

Fully Sponsored Access to all 5 EdAlive Central websites

- No cost to your school
- Access to 31st Dec 2020
- Quick and simple to order through the NSW DoE staff portal
- **Ages** 4-15+
- **Directly linked** to the NSW Syllabus
- **Covers** Maths, Reading, Word Skills, Typing



Central.EdAlive.com
email: customer@edalive.com
Phone: +61 2 6776 0200
Australia Toll Free: 1800 023 069



ST4S Risk rating

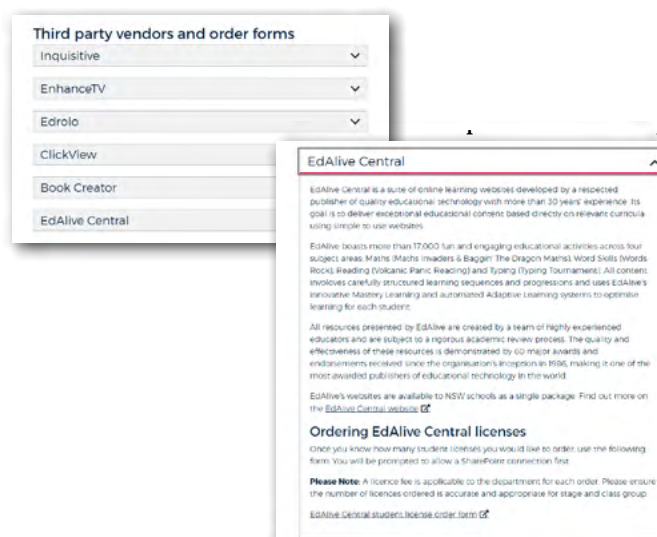


- **Fully Sponsored**
- **Access to all 5 websites**
- **No cost to your school**

During the COVID-19 disruptions the [NSW DoE](#) is fully sponsoring access for Departmental schools to these essential EdAlive Central Online services.

To subscribe at no cost to your school:

1. Login to your NSW DoE Staff Portal and use this direct link: [DoE Staff Portal - Third Party Software](#)
OR search for "Third Party Software" and select the "Leading Educational Continuity Third Party Software" result.
2. Scroll down to the "Third party vendors and order forms" section.
3. Select the entry for "EdAlive Central" and click on the "EdAlive Central student licence order form" link at the bottom of the product description.



4. Complete the order form with your school's details and click "Submit Order".

EdAlive - Bringing you the very best in Ed Tech since 1986

Our beginnings

EdAlive was founded in 1986. It has been our great privilege to serve Australian educators with the very best in educational technology. Over the years we have operated as:

- **New Horizons** - supplying educational software to schools.
- **EdAlive the education CD publisher** with over 1,000,000 CDs used by families and 10,000 schools
- The **Community Software Plan (CSP)**.
- Now, as a leading publisher of online learning websites.

Our goal

To build great educational websites that optimise learning, are liberatingly simple to use and motivate kids to learn through fun.

Kids learn at their own pace

At EdAlive, we build our educational websites knowing that every student's learning needs are different. The very design of our websites has grown from this conviction allowing students to work at their own pace using educational content that is just right for them while having heaps of fun at the same time.

Automated Adaptive Learning

Our innovative Mastery Learning and automated Adaptive Learning systems optimise learning for each student and are liberatingly simple to use.

Our adaptive learning systems use advanced algorithms to dynamically adjust the level of the activities for each student in real time. In a matter of minutes they are able to level each student and to concurrently and automatically optimise learning across multiple topics. This advanced capability means that your students are always focusing on work that is just right for them.

Over 60 major awards and endorsements

The 60 major awards and endorsements gathered over the years place EdAlive in elite company, being one of the most awarded publishers of educational technology in the world.

All the best,

Graham

Graham East

Managing Director - EdAlive



For all enquiries or to place an order contact our friendly staff.

Ph: 1800 023 069

+61 2 6776 0200

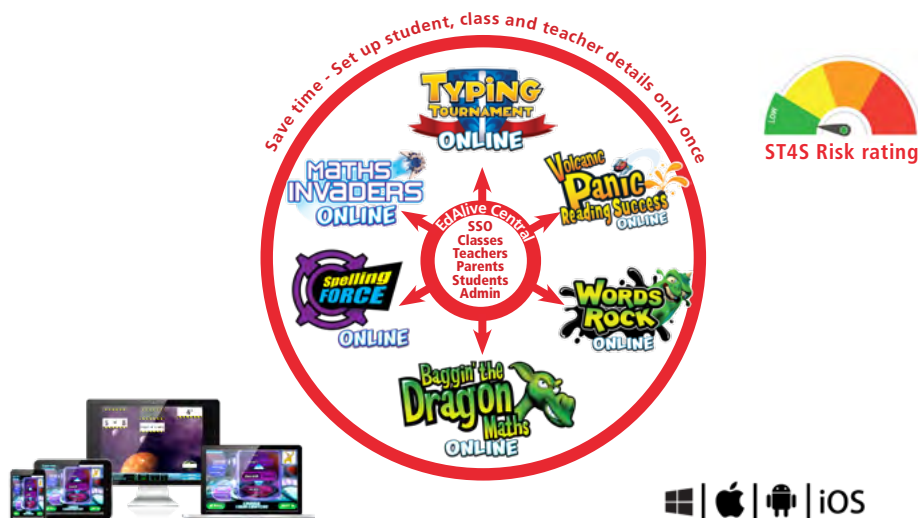
P.O. Box 658, Armidale NSW 2350

Email: customer@edalive.com

Web: central.edalive.com

EdAlive[®] CENTRAL

Central.EdAlive.com



Empowering Online Learning

EdAlive Central is the revolutionary system that integrates all of the EdAlive online learning websites into one seamless whole.

The power and flexibility of the EdAlive Central system empower each of the linked EdAlive Central online learning web sites.

Massive \$\$\$ Savings

- The first EdAlive website you purchase for your school is supplied at our regular price. **The cost is one of the lowest in the industry.**
- Subscriptions to subsequent EdAlive websites are heavily discounted.
- Greatly simplifies the administration of Online Learning within a school and reduces staff training time.

ST4S - Lowest Risk rating

Typing Tournament Online and Maths Invaders Online have both been assessed by the ST4S (Safer Technologies 4 Schools) as Low Risk (the safest category).

- Although they have not yet been assessed for ST4S, the other EdAlive Central linked titles share the same low risk design. We anticipate that once assessed, they will have the same low risk rating.
- The School Level reports are available to schools wishing to view them.
- ST4S is an Australian initiative operated by NSIP.

Single Sign On - SSO

- Creates one account for each student and teacher.
- Students and teachers can use their one account to sign into any licensed

EdAlive website with the one username and password.

- Integrates with Office 365/Azure, ADFS, Google, Facebook and other SAML Single Sign On systems.
- Class Roll Syncing with SAML Systems.

Advanced Class Management

- EdAlive Online Learning Websites share the same list of students, classes and teachers.
- Enables ultimate control over the creation of student records, the make-up of classes and their allocation to teachers.
- Once made the changes apply to all of the associated EdAlive websites.

Works on All Devices

- Works on Windows PCs, Apple Macs, Surface Tablets, iPads, Chromebooks and other Android tablets.
- Compatible with all major browsers.
- Fully web delivered removing the need to install an app on iPads or Android devices. **Uses no Flash.**

Start free trials of any of the websites today

Go to central.edalive.com/go and then follow the prompts.

1. Be sure to select the option: **I am a teacher and wish to manage my classes.**
2. Choose any of the EdAlive Websites to begin your free trial(s).

FREE TRIAL

A Revolution

Each of the EdAlive websites features a range of powerful and engaging capabilities that facilitate learning and motivate students to engage.

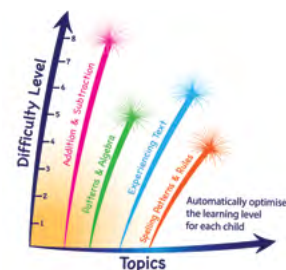
Automated Adaptive Learning

- Automatically challenges and progresses each student.
- Analyses each student's responses in real-time.
- Frees teachers and parents from the tedium of analysing children's responses and manually creating learning sequences.



Individualised Instruction

- Fully individualised learning progressions for each child.



Curriculum Correlations

Direct links to outcomes in the following:

- Australian Curriculum
- Victoria Curriculum
- NSW K-10 Syllabus
- The NAPLAN Standards
- New Zealand TKI
- US Common Core State Standards
- UK National Curriculum



Multiplayer Games

Real-time multiplayer games combined with automated adaptive learning and high quality educational content engage and motivate students at a whole new level.

- Up to 4 players in the one game.
- Fully interactive (each player's actions affect other players).
- Invite other players from your own class or anywhere in the world.
- Students have so much fun that they don't even know that they are learning.





- * **Progressively introduces the whole keyboard**
- * **Focused Lessons, Games & Drills**
- * **Graded Tests & Printable Certificates**
- * **Teaches good posture and typing habits**
- * **Each student advances at their own pace**



The complete, 10-finger typing course

Specially designed for schools: Teaches Typing For Life

- Actively promotes correct finger placement • Highly motivational

Revolutionary Typing Tutor

Typing Tournament Online is simple and fun to use yet powerful and sophisticated. It uses a unique combination of mastery learning, teaching sequences and games to motivate both children and adults to learn the vital skill of touch typing.

Get a head start in life

Adults and children who have good 10 finger typing skills are at a massive advantage at school and in life. Because they can type they will complete their work faster and more accurately and are therefore more confident and able to perform literacy tasks that daunt others.

Build mastery through play

Includes three fast action games that adjust for each level. The game speed and typing speed goals are perfectly matched for maximum fun.

Optimising classroom time

Typing Tournament Online has been carefully researched and constructed to make the teaching of typing as time efficient and easy as possible. It reduces the supervision required by teachers by actively ensuring that children use the right fingers on the right keys.

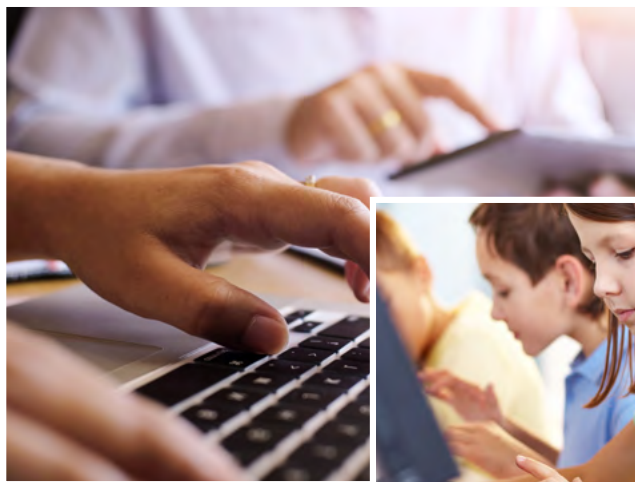


Clear & simple animated instruction

Powerful teacher tools

- Simple design informed by in-class research.
- Packed full of clever, innovative features that reduce the supervision load.
- Insightful reports.





Ages 6 - Adult

The fun way to master typing



Boost speed by



**Words Per Minute
A Term**

Transformative

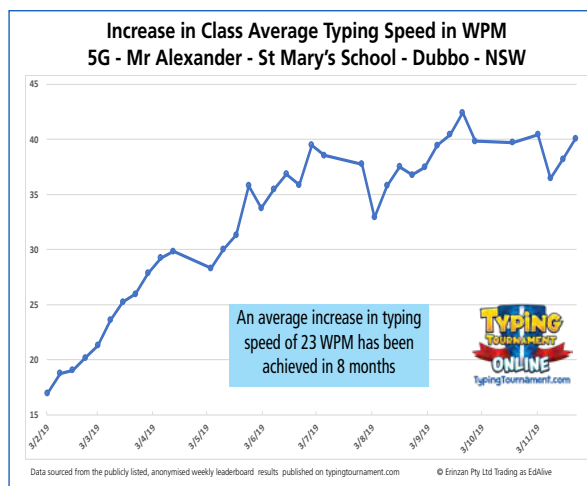
The use of Typing Tournament in a school can totally transform the ability of students to type in a very short time frame.

It can turn two finger typists into fluid touch typists. The benefits gained in productivity and fluency will greatly enhance their ability to work in this digital age and improve their quality of life.

Delving into the data accrued in Typing Tournament we have established that:

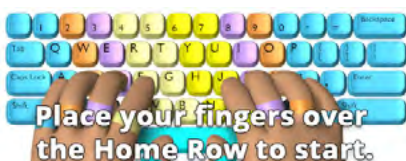
Using Typing Tournament for 20 minutes a week for a term will increase average typing speed by 6 words per minute.

That is an increase of over 20 WPM a year!



Encourages the use of the right fingers on the right keys

- Host of inbuilt prompts that encourage students to use the right fingers on the right keys.
- Home Row Trigger directs students to place their fingers on the home row keys and then press any key to start drills and tests.



Motivation through fun

Typing Tournament Online is packed full of motivational fun to keep students focused.

Revolutionary on-screen keyboard

The inbuilt soft keyboards on mobile devices have many customised behaviours that make them unsuitable for typing tuition. e.g. they hide the “;” under “shift” and numerals under the “123” making it impossible to use them for typing tuition. See below for more details.

Typing Tournament Online cleverly solves these problems by utilising its own revolutionary, on-screen keyboard which has a standard layout and colour coding.



Making it easy for teachers

- Powered by a fully individualised Mastery Learning system that guides students through the process of learning to type.
- Students orderly progress through all the learning elements in each of the 16 sequential Levels.
- Ensures that students efficiently build muscle memory as they complete the sequenced elements.
- Each Level includes a Lesson, Practise of Focus Keys and Drills.
- Inbuilt spoken guidance.

All schools must teach keyboarding to touch typing standard

Up until recently the definition of the keyboarding proficiency to be taught in Australian schools has been typified by high level statements which lack specificity, in the Australian Curriculum and the NSW Syllabus. But not anymore!

ACARA Achievement Standards - Keyboarding

In 2018 ACARA defined new Achievement Standards HwK 1 - 8 within the Literacy Progression.

- The new Standards relate to the Writing Element and specifically the Handwriting and Keyboarding Sub Element. They require the fluency, automaticity and accuracy in keyboarding that can only be attained by touch typing.
- The Handwriting and Keyboarding standards embody the principles of the Australian Curriculum. These progressions indicate the minimum standards that Australian Schools should incorporate in their teaching. For Victoria and NSW these progressions indicate the base skill level to be embodied in the relevant State-based curricula built on the base of the Australian Curriculum.

• **HwK 6** says “begins to develop **quick** finger action when keying’ and “**fluently** handwrites and types to produce a range of texts”

• **HwK 8** says “demonstrates **automaticity** (implies **accuracy**) when using keyboarding and screen functions”

*For students to attain **fluency**, **automaticity** and **accuracy** at **speed** using a keyboard they must be able to **touch type**. Any lesser skill will see one or the other of these outcomes compromised.*



MATHS INVADERS ONLINE

MathsInvaders.com



Adaptive Learning



ST4S Risk rating



6x8



- * Powerful tables/maths fact learning environment
- * Massive printable maths practice worksheet generator
- * Develops mental maths agility and fluency
- * Incredible power cloaked in simplicity

Boost Maths Age by 12 Months
in just one school term!*



Builds comprehensive rapid-fire maths power

Covers: Addition • Subtraction • Multiplication • Division • Fractions • Decimals • Percentages • Numeration • Counting • Squares • Square Roots • Powers • Directed Numbers and more!

Massive Maths Content

Maths Invaders Online has been created by highly experienced maths teachers over 25 years. There are over 850 incremental steps that feed into the Adaptive Learning system and guide students on their maths learning journey.

Levels and maths skills covered include:

- Lower Primary activities: counting & numeration, addition, subtraction.
- Middle Primary activities: numeration (place value), addition, subtraction, tables (multiplication facts), multiplication extension, division, fractions, squares, square roots, decimals.
- Upper Primary/Lower Secondary activities: numeration, addition, subtraction, tables, multiplication & division, fractions, decimals, percentages, powers, squares & square roots, +ve and -ve integers.

A multifaceted maths resource of unparalleled power

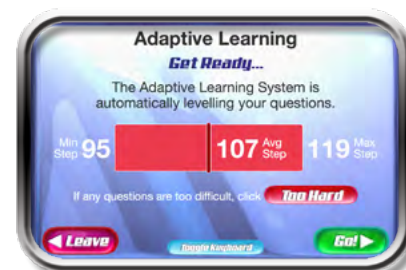
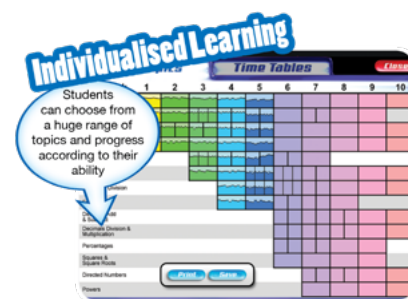
Maths Invaders Online is concurrently:

- a tables/maths fact teaching environment.
- a comprehensive mastery & adaptive learning programme.
- a massive Printable Maths Practice Worksheet Generator.

Builds incredible skills

Maths Invaders Online has a laser sharp focus on developing critical maths facts and computational skills.

- Develops mental maths agility and fluency.
- Teaches mental maths patterns, tricks and strategies.
- Builds skills that will stay with a student for a lifetime.





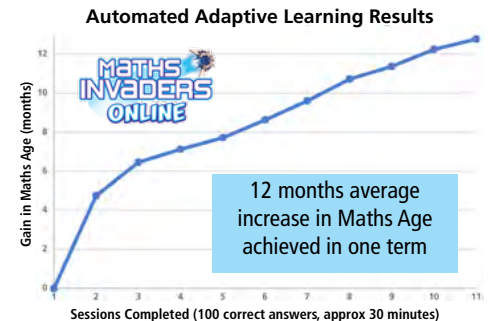
Ages 5-15+

Unlimited Questions, 850 incremental steps



* Boost Maths Age by 12 Months in just one term!

- Using the inbuilt Adaptive Learning system students are routinely boosting their Maths Age** by an entire school year, in just one term.
- Achieved with little teacher input.
- Gains hold true regardless of age or maths ability.



**For details go to: <https://blog.mathsinvaders.com/2020/02/boost-maths-age-by-12-months-in-just-one-term/>

3 incredible game modes to motivate students

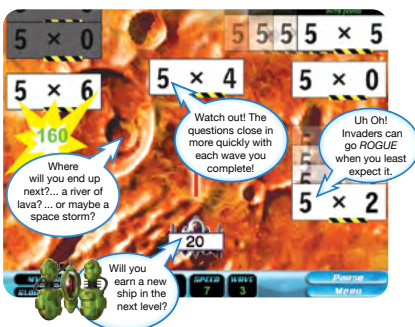
Maths Invaders

Former invader game play

Players defend the planet from waves of descending maths questions! Only the correct answers will stop them.

If players run into the invaders or they get to the bottom of the screen, they're INVADED!

- Students answer 100s of questions in minutes.
- Players can choose their own content.
- Teachers can pre-set content.
- Perfect for developing math fact fluency with addition, subtraction, multiplication and division.



Galactic Campaign

A mastery learning progression

Mastery learning controls guide students through the 128 carefully graded Steps covering 10 years of maths.

- Students can begin in Zone 1 (Year 1) or use the "Skip Here" pre-test to commence at a higher grade.
- At each Step students can produce bespoke PDF worksheets to help them strengthen their maths skills.
- Enables the student's learning to be self-directed.
- The teacher does not have to adjust their level and only needs to intervene when and where the Report shows a need.

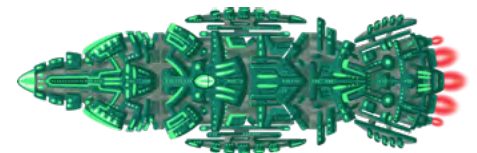


Space Rescue

Fully Interactive, Real-Time, Multiplayer game with Adaptive Learning

Players compete with each other by answering maths questions to rescue their companions who are lost in space.

- Each player competes at their own **adaptive** level, so every player has a real chance of winning.
- Play against your friends or the inbuilt smart Computer Players.
- Match Dad's decimals against 8 year-old Tim's tables and 15 year-old Kylie's computations with each automatically adjusted for their learning level.
- Uses the inbuilt EdAlive **Adaptive Learning** system to automatically adjust players to their optimal maths level.



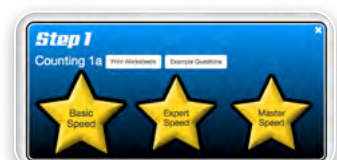
Printable Practice Worksheets

- Generate unlimited variations of Printable Practice Worksheets.
- Each Worksheet and its variations is specific to one of the 118 Topics or, if required, the 850 Sub-topics.
- Each Worksheet is unique and the number of variants unlimited.
- Print answers and curriculum correlations.



Builds math fact fluency

Maths Invaders Online builds maths fact fluency enabling students to move math fact processing out of their working memory so they can focus their mental capacity on working mathematically.





Adaptive Learning



- * Real-time, interactive multiplayer game
- * Over 10,000 Questions!
- * Directly linked to the curriculum
- * Incredible power cloaked in simplicity
- * Double the Question Frequency of the CD Edition



Master the world of numbers and the maths of everyday living

Hone your maths skills to conquer the fiery fiend!

Baggin' the Dragon Maths Online is the expansive maths programme that harnesses the power of automated Adaptive Learning to build solid maths foundations and transform each student into a mathematical thinker and problem solver.

Vast maths content

10,000+ carefully-crafted, hands-on Questions that promote higher-order mathematical thinking and problem-solving strategies instead of mindless number crunching.

Comprehensive coverage of all essential skills and concepts:

Numeration

- Integers, operations, money.
- Addition & subtraction.
- Multiplication & division.
- Fractions & decimals: ratio, percentages.

Patterns & algebra

- Patterns, relationships.

Data

- Recording, displaying and interpreting data.

Measurement

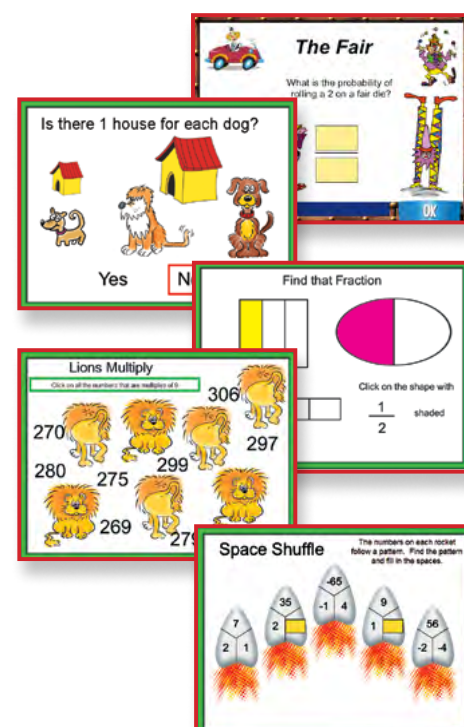
- Length, area, volume/capacity, mass, time.

Space & geometry

- 2D, 3D, position, angle, transformations, symmetry.

Age	5	6	7	8	9	10	11	12	13	14	15+
Numeration	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Addition	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Subtraction	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Multiplication			✓	✓	✓	✓	✓	✓	✓	✓	✓
Division				✓	✓	✓	✓	✓	✓	✓	✓
Fractions/Decimals	✓	✓		✓	✓	✓	✓	✓	✓	✓	✓
Patterns/Algebra	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Length	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Area	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Volume/Capacity			✓	✓	✓	✓	✓	✓	✓	✓	✓
Mass			✓	✓	✓	✓	✓	✓	✓	✓	✓
Time			✓	✓	✓	✓	✓	✓	✓	✓	✓
Graphs	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Chance			✓	✓	✓	✓	✓	✓	✓	✓	✓

Covers over 90% of maths



Build maths power & problem-solving strategies while having so much fun!



Ages 5-15+

Over 10,000 hand-crafted, sequenced Questions



Sound Support

The inbuilt sound support system allows younger users to work independently as if they had an adult to read along with them!

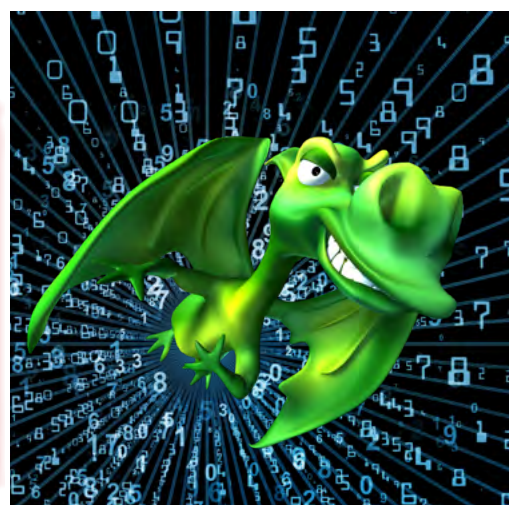
- Full Sound Support voiced in a neutral Australian/English accent for all Questions up to year 3 facilitates independent working for younger children.
- As the reading age increases sound support is reduced to allow children to think the meaning of the text rather than verbalise individual words as they read.

4 Powerful Learning Modes

- Adaptive Learning - Question after Question automatically optimised for each student.
- Baggin' the Dragon multiplayer game - Uses EdAlive Adaptive Learning to separately level each player.
- Questions Only - Students manually choose the Questions to focus on.
- Teachers can choose the content to focus on and apply it to the whole class.

"What a huge win for our school. We couldn't be more happy or impressed. From a teacher's perspective the system is great. The children are so engaged. The games allow multiple players and have fantastic graphics. The fact that it's all curriculum-based is GOLD. Best product on the market by a mile."

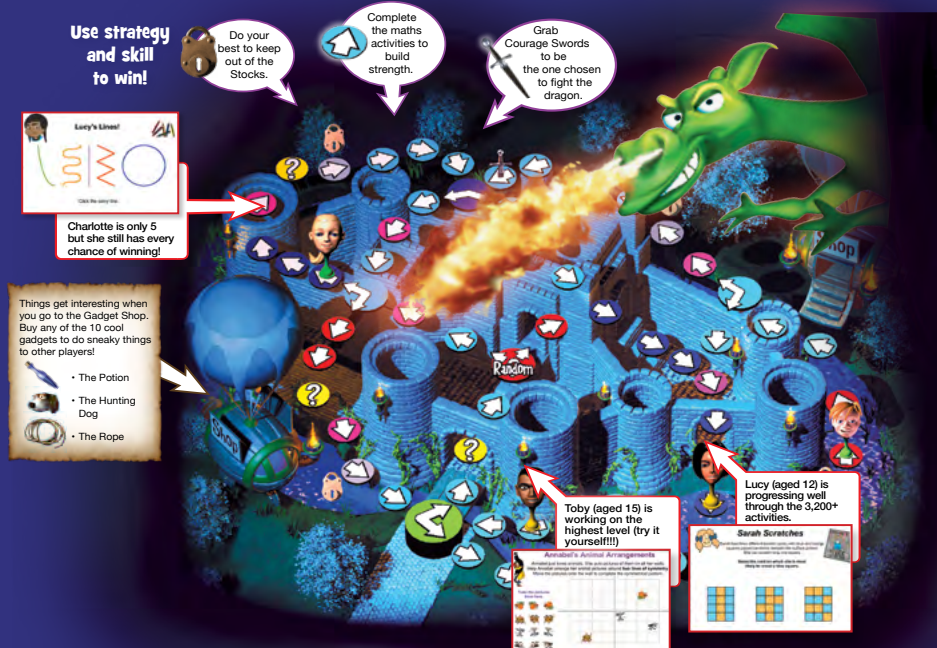
Coley White, Teacher



Baggin' the Dragon multiplayer game with Adaptive Learning

Your

village is about to get a visit from the local fire-breathing dragon, who loves to barbecue anything that moves! Complete the activities to earn Courage Swords and with strategy, a bit of luck and a few sneaky gadgets, you'll earn the right to fight the dragon and save the village ... lucky you! Bag the Dragon and boast ... or end up as burnt toast!



Fully Interactive, Real-Time, Multiplayer game with Adaptive Learning

- Each player's actions directly affect the game play of others.
- Each player competes at their own adaptive level, so every player has a real chance of winning.
- Vary the game play to your level and interest by choosing the hard or easy game board.
- Play against your friends or the inbuilt smart Computer Players.
- Match 6-year-old Tina's tables against Peter's proportion and Dad's decimals with each automatically adjusted for their learning level.





Adaptive Learning



- * **Real-time, interactive multiplayer game**
- * **Directly linked to the curriculum**
- * **Incredible power cloaked in simplicity**
- * **Double the Question frequency of the CD edition**



Build reading skills to unlock life's treasures!

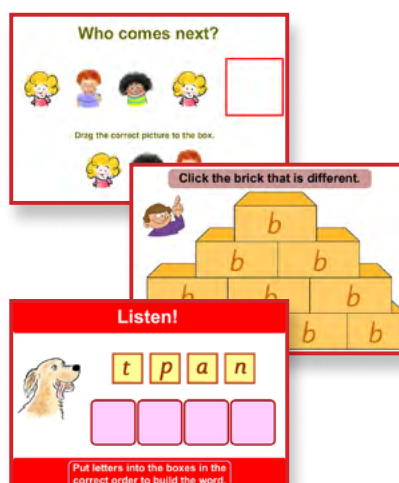
Engaging activities for: Pre Reading • Phonemes/Graphemes • Phonics
• Sight Vocab • Comprehension • Exploring Text Types

Volcanic Panic Reading Success is the phonemic and text-based reading programme that harnesses the power of automated Adaptive Learning to unlock life's treasures through the gift of reading.

Massive reading coverage

At the heart of Volcanic Panic Reading Success Online is a comprehensive bank of Questions that have been skilfully hand-crafted and sequenced by experienced teachers. Covers all essential reading skills and concepts including:

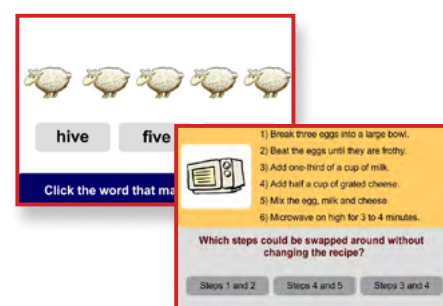
- Refines basic skills using enjoyable stimulus materials that copiously illustrate the richness and diversity of the English language.
- Explores a wide range of text types including: poems, prose, lists, instructions and everyday reading tasks.



Reading for all

Volcanic Panic Reading Success Online automatically adjusts the level for each child, be they:

- a Beginning Reader,
- a Struggling Reader,
- an Emerging Reader, or
- a Power Reader!



Ensure each student's reading future with automated, systematic skill progression!

Ages 4-15+



Unlock life's treasures through reading!

Students who are readers are more likely to learn independently, have vivid imaginations, write fluently and experience better emotional health, self-confidence and job success. Volcanic Panic Reading Success Online is a powerful key that will help unlock the gift of reading.



Volcanic Panic multiplayer game with Adaptive Learning



Your plane has just crash-landed on a pre-historic volcanic island that's about to blow! Race round the island grabbing fuel canisters and, with some sneaky strategy and some luck, you'll zoom off in the jet-powered escape pod. Complete activities to earn credits, buy sneaky gadgets and get the fuel, but watch out!



Fully Interactive, Real-Time, Multiplayer game with Adaptive Learning

- Each player's actions directly affect the game-play of others.
- Each player competes at their own adaptive level, so every player has a real chance of winning.
- Vary the game-play to your level and interest by choosing the hard or easy game board.
- Play against your friends or the inbuilt smart Computer Players.
- Match 6-year-old Fiona's phonics against Pete's poetry and Papa's prose with each automatically adjusted for their learning level.



Sight and sound

Children's eyes and ears are both needed to make the difficult jump from speech to reading because kids begin to read by learning the sounds they hear in speech. That's why Volcanic Panic Reading Success Online uniquely combines sight and sound for maximum learning potential.



4 Powerful Learning Modes

- Adaptive Learning - Question after Question automatically optimised for each student.
- Volcanic Panic multiplayer game - Uses EdAlive Adaptive Learning to separately level each player.
- Questions Only - Students manually choose the Questions to focus on.
- Teachers can choose the content to focus on and apply it to the whole class.





- * Real-time, interactive multiplayer game
- * Incredible power cloaked in simplicity
- * Directly linked to the curriculum
- * Double the Question Frequency of the CD Edition



Grows word-smart kids!

Engaging activities for: Spelling • Grammar • Advanced Grammar
• Punctuation • Vocabulary • Pre-Literacy

Grow word-smart kids

Words Rock Online draws students into using words in meaningful ways and helps them build vital strategies to confidently deal with the English Language.

Words Rock Online is a comprehensive literacy programme with automated Adaptive Learning that systematically builds word skills and explores the richness of the English language.

- Soaks students in language - enriching their vocabulary and giving them the understanding they need to produce clear, concise, correct and meaningful texts.
- Progressively explores the building blocks, conventions and frameworks of English.

Pre-Literacy

- Preparatory Questions to draw young students into using words in meaningful ways through play.

Spelling

- Explores vital strategies so that students can deal confidently with the various building blocks of words.
- Stimulates students to understand and remember how word parts fit together. Students are then empowered to make educated predictions about which blocks might fit where in different word contexts.

Vocabulary Power

- Soaks students in language - enriching their knowledge and providing a broad word base on which to build.
- Includes: idioms, clichés, word roots, borrowings from other languages, archaic expressions, alliteration, connectives, synonyms, antonyms, homophones, onomatopoeia, collective nouns, metaphors, similes, puns, tautology, irony and hyperbole.

Grammar & Punctuation

- Covers Basic and Advanced Grammar.



Builds word power, spelling skills and grammar know-how



Ages 5-15+

"When it comes to spelling in a workbook my three boys, aged 9, 7 and 5, tend to run. Now we enjoy learning and we (me included) do it as a game, catching slugs on the computer. Lots of fun - now they come running."

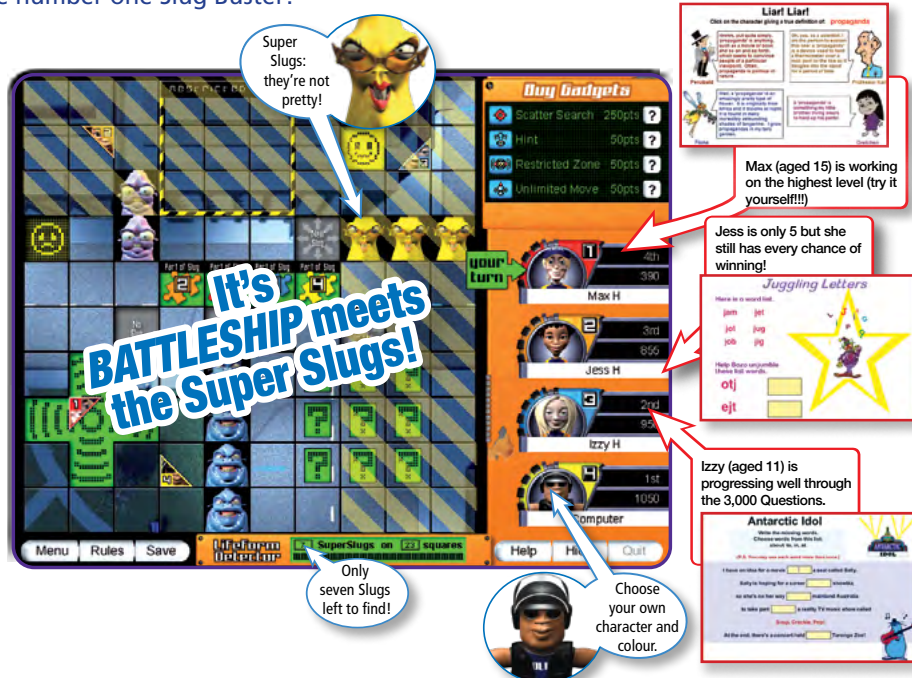
– Narelle, home-schooling mum

Hand-crafted, sequenced Questions



Words Rock multiplayer game with Adaptive Learning

You're a street-smart Seeker on the trail of the devious, slippery Super Slugs. But there's one small problem ... they can make themselves invisible! Complete word skills Questions to search the streets with your cool Seeking gear. With a bit of luck (and a few cool gadgets up your sleeve) you'll outsmart the other Seekers, track down the most Slugs, and become the number one Slug Buster!



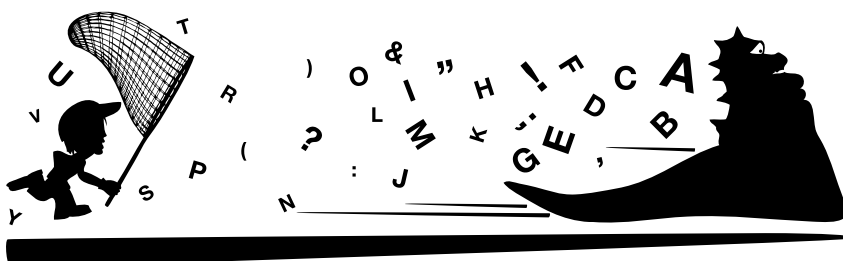
Fully Interactive, Real-Time, Multiplayer game with Adaptive Learning

- Each player's actions directly affect the game play of others.
- Each player competes at their own adaptive level, so every player has a real chance of winning.
- Vary the game play to your level and interest by choosing the hard or easy game board.
- Play against your friends or the inbuilt smart Computer Players.
- Match Grandma's grammar against 6 year-old Vanessa's vocab and 15 year-old Sam's spelling with each automatically adjusted for their learning level.



4 Powerful Learning Modes

- Adaptive Learning - Question after Question automatically optimised for each student.
- Words Rock multiplayer game - Uses EdAlive Adaptive Learning to separately level each player.
- Questions Only - Students manually choose the Questions to focus on.
- Teachers choose the content to focus on and apply it to the whole class.



MAKE YOUR OWN WORKSHEETS

NB - Not included in
the DoE Educational
Continuity
initiative

DIGITAL
SUBSCRIPTION
for
Schools

Aussie School Fonts Plws

Powerful, quick, easy!

Solid Outlined Dashed Arrow Guidelines
Print • PreCursive • Cursive • Speedloops

NSW QLD
VIC SA
WA NT
ACT TAS

**MAKES
PERFECT
JOINS AS
YOU TYPE**

Uses our
SmartLink™ Logic
No helper program
required



EXPANDED, AUTHORITATIVE
FULLY REVISED & ENHANCED

**248
dynamic
fonts!**



Aligned to the standards of all 8 Australian states and territories

A sample of some of the fonts from the NSW set

The quick brown fox jumps over the lazy dog!
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890 **NSW Print**

The quick brown fox jumps over the lazy dog!
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890 **NSW Pre Cursive**

The quick brown fox jumps over the lazy dog!
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890 **NSW Cursive**

The quick brown fox jumps over the lazy dog!
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890 **NSW Speed Loops**

A sample of the 30 fonts specific to each state:*

New South Wales
NSW Print Regular

Victoria
VIC Print Regular

South Australia
SA Print Regular

Queensland
QLD Print Regular

New South Wales
NSW PreCursive Regular

Victoria
VIC PreCursive Regular

South Australia
SA PreCursive Regular

Queensland
QLD PreCursive Regular

New South Wales
NSW Cursive Regular

Victoria
VIC Cursive Regular

South Australia
SA Cursive Regular

Queensland
QLD Cursive Regular

New South Wales
NSW Speedloops Regular

Victoria
VIC Speedloops Regular

South Australia
SA Speedloops Regular

Queensland
QLD Speedloops Regular

NSW Cursive GL Regular

Victoria
VIC Cursive GL Regular

South Australia
SA Cursive GL Regular

Queensland
QLD Cursive GL Regular

New South Wales
NSW Print A Regular

Victoria
VIC Print A Regular

South Australia
SA Print A Regular

Queensland
QLD Print A Regular

New South Wales
NSW Cursive GL Dashed

Victoria
VIC Cursive GL Dashed

South Australia
SA Cursive GL Dashed

Queensland
QLD Cursive GL Dashed

New South Wales
NSW Print Outline

Victoria
VIC Print Outline

South Australia
SA Print Outline

Queensland
QLD Print Outline

*Separate font included for Tasmania. Not shown.

My feet are wet!
My feet are wet!

The different forms of the 'e' are inserted
instantly as you type!

SmartLink™ Logic - Perfect joins as you type!

Our SmartLink™ logic, used in the cursive and speed loops fonts, dynamically and instantly selects multiple variants of letters and joins live as you type, to give perfectly styled, seamless handwriting live. It's **fontastic!**

Doesn't need a helper program, it just works!

- Covers every possible letter and join combination
- Install on any computer and just start typing in your favourite software. It's that simple!
- Dynamic technology that has allowed us to be truer than ever to the published standards!

The CDs are now End of Life

The old CD installable versions of the titles listed below are now considered "End of Life" in line with Microsoft and Apple's Operating System life-cycles. The last update of EdAlive's installable software in 2010 ensured compatibility with the latest Windows 7 and Mac OSX 10.6 Operating Systems available at the time of release. Given that Microsoft and Apple have ceased support for these operating systems, we are no longer able to provide technical support to school licence holders of these titles.

The EdAlive Central Online Future

Our many years of work and experience as publishers of installable software has not been lost. Over the past years we have been migrating the core of our offering to the new EdAlive Central online system. The new EdAlive Central websites preserve all that was great about our CD titles and add a host of powerful new enhancements including automated adaptive learning, curriculum correlations and much more.

EdAlive[®]

CENTRAL

Comparison Old CD to New Online

Comparison Old CD to New Online	Typing Tournament		Maths Invaders		Baggin' the Dragon		Words Rock		Volcanic Panic	
	Old CD Edition	New Online Website	Old CD Edition	New Online Website	Old CD Edition	New Online Website	Old CD Edition	New Online Website	Old CD Edition	New Online Website
Subject	Typing	Typing	Maths Facts	Maths Facts	Non-	All of maths	Word Skills	Word Skills	Number	Reading
Controlled Mastery Learning System		✓		✓						
Automated Adaptive Learning System				✓		✓		✓		✓
Increased in-game question frequency				✓		✓		✓		✓
Curriculum Correlations				✓		✓		✓		✓
Content	38,000 sequenced words	38,000 sequenced words	Unlimited question stream	Unlimited question stream	7,500 questions	11,000 questions	3,000 questions	3,000 questions	3,000 questions	3,000 questions
Printable Worksheets				✓						
Auditory Support		✓				✓		✓		✓
Multiplayer Game				✓	✓	✓	✓	✓	✓	✓
Leaderboard		✓		✓		✓		✓		✓
Effort Based Reward System		✓		✓		✓		✓		✓
Single Sign On (SAMAL, ADFS, Azure, Facebook, Google)		✓		✓		✓		✓		✓
2 Factor Authentication Option		✓		✓		✓		✓		✓
Import and Export Class Lists		✓		✓		✓		✓		✓
Supports Multiple Teachers		✓		✓		✓		✓		✓
Access from School	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Access from Home		✓		✓		✓		✓		✓
Fully HTML5 Delivered		✓		✓		✓		✓		✓
Mac and Windows	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
iPad and Android		✓		✓		✓		✓		✓
Teacher Training Material	No	Yes	No	Yes	No	Yes	No	Yes	No	Yes
Support	Ceased	Unlimited	Ceased	Unlimited	Ceased	Unlimited	Ceased	Unlimited	Ceased	Unlimited
Ongoing Upgrades		✓		✓		✓		✓		✓
Wide range of other enhancements		✓		✓		✓		✓		✓
ST4S Risk Assessment	 Low		 Low		Coming soon. Uses the same low risk design as TTO and MIO		Coming soon. Uses the same low risk design as TTO and MIO		Coming soon. Uses the same low risk design as TTO and MIO	
Operating system dependency	Windows 7 & OSX10.6 (End of Life)	Any current browser/ operating system	Windows 7 & OSX10.6 (End of Life)	Any current browser/ operating system	Windows 7 & OSX10.6 (End of Life)	Any current browser/ operating system	Windows 7 & OSX10.6 (End of Life)	Any current browser/ operating system	Windows 7 & OSX10.6 (End of Life)	Any current browser/ operating system