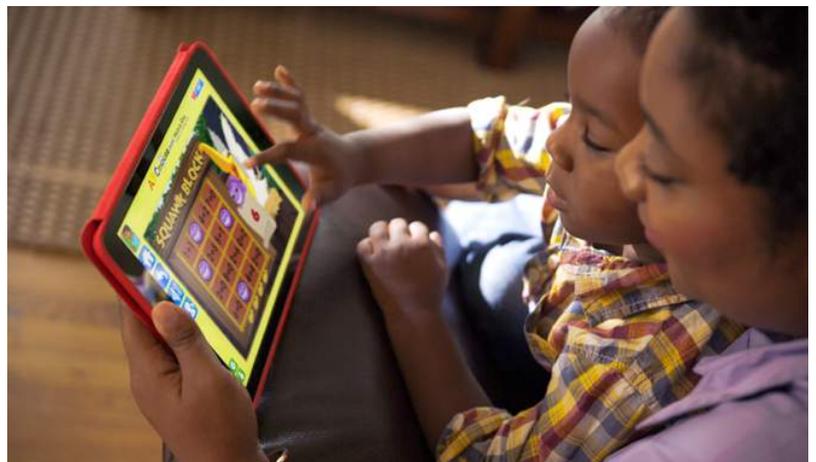




**ABCMouse**®

**ABCMouse** Early Learning Academy’s award-winning curriculum is aligned to widely recognized standards of education and development for young learners in preschool, pre-k, kindergarten, 1st grade, and 2nd grade. It encompasses all key academic subject areas, including reading and language arts, math, science, health, social studies, art, and music. ABCmouse has been designed in all aspects to engage children, and it includes more than 11,000 Learning Activities—each individually crafted to appeal to children and simultaneously address essential learning outcomes.



### Research-Validated

Age of Learning partners with independent researchers and early education experts who have completed several large-scale research studies with more than 20,000 children globally.

### Significant Improvements

Regular ABCmouse usage in pre-k and kindergarten has been proven to increase outcomes in literacy and numeracy skills.

### Educational Excellence

Our comprehensive standards-based curriculum is designed in close collaboration with experienced educators and other early learning experts.

45 minutes per week yields early literacy gains!



**ABCmouse** is the leading and most comprehensive online learning resource for children ages 2–8+. Developed by Age of Learning and available on computers, tablets, and smartphones, ABCmouse is helping children everywhere build a strong foundation for academic success.



- ✓ More than **11,000 standards-based Learning Activities** covering preschool, pre-k, kindergarten, 1st grade, and 2nd grade
- ✓ More than **850 lessons in 10 levels** along our Step-by-Step Learning Path
- ✓ More than **5 billion Learning Activities** completed to date
- ✓ Regularly used in more than **100,000 U.S. classrooms**
- ✓ Available in more than **7,500 public libraries**
- ✓ Consistently the **#1 app in the Kids and Education categories** on the iPad and iPhone

### Award-Winning Curriculum



Parents' Choice  
GOLD Award



Teachers' Choice Award



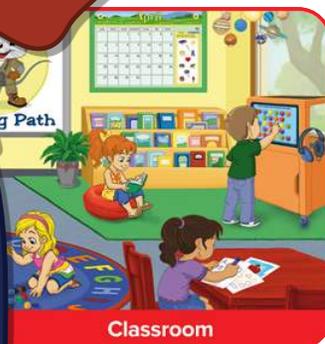
Teachers' Choice Award  
for the Classroom



Mom's Choice  
Award GOLD



Editor's  
Choice Award



Classroom



Reading



Zoo



Map



Math



Games



My Learning Path



Farm



To learn more, visit [www.AofLfoundation.org](http://www.AofLfoundation.org) or email [ContactUs@AofLfoundation.org](mailto:ContactUs@AofLfoundation.org)



## A Patented, Fully-Adaptive Program That Helps Children Build Mastery of Fundamental Math Concepts

From the makers of ABCmouse®, Mastering Math is an award-winning, adaptive game-based program that helps children in preschool through 2nd grade build a strong understanding of fundamental math concepts and skills. It features 30 games that cover 200+ Learning Objectives, including counting, comparing quantities, the base-ten system, and addition/subtraction operations.

### Engaging and Instructive

Mastering Math helps children achieve proficiency through individualized learning pathways, engaging characters and scenarios, and continuous assessment that is built into every level of every game.

#### Embedded Assessment and Instruction

These features are incorporated into gameplay, ensuring that learning is fun, every step of the way.

#### Personalized Scaffolding

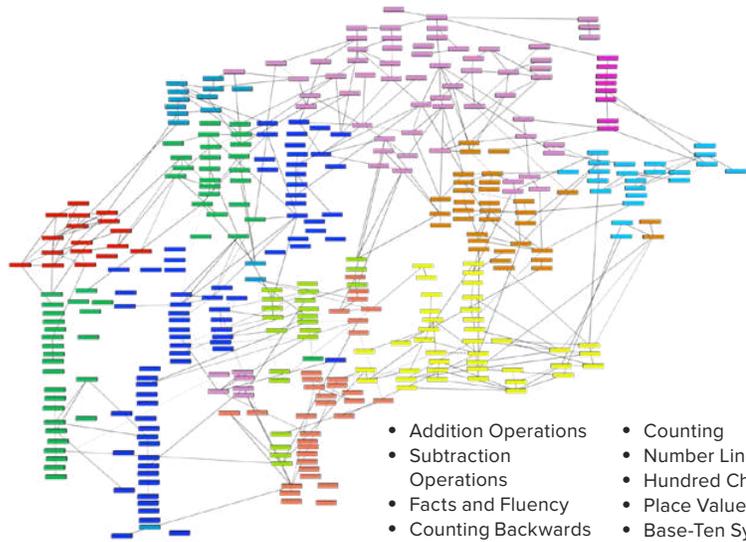
Formative feedback and scaffolding are used to supplement instruction and correct student misconceptions.

#### Engaging Learning Companions

Developmentally appropriate characters and meaningful context make math learning fun and relatable.

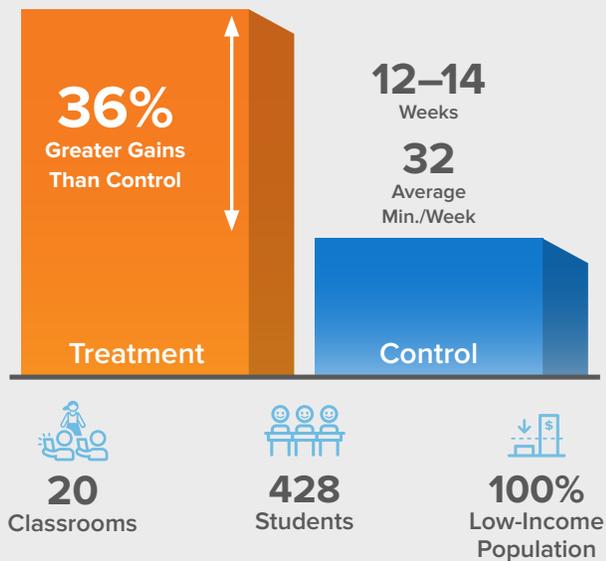
# Patented Mastery Approach

A **Research-Based Knowledge Map**, developed by our team of curriculum experts who share 200+ years of combined experience, breaks down standards into granular Learning Objectives. Our patented **Mastery Learning System** guides students through these Learning Objectives, delivering an individualized experience with carefully scaffolded feedback that helps develop a love of learning.



- Addition Operations
- Subtraction Operations
- Facts and Fluency
- Counting Backwards
- Skip Counting
- Counting
- Number Line
- Hundred Chart
- Place Value
- Base-Ten System

## Mastering Math Increased Math Gains by 36%



**Mastering Math significantly accelerates learning gains** in students' math knowledge, compared to control-group peers.

<https://www.ageoflearning.com/research/>

## Dashboards and Reporting

Mastering Math's real-time **Monitoring and Assessment System** allows teachers to monitor classroom and individual progress on each concept and skill, and track which concepts the students have mastered and where they need extra practice. Additionally, administrative-level reporting allows progress to be monitored at a school or district level.

*Quickly view the entire class or filter into groups, and easily access class or group progress.*



To learn more, visit [www.AofLfoundation.org](http://www.AofLfoundation.org) or email [ContactUs@AofLfoundation.org](mailto:ContactUs@AofLfoundation.org)



# ReadingIQ

## A Digital Library and Literacy Platform

Developed by leading education technology innovator Age of Learning, ReadingIQ is designed by reading experts to improve literacy skills and match children 12 and under to books that are just right for their reading abilities and grade levels. From beautifully illustrated picture books, popular series, and comic books, to chapter books, graphic novels, and books on every academic subject, ReadingIQ is the personal learning library that helps children grow as readers.

- An ever-expanding **collection of award-winning books and childhood classics**, including *National Geographic Kids*, *Curious George*, *Highlights*, *The Boxcar Children*, *The Polar Express*, *Jumanji*, and many more
- **Three widely used book leveling systems**—Accelerated Reader®, Lexile®, and Guided Reading
- **Reading Level Assessments** that measure children's reading abilities and match them to the right books for their levels
- **Show What You Know** quizzes to evaluate reading comprehension
- Professionally **voiced titles** that are perfect for developing pre-readers' and emerging readers' early literacy skills
- Ability to **track and monitor** each child's progress
- **Age-appropriate** books that children will love, all in a **100% safe** and **child-friendly** environment
- Available on **computers, tablets**, and **smartphones** with a low-cost monthly or annual subscription

[ReadingIQ.com](http://ReadingIQ.com)

To learn more, visit [www.AofLfoundation.org](http://www.AofLfoundation.org) or email [ContactUs@AofLfoundation.org](mailto:ContactUs@AofLfoundation.org)



## ADVENTURE ACADEMY™

Adventure Academy is an educational **massively multiplayer online** game (MMO) for elementary and middle school students. It features thousands of enjoyable learning activities that are discovered on quests through an interactive virtual world. Expertly designed to create a highly engaging and educational environment, Adventure Academy focuses on building critical knowledge and skills in language arts, math, social studies, science, and more.

Age of Learning, the company behind the industry-leading ABCmouse® online learning program, developed Adventure Academy with a substantial investment over the course of three years. In Adventure Academy, the more you explore, the more you learn.

**Audience:** Elementary and middle school students

**Gameplay:** In Adventure Academy, learners

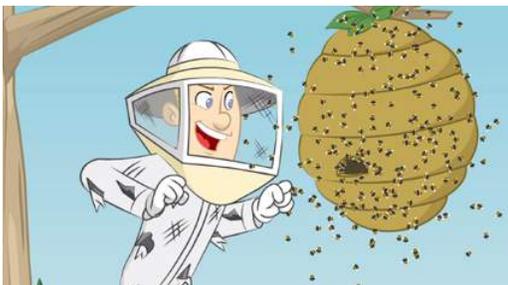
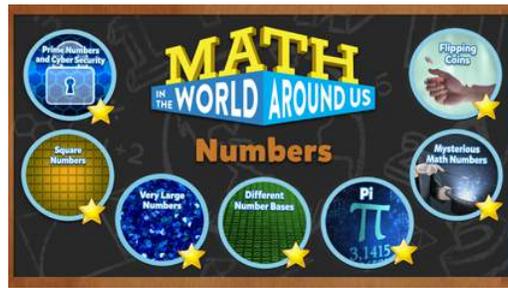
- Create and customize their Avatar's features, clothing and backpack.
- Complete quests and learning challenges to level up, unlock new zones, and earn rewards in an ever-expanding virtual world.
- Interact with other learners, chat, and create or join clubs in a safe, COPPA-compliant environment.
- Play the entire game across multiple platforms, including computers, smartphones, and tablets.



## Curriculum

Age of Learning has brought the same curriculum-first approach to Adventure Academy that it successfully employed in ABCmouse, which has helped educate more than 20 million children to date.

- Adventure Academy features thousands of educational learning activities, such as videos, reading experiences, games, quizzes, and many other interactive elements—all within the frameworks of U.S. (and international) curriculum standards.
- It is crafted by a curriculum team of expert educators who are on staff.



To learn more, visit [www.AofLfoundation.org](http://www.AofLfoundation.org) or email [ContactUs@AofLfoundation.org](mailto:ContactUs@AofLfoundation.org)