Class-5

Work

Help

" The vertical force exerted
by a mass as a result of gravity
is called as Work. "

Work= Force x Displacement

Force = 0 N

Displacement = 0 m

Work = 0 J (Nm)

Refresh

Instruction: Understand the Concept of Work, its definition and Formula.

1. Learn the definition and Formula of Work.
2. Click and drag the weight over the pulley to observe the changes in Force and Work.
3. Click on Refresh, to try again.



MyLearnMate Paint



1. Select the color, by clicking on the button on the right side.
2. Draw or paint on the canvas using mouse.
3. Click on refresh to clear the canvas.



MyLearnMate Videos



1. Click on the video name from the right hand tab.
2. Click on the Play button to play the song.



Use, share and spread the joy of learning!

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