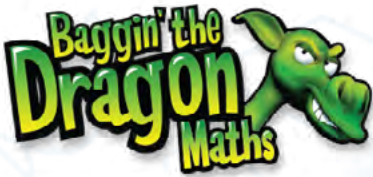


Boost your student's learning!

Fun, effective and personalised learning for students aged 5 to 15 years built on 30 years' experience, validated by comprehensive research.'



Research shows that students using EdAlive websites:

- **boost** typing speed by 6 words per minute every term
 - **boost** maths fact fluency by 12 months
 - **boost** reading age by 8 months
- see inside for full details and more



www.edalive.com



Dear educator,

For nearly 40 years working as an educational technologist, publisher and online learning developer I have seen incredible change.

My revolution began in 1984

In 1984 I first used an Apple II computer in the classroom. I instantly understood that personal computing was a powerful tool that would transform education for many students. At the time I was working with a class of Year 4 students, many of whom had difficulty writing and editing their stories using paper and pencil. The word processor and printer made an instant difference. Spelling and grammar checkers helped even more, and it wasn't long before students with profound difficulties with language and writing were producing great work on the computer that only months before would have been beyond them.

Fully differentiated learning

In my experience differentiated learning was the goal that educators strove for in the classroom but in practice, developing individualised learning programmes for each child was hugely challenging for the classroom teacher. With online learning websites and learning management systems this is now possible. EdAlive's suite of online learning websites specialise in automated adaptive learning enabling differentiated learning for each student.

Stunning results quantified

Using statistical analysis of anonymised data from our systems we can now quantify the extraordinary results that students are achieving. You'll find references to our findings throughout this publication. The EdAlive Online Learning websites are the result of over 20 years' work and represent countless points of innovation and the harnessing of the very best of educational technology to transform teaching and learning.

If you are not using our websites with your students, I would encourage you to start a free trial today and see for yourself the impact that they can have in your classroom.

All the best,



Graham East

Managing Director



EdAlive is ST4S certified

All of the EdAlive Online Learning websites have easily met the minimum standards of the [ST4S \(Safer Technologies for Schools\) assessment \(22/6/2022 ST4S Version 2021.2\)](#).

- Typing Tournament
- Maths Invaders
- Words Rock
- Baggin' the Dragon Maths
- Volcanic Panic Reading Success

About the ST4S assessment

The Safer Technologies 4 Schools (ST4S) Assessment, is an Australian initiative operated by Education Services Australia and is accessible from st4s.edu.au.

The ST4S evaluation process is designed to reduce cyber risks to schools. It is being adopted across Australia and we predict that it will eventually be required for all products and services in use by schools. ST4S is supported by all Australian state and territory governments, ACN, and the Independent Schools Council of Australia.

Security by design

From their inception, all of the EdAlive websites have been designed with privacy, security and eSafety in mind. Rock-solid design and our long heritage as publishers of elearning solutions combine to give you peace of mind.



- Flexible options for student privacy. No requirement for date of birth or full student name.
- School controlled display of school and class names on leaderboards.
- Data hosted securely on certified Australian-based cloud services.
- Encryption of all data both at rest and in transit.

Checking veracity

ESA advises that schools wishing to enquire further about the details of the EdAlive websites' ST4S status direct their enquiries to the relevant education authority (Government schools to the relevant State/Territory Department of Education, Catholic schools to their local State or Diocese office and Independent schools to their State/Territory association).

Full Details

Visit www.edalive.com/esafety-and-security/



EdAlive Online Learning

Free Call Australia: 1800 023 069

International: +61 2 6776 0200

P.O. Box 658, Armidale NSW 2350 Australia

Email: customer@edalive.com

Web: www.edalive.com



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Research quantifies learning boosts of up to 12 months in just one term!



With just *one* lesson a week classes have been shown to:



- ✓ Boost typing speed by 6 words per minute per term
- ✓ Boost NAPLAN Writing Task results by 37%



- ✓ Boost maths fact fluency by 12 months
- ✓ Double math fact recall speed



- ✓ Boost maths age by 6 months



- ✓ Boost literacy age by 11 months



- ✓ Boost reading age by 8 months



Dr Lindsay Brash

Minimal teacher supervision required

Our research activities

EdAlive has been fortunate to have the resources of Dr Lindsay Brash who has an extensive background in data analysis and industry based research. Lindsay has been tasked with the analysis of the learning taking place through the use of EdAlive's websites. His work shows how each website is operating under real-world conditions and against everything that students can throw at it.

Amazing results

The results that Lindsay has uncovered are truly impressive and **clearly demonstrate that students using the EdAlive Online Learning websites are progressing well beyond normal term-by-term expectations.**

The results of this research also fuel continuous improvement and development to make incremental changes to make the EdAlive websites even more efficient learning tools.

Full details

Visit: www.edalive.com/research-shows-boosts-to-learning/.



research-shows-boost

Powered by EdAlive Central

Powering Online Learning

EdAlive Central (central.edalive.com) is the revolutionary system that integrates all of the EdAlive Online Learning websites into one seamless whole. It powers each of the linked websites with a range of capabilities that saves teachers time and engages students.

Integrated Single Sign On

- Creates one account for each student and teacher that enables them to sign into any EdAlive website with the one username and password.
- Integrates with external SSO systems.

Advanced Class Management

- Uses one list of students, classes and teachers therefore any changes made will apply to all of the linked websites.

Works on All Devices

- Works on Windows PCs, Apple Macs, Surface Tablets, iPads, Chromebooks and Android tablets.

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



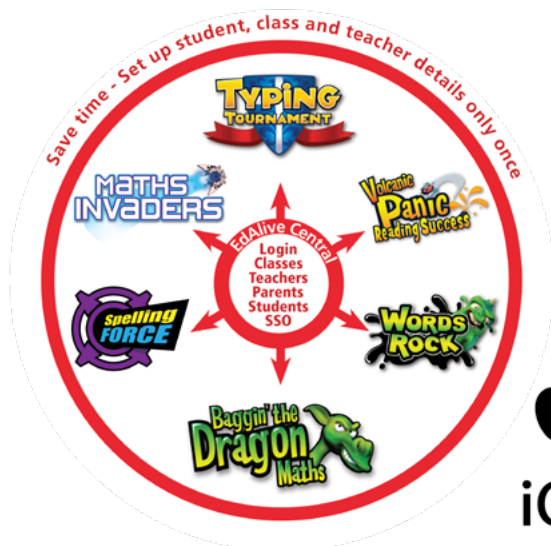
Multiplayer Games

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



Full Details

Visit: www.edalive.com/central/



Each EdAlive subscription comes with unlimited support.



Speak to a real person!

- Our friendly staff are available every school day to answer any questions you may have.



help.edalive.com

- Access a host of detailed support materials.
- Includes training videos, PDF manuals, and training resources.



One-on-one phone walkthrough

- Have one of our staff personally guide you through one or all of the EdAlive Central websites.
- Email or call us to book a time that best suits you between 8:30 and 4:30 AEST.



Brendan



Kevin

Our friendly staff are always ready to help.

Free call **1800 023 069 (Aust), +61 2 6776 0200**

or

email support@edalive.com

Deep insights into student progress

The powerful reports incorporated in each of the EdAlive Online Learning web sites give you access to a wealth of information on your students' activity and progress.

Types of reports include

- **Activity reports** covering: Daily Progress, Weekly progress, Speed Tests, and History
- **Content related reports** that relate directly to the subject of the website. So Typing Tournament has reports that details typing speed and accuracy, Maths Invaders has reports that detail progress with maths facts and speed and so on.
- **Adaptive Learning reports** that detail each student's progress in Adaptive Learning mode.
- **Curriculum correlations** with one-to-one correspondence between the questions answered and the curriculum outcomes of the Australian Curriculum, Victoria Curriculum and the NSW Syllabus as well as outcomes for the UK and US curricula.
- **Leaderboards** that help your class compete with other classes in the school and across the state, country and world.

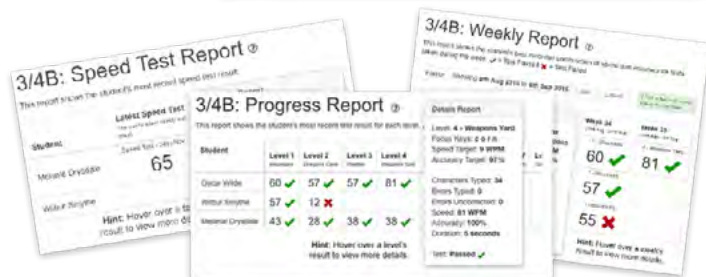
Real-time and historical

Student results are available in real-time, giving teachers and students instant feedback and allowing the generation of historical reports showing progress over time.



Maths Invaders Topic report

Typing Tournament progress report



Full details

Visit: www.edalive.com/reports/



reports

Automated Adaptive Learning frees teachers



Automatically differentiated for every student

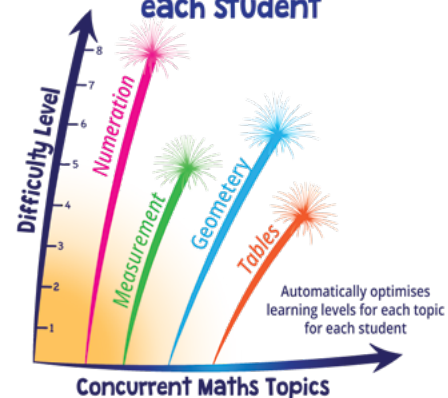
Over the years we have found that teachers rarely have the time to allocate appropriate learning content to students in any online learning systems. This means that the promise of fully differentiated learning that is possible with online learning systems is not realised.

That's why EdAlive has created its revolutionary automated adaptive learning system.

Four of the five EdAlive Online Learning websites feature the EdAlive Adaptive Learning technology that automatically creates and maintains fully differentiated learning pathways across multiple topics for each student.

- Rapidly establishes each student's base learning level.
- Frees teachers from the tedium of analysing students' responses and manually creating learning sequences.
- Concurrently manages each student's progress across multiple topic areas.
- Seamlessly analyses each student's responses in real-time.
- Automatically challenges and progresses each student by presenting Questions that are just right for them.
- Acts as an intelligent, dedicated tutor, continually monitoring and progressing each student.
- Prevents students who are struggling from becoming frustrated, and students who are gifted from becoming bored.
- Simple to use.

Automatically adapts for each student



Full Details

Visit: www.edalive.com/adaptive-learning/



adaptive

Keyboarding skills

The fun way to master typing



Ages 6 - Adult

- * **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 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 has been carefully researched and developed 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

- Powerful reports provide valuable insights into student progress.
- Packed full of clever, innovative features that reduce the supervision load.



Overview of skills developed		Map Locations		
		1 - 5	6 - 10	11 - 16
Multiple Progressions Model	Home Row Key-paths	✓		
	Vertical Key-paths		✓	✓
	Common Letter Combinations	✓	✓	✓
	Stimulating Texts	✓	✓	✓
Typing Skills	Keyboard Familiarity	✓	✓	✓
	Coordination	✓	✓	✓
	Muscle Memory	✓	✓	✓
	Neural Pathways	✓	✓	✓

A fantastic

typing adventure awaits you!

Complete the quest and prove yourself worthy of challenging the Dark Typist! Journey through 16 medieval environments, from the Dragon's Cave to the Throne Room. Each location presents four new keys with a Lesson, Demonstration, Practice Drills, Games and a Progress Test. Only you can rid the land of the Dark Typist's tyranny.



Typerrific Typing Games!



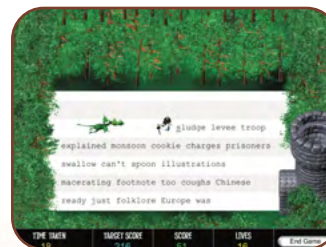
Castle Siege

Your castle is being attacked! Bombard your attackers with barrels to prevent them from reaching the top of the castle wall.



Powder Keg

A fun-loving dragon has found your store of gunpowder and is lighting fuses with his fiery breath! Hit the correct keys to aim your water bombs and put out the fuses before it's too late!



Dragon Chase

Don't panic! You'll need to keep your head as you type like crazy to say ahead of the hungry dragon.

Battle your way through 16 chapters!

Complete the quest to access *Typing Tournament: The Movie* and find out what happens when you meet the Dark Typist!



Revolutionary mobile keyboard

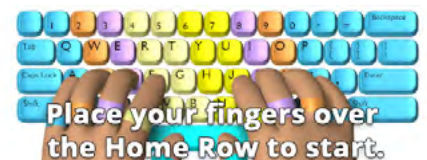
The inbuilt soft keyboards on mobile devices have many customised behaviours that make them unsuitable for typing tuition. e.g. they hide the ";" under "shift" and numerals under the "123" making it impossible to use them for typing tuition. See below for more details.

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



Actively promotes correct finger placement

- Inbuilt prompts 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.



Full details

Visit www.TypingTournament.com



Making it easy for teachers

- Powered by a fully individualised mastery learning system that guides students through the process of learning to type.
- Students build muscle memory as they complete the sequenced elements.
- Each level includes a lesson, practice of focus keys and drills.
- Inbuilt spoken guidance.

FREE QUOTE

Go to: edalive.com/quote

Or call 1800 023 069

Start a Free Trial now!

Go to central.edalive.com/go

Typing Tournament research findings

Research shows that keyboard ability boosts NAPLAN results by 37%



Research has shown that Year 5 students who have learned to type with the leading touch-typing tutor, Typing Tournament, have a clear advantage and a pathway to improved NAPLAN scores. The average NAPLAN result in the Writing Task for a class using Typing Tournament will be boosted by 7 marks. **That is 37% of a year's progress.**

The research

To facilitate our research we identified 99 Year 5 classes where students had developed fluency in typing through the use of Typing Tournament. We then obtained the 2019 NAPLAN Online results for the Year 5 Writing Task together with the results for "Similar Schools".

We then compared each school's result to their own "Similar School" average for the Year 5 Writing Task. 69 of the 99 classes were at or above the relevant "Similar School" benchmark. **The average margin across all 99 classes was +7.1 marks.**

This increase in mark of approximately 7 points equates, to a statistically significant advantage of between 1.1 and 1.6 school terms of academic progress, as measured by the NAPLAN Writing Task. This is true for classes using Typing Tournament over those classes that are not using it when completing the NAPLAN Online Year 5 Writing Task. This benefit was demonstrated

across a substantial sample of schools and students, and was remarkably consistent across the socio-economic range and for each of the key indicators of school sector, population zone, school size and state/territory.

Keyboard fluency is not expected to substitute for other aspects of literacy, but can add another dimension to student achievement that is largely independent of the other components.

The ACARA position

From the beginning of the transition to NAPLAN Online, ACARA, has stated its intention that the NAPLAN Writing Task would assess students' ability in composition independently of their keyboard ability.

As at November 2020 ACARA states in the FAQ section of the NAPLAN Online site (nap.edu.au/online-assessment/FAQs) that "The writing test is not about handwriting skills and NAPLAN Online is not about keyboarding skills. There are variations in how fast and well a student can type, just as there are variations in how fast and well a student can write by hand. ACARA research shows that online writing is similar to handwriting in terms of the quality of writing produced by students at each year level. It also shows that students generally appreciate the use of online features such as editing tools. ... Students do not have to be able to touch type to successfully complete the test."

While the logical limits of this intent have been acknowledged, it is also clear that in the real world of student testing, these distinctions are difficult to maintain, resulting in the 7-point (1.1 to 1.6 school terms of progress) advantage documented. However, it is also true that student keyboard skills would likely have far greater impact on results without this neutralisation

strategy implemented by ACARA.

ACARA recognises the importance of typing

Despite its NAPLAN marking policy to limit the impact of typing ability, ACARA has nonetheless recognised the importance of keyboard skills in the syllabus and has increased the emphasis in its curriculum documents (ACARA Literacy Progressions HwK1 - HwK8) since 2018 when **automaticity** became a stated objective. Notwithstanding it appears many schools and teachers continue with a view that instruction in keyboard skills is optional. One possible reason for teachers' reluctance in this area is evident in the findings of the Australian Writing Survey (p7) which found that a majority of teachers feel poorly equipped to teach typing.

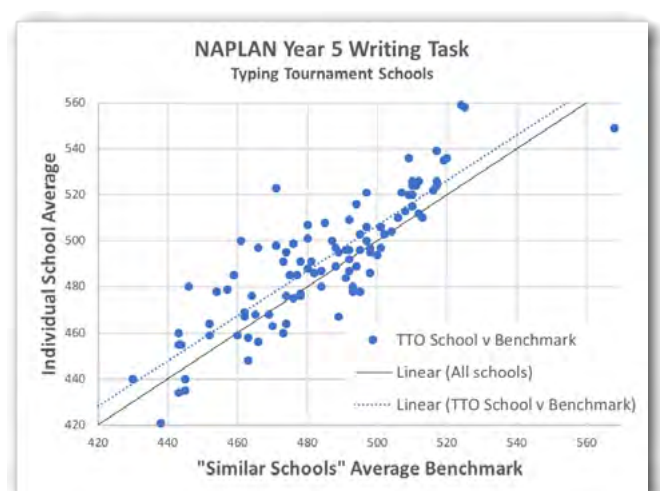
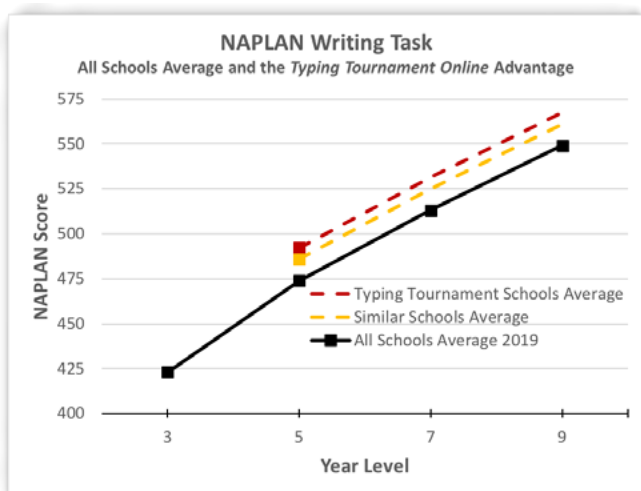
Typing Tournament gets results

Typing Tournament has been proven to be the perfect tool to fill the gap between the requirement for the teaching of touch-typing skills and the reported lack of preparedness for the task in the teaching profession.

Dr Lindsay Brash - EdAlive.

Full details

Access the full research article by visiting: www.edalive.com/typing-tournament/?research



Typing Tournament research findings

Boost typing speed by



**Words Per Minute
Every Term**

A detailed analysis of students' progress when learning to type with Typing Tournament has shown stunning results. Student usage data shows that regular use of Typing Tournament increases average typing speed by 6 WPM per term per student!

We're confident that this means that **classes using Typing Tournament regularly for a year are making speed gains of 20 WPM, or more, per student per year.**

This increase in speed holds true regardless of the age of the students from Year 1 to Year 12.

The leaderboards tell the story

A glance at the leaderboard indicates that we have many classes with average speeds in excess of 40 WPM.

Class studies

When we look at class use of Typing Tournament over time we find that those classes that are regular and consistent in their usage make great progress e.g. Class 4P from Aspley East in Brisbane made little progress during Term 2 but when they became more regular in Term 4 they made the predicted 6 WPM per student gain!

Transformative

What is clear is that the use of Typing Tournament in a school can 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 the digital age and improve their quality of life.

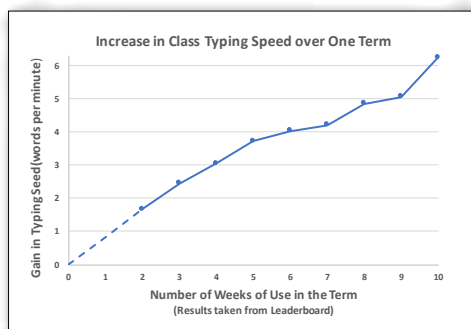
Dr Lindsay Brash - EdAlive.

Full details

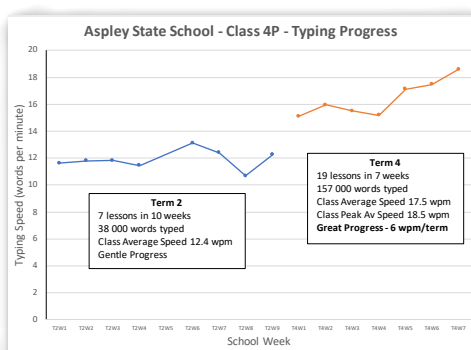
Access the full research article by visiting: www.edalive.com/typing-tournament/?research

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!



Our findings from the data



Consistent use in T4 shows a dramatic speed increase



Class leaderboards tell the story



TT-Research

ACARA Achievement Standards: Keyboarding

In 2018 ACARA defined new Achievement Standards within the Literacy Progression.

The new Standards relate to the Writing Element and specifically the Handwriting and Keyboarding Sub Element and 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. The following table focuses on the Keyboarding dimension of the HwK Progression.

	Sub Element	Keyboarding descriptors
PK	HwK1	NA
F	HwK2	NA
	HwK3	<ul style="list-style-type: none"> writes or types a few words uses numeral keys
Year 1	HwK4	<ul style="list-style-type: none"> demonstrates keyboarding skills by typing short letter clusters and short common words as single units (er, ing, the, my) types using spaces between words and sentence punctuation
Years 1 & 2	HwK5	<ul style="list-style-type: none"> uses some features of text editing applications recognises and uses keys to show more complex punctuation or symbols
Year 3	HwK6	<ul style="list-style-type: none"> begins to develop quick finger action when keying fluently handwrites and types to produce a range of texts
Year 4	HwK7	<ul style="list-style-type: none"> uses a range of digital applications to compose and edit self-corrects using appropriate keyboard and screen functions
Years 5 & 6	HwK8	<ul style="list-style-type: none"> demonstrates automaticity [implies accuracy] when using keyboarding and screen functions

Thus, 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.

Full details

Visit: www.edalive.com/keyboarding-is-now-supported-by-acara/



ACARA and Typing

Maths facts: recall and fluency



Build comprehensive rapid-fire maths power

Massive Maths Content

Maths Invaders 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.

Skills covered include:

- Lower Primary: counting & numeration, addition, subtraction.
- Middle Primary: numeration (place value), addition, subtraction, tables (multiplication facts), multiplication extension, division, fractions, squares, square roots, decimals.
- Upper Primary/Lower Secondary: 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 is concurrently:

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

Unlimited Questions, 850 incremental steps

Builds maths fact fluency

Maths Invaders 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.

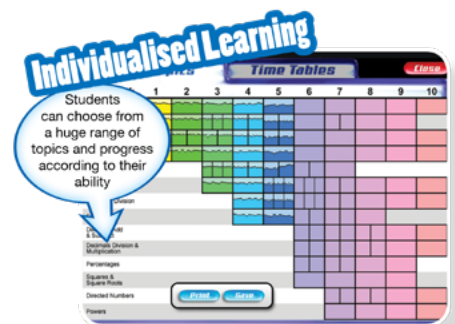
Builds incredible skills

Maths Invaders 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.

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.



Adaptive Learning

www.mathsinvaders.com

3 incredible game modes to motivate students

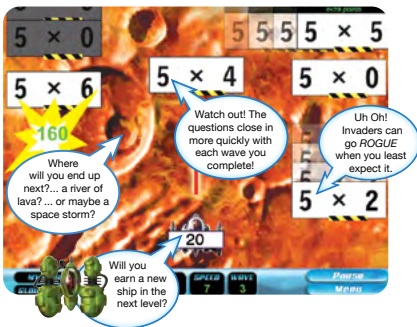
Maths Invaders

Invader gameplay

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.

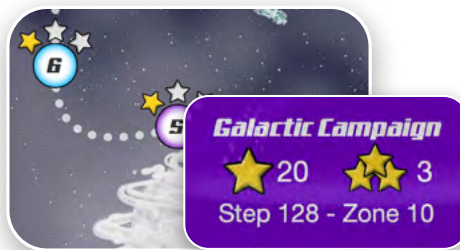


Galactic Campaign

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.



Research findings

Boost kids maths age by 12 months and double their recall speed in just one term!

Boost maths age by 12 months in one term

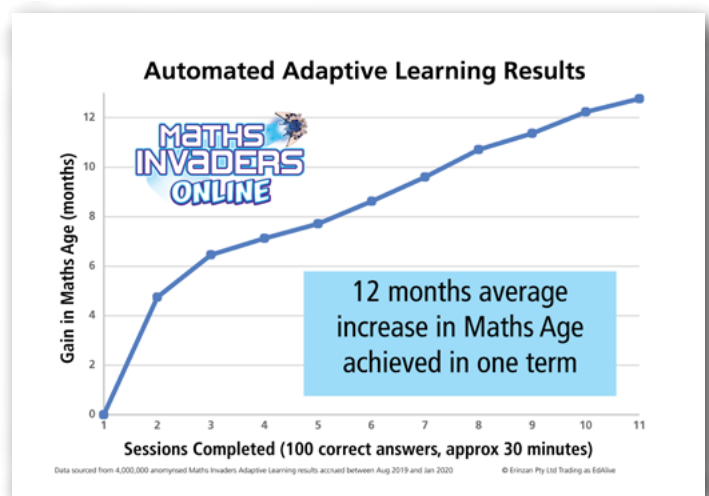
Our research shows that students using Maths Invaders in Adaptive Learning mode over 10, 25 minute sessions (1 Term) are routinely improving their maths age by the **equivalent of an entire school year!** The result holds true across all ages and maths abilities – from Year 1 to Year 10. Students make significant gains whether they are already performing at average, below average or above average level for their age.

Double recall speed in just one term

Our research also shows that these students are **more than halving the time they take to recall maths facts** and to do 2 digit computations. Over the 10 sessions the average recall speed dropped from 4.1 seconds to 1.8 seconds whilst the difficulty level of the examples increased!

Full research

Access the full research articles by visiting: edalive.com/math-invaders/?research



FREE QUOTE

Go to: edalive.com/quote

Or call 1800 023 069

Start a Free Trial now!

Go to central.edalive.com/go

Maths skills: problem-solving and everyday maths



Master the world of numbers and the maths of everyday living

Baggin' the Dragon Maths 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.

Automatically differentiated for every student

The multichannel Adaptive Learning system automatically differentiates learning for each child.

4 powerful learning modes

1. Adaptive Learning - question after question automatically optimised for each student.
2. Multiplayer gameplay uses EdAlive Adaptive Learning to separately level each player.
3. Questions Only - students manually choose the questions to focus on.
4. Teachers choose the content to focus on and apply it to the whole class.

Sound support

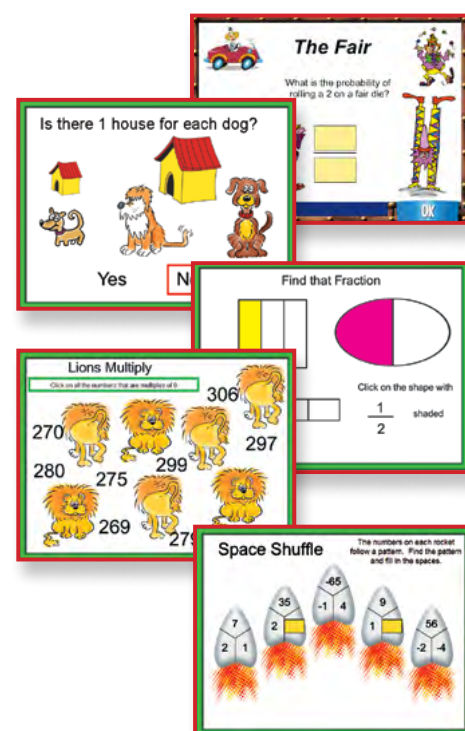
The inbuilt sound support system allows younger users to work independently as if they had an adult to read along with them!

- Full sound support voiced in a neutral Australian/English accent for all questions up to Year 3 facilitates independent working for younger students.
- 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.

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

Over 10,000 hand-crafted, sequenced Questions



Adaptive Learning

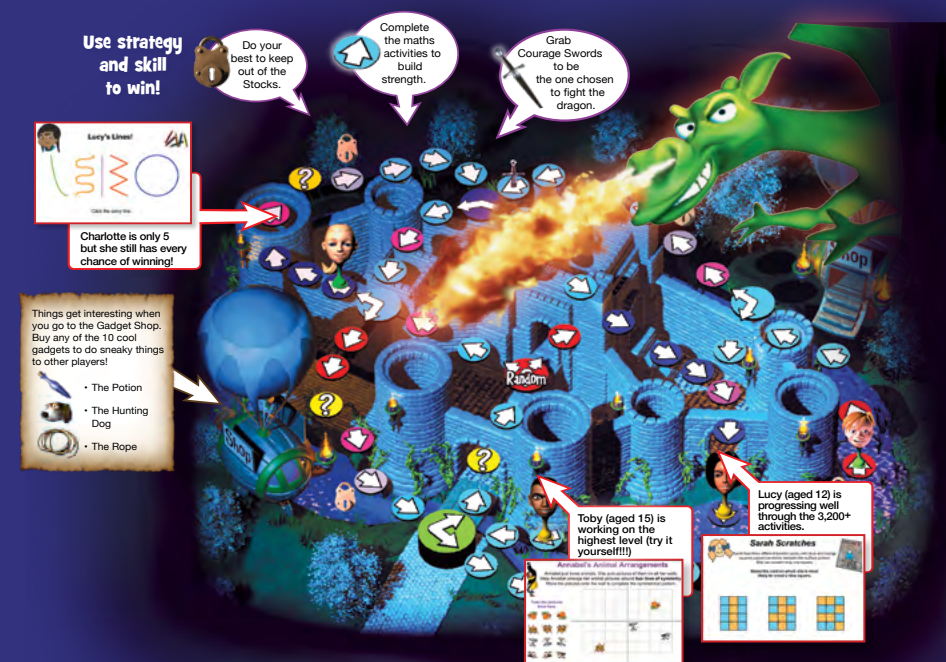


www.bagginthedragon.com

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



Research findings

Average increase of 6 months in maths age in just 6 lessons

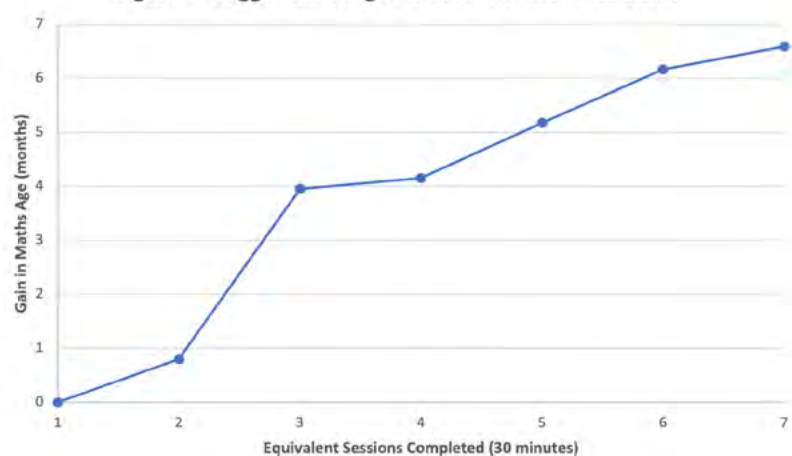
Typical student's progress

For students with sufficient history of usage of Baggin' the Dragon Maths (over 200 correct answers), we found that the average rate of progression across 50 mixed-age students was **6 months in maths age after the equivalent of 6 half-hour sessions** in game mode - around 180 questions attempted. (Note that this work could be completed in less time using practice mode without gameplay interludes.)

Figure 1 shows the average progression for these students, indicating a strong trend. Students from a wide range of initial levels and ages contributed to this trend. This is important evidence that Baggin' the Dragon Maths is a valuable tool across a wide range of ages and students will benefit whether they are currently performing at, above, or below age expectation.

Dr Lindsay Brash - EdAlive

Figure 1. Baggin' the Dragon Maths - Performance Gains



Full research

Access the full research articles by visiting:

www.edalive.com/baggin-the-dragon-maths/?research



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Reading skills and comprehension



Build reading skills to unlock life's treasures!

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

Automated skill progression

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.

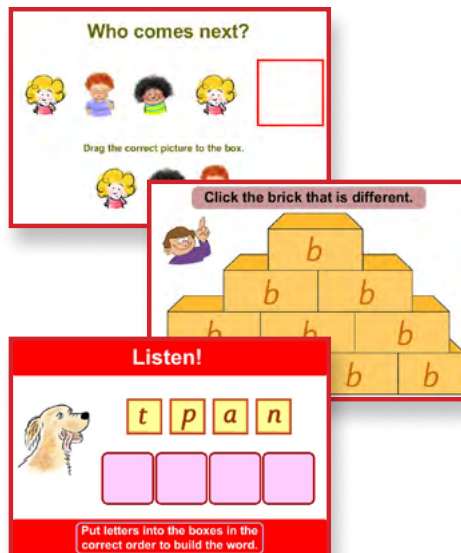
Massive reading coverage

At the heart of Volcanic Panic Reading Success 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:

- A carefully guided introduction to letters, phonics, spelling and more!
- Systematically introduces and establishes sound-letter correspondences for all 44 phonemes with their related graphemes.
- Expands and develops writing and word skills, by covering spelling, grammar, punctuation and much more!
- 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.

Automatically differentiated for every student

The multichannel Adaptive Learning system automatically differentiates learning for each child.



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 uniquely combines sight and sound for maximum learning potential.

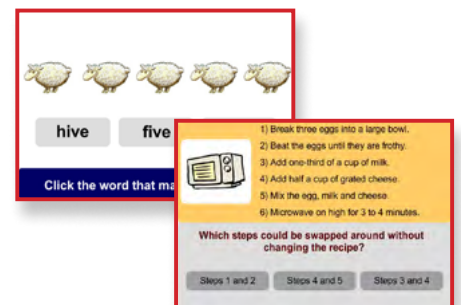
4 powerful learning modes

1. Adaptive Learning - question after question automatically optimised for each student.
2. Multiplayer gameplay uses EdAlive Adaptive Learning to separately level each player.
3. Questions Only - students manually choose the questions to focus on.
4. Teachers choose the content to focus on and apply it to the whole class.

Effortless differentiation

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

-  a beginning reader,
-  a struggling reader,
-  an emerging reader, or
-  a power reader!



Adaptive Learning

www.volcanicpanic.com.au

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



Research findings

Explosive 8 month reading age boost in just one term

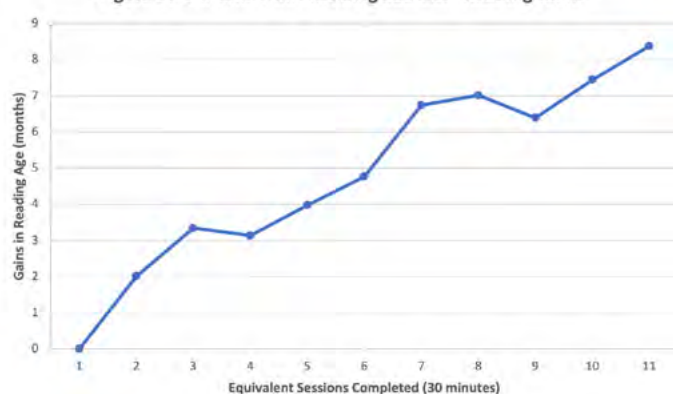
Typical student progress

For students with sufficient history of usage of Volcanic Panic Reading Success (over 180 correct answers), we found that the **average rate of progression across 185 mixed-age students was eight months in reading age after the equivalent of 11 half-hour sessions** in game mode - around 330 questions attempted. (Note that this work could be completed in less time using practice mode without gameplay interludes.)

Figure 1 shows the average progression for these students, indicating a strong trend. Students from a wide range of initial levels and ages contributed to this trend. This is important evidence that Volcanic Panic Reading Success is a valuable tool across a wide range of ages and students will benefit whether they are currently performing at, above, or below age expectation.

Dr Lindsay Brash - EdAlive

Figure 1. Volcanic Panic Reading Success - Reading Gains



Full research

Access the full research articles by visiting www.edalive.com/volcanic-panic-reading-success/?research/



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Spelling, grammar and punctuation



Build word power, spelling skills and grammar know-how

Ages 5-15+

Grow word-smart kids

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

It's a comprehensive literacy programme with automated Adaptive Learning that systematically builds word skills and explores the richness of English.

- 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.

Grammar & punctuation

- Covers basic and advanced grammar.

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

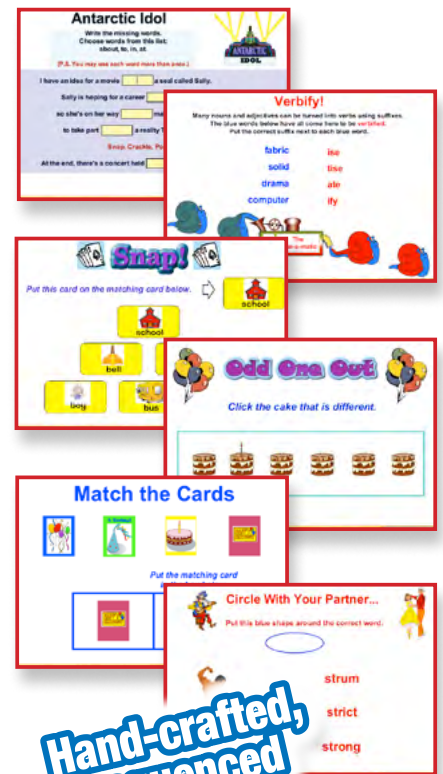
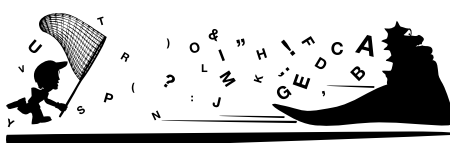
- Builds a broad word base from which students can progress.
- Includes: idioms, clichés, word roots, borrowings from other languages, archaic expressions, alliteration, connectives, synonyms, antonyms, homophones, onomatopoeia, collective nouns, metaphors, similes, puns, tautology, irony and hyperbole.

4 powerful learning modes

1. Adaptive Learning - question after question automatically optimised for each student.
2. Multiplayer gameplay uses EdAlive Adaptive Learning to separately level each player.
3. Questions Only - students manually choose the questions to focus on.
4. Teachers choose the content to focus on and apply it to the whole class.

Automatically differentiated for every student

The multichannel Adaptive Learning system automatically differentiates learning for each child.



Hand-crafted, sequenced Questions



Adaptive Learning

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 gameplay of others.
- Each player competes at their own adaptive level, so every player has a real chance of winning.
- Vary the gameplay to your level and interest by choosing the hard or easy game board.
- Play against your friends or the inbuilt AI 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.



Research findings

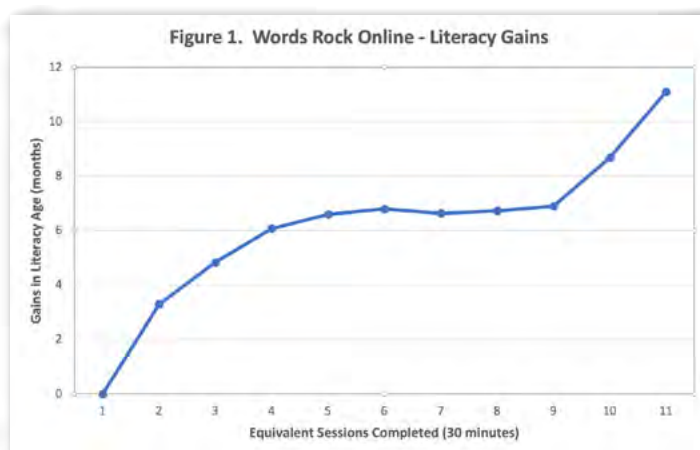
Average increase of 11 months in literacy age in just one term

Typical student progress

For students with sufficient history of usage of Words Rock (over 180 correct answers), we found that the average rate of progression across 177 mixed-age students was 11 months in literacy age after the equivalent of 11 half-hour sessions in game mode - around 330 questions attempted. (Note that this work could be completed in less time using practice mode without gameplay interludes.)

Figure 1 shows the average progression for these students, indicating a strong trend. Students from a wide range of initial levels and ages contributed to this trend. This is important evidence that Words Rock is a valuable tool across a wide range of ages and students will benefit whether they are currently performing at, above, or below age expectation.

Dr Lindsay Brash - EdAlive



Full research

Access the full research articles by visiting:
www.edalive.com/words-rock/?research



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WA NT
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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
New South Wales 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.



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Details

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Boost learning *and* save time!



Powerful online learning for your school that's quick & easy to use.

Maths, reading, punctuation, grammar and spelling skills mapped to your curricula.



✓ Boost learning and engagement

A diverse mix of fun interactive games, humour and rewards motivate and engage students.

Students using the EdAlive online learning titles are progressing well in advance of the chronological norm—evidenced by years of student data.



✓ Save time

The EdAlive Adaptive Learning systems automatically provide differentiation and individualised progression for each student leaving you free to focus on results. Centralised set-up and administration applies across all EdAlive websites.



✓ Outstanding value for money

Each online learning resource is a high value, low cost price leader; subscribe to all five for the highly discounted All App Access (AAA) pricing and save thousands of dollars a year.



Privacy, security and eSafety are assured for all EdAlive Online Learning websites as evidenced by ST4S and KidSafe accreditation.



Sound educational theory - stellar results

In the educational literature it is well-established that learning is more efficient when a concept is learned and practised over several sessions ("spacing") rather than being hammered in one session ("massing"). Our research shows that many online learning systems focus on massing to the detriment of learning.

The EdAlive Online Learning websites focus on spacing rather than massing, embedding learning in fun and fully individualised instruction. This sound educational design is one of the core reasons that students using the EdAlive websites make such remarkable learning progress.

Full details

Access the full research article by visiting: edalive.com/using-learning-theory-to-help-our-students/



Learning Theory



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