

2015

CATALOGUE



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About dschool World of Learning

Dear Educators and parents,

According to a study by our educational experts, children are more likely to succeed in learning when their teachers and families introduce them at an early age to educational games. It is no exaggeration to say that how well children learn using dschool World of learning games affects directly not only how successful they are in school but how well they do throughout their lives." Many times, children need additional time to practice lessons that are introduced in the classroom in a game environment. This extra practice time at home and smart class (traditionally known as computer labs) can make the difference between a confident student and a nervous learner. We believe that "If a child can't learn the way we teach, maybe we should teach the way they learn" Ignacio Estrada

Why dschool World of Learning system?

We are happy to inform all educators and parents that dschool World of Learning is the only approved partner of Jumpstart software in Africa.

Our mandate as the Africa partner is not only to sell the programs, but also to support all public schools; lower and middle level private schools compete equally in producing world class employees with top innovative schools in the World. Did you know that top 10 international schools fees per term range between Ksh 600,000 to Ksh 2.1 Million.

Did you know that the most expensive international school in Kenya use Jumpstart programs?

Where can you get jumpstart programs in Africa?

Don't be cheated. You can't download the complete program for jumpstart. What you buy online are sample games that are good but cannot compare the entire package for school and home use which we supply as partners.

All our jumpstart school programs have the following additional features:-

- A classroom management system for individual program
- teacher manuals to guide the teacher in implementation
- Game manuals that guides on every activity and the learning styles
- Free worksheets that the teacher can use in the classroom away from the computer
- A training token for teachers to be trained on how to use blended learning
- Classroom management system (vision pro), with the learning center for the school that guarantees learning anywhere so long as the students are connected.
- Access to our lead teacher trainers that currently are training teachers in top international schools (see profile at the back of catalogue)



Case Example of Transformation

Case example of transformational learning delivered through research based educational games is given below:

Andrew Hsu,

A testimony of what educational games can do:

- Born in April 1991
- Age 2 builds a robot out of LEGOs that was as tall as him.
- Andrew was performing algebra at the age of 5
- At 6 years of age he scored above normal on a standard IQ test.
- At age 16 Hsu graduated from University of Washington with a total of 3 Bachelor of Science Degrees in Chemistry, Neurobiology, and Biochemistry, along with a minor in Mathematics.
- At age 18 Andrew enrolled in the Neuroscience Ph.D. course at Stanford University and was a Frances B. Nelson Fellow and a candidate for the Ph.D. program.
- Andre View on learning using research based educational games has supported

our also has a stance about the education system. He believes that a school system split according to skills not age is the wave of the future. He would also like to see the educational system incorporating their curriculum education based on the technicalities of games, technology and neuroscience.

We have now secured approval from Ministry of Education Kenya, Teachers service Commission to train teachers on the new way of teaching. Our four programs submitted to KICD were approved and now are in orange book.

- Our programs are trusted by over 40 million parents and educators Worldwide , have won over 400 global education awards and some of the schools in Kenya using our programs are:
- Buruburu SOS , Eldoret SOS and Mombasa SOS Villages,
- Over 300 centres of Compassion International
- Kagaki Schools in Nakuru
- 4 World Vision projects in Matete, Kakamega County schools
- Jabstar Academy, Hill School, Fesbeth and Shibimbi public school in Kakamega County
- MM Shah Academy Mombasa and many others.
- Little Lamps in Eldoret

As the chairman of dschool World of Learning, I call upon all to join us to see future innovators come from Africa. You can be a reseller or an agent by contacting us on email, dschoolmarketing@iaii.co.ke or visit our website www.dschooll.co.ke

Looking forward to be your long-term edutainment valued partner

Wycliffe M. Majengo

Jumpstart Ambassador
AFRICA SECTION

Profiles for Course Developers



David W. Tom Ph.D.

Ph.D. in Educational Technology,
Master of Science in Education,
Master of Science in Software
Engineering, Bachelor of Arts in
Liberal Studies College: USA

Technology Integration Specialist

- Academic Emphasis: Technology Integration Coach/Coordinator/Specialist,
- Instructional/Curriculum/Online Designer/Developer, Mechanics/Methodologies Trainer
- Technical Emphasis: Technology/IT Manager/Director/Coordinator, Teacher Trainer
- Designed, developed and delivered IB-style K-12 Technology/STEM curriculum
- Trained Malaysian teachers on 21st century education for IB Professional Development
- Created external online program for students/teachers, first internal online course
- Coordinated National Association for Independent Schools Challenge
- Promoted virtual world cyber campuses, game-based learning for IT/other courses



Alinda Mary Ware dschool Education Director

Has a vast experience as an educator. These include classroom instruction from Kindergarten to form four. Working as a specialist in improving literacy in reading and math through instruction of students and designing workshops for parents and teachers.

Since retiring from teaching in Canada, she has been instrumental in designing, coordinating and training facilitators for life skill workshops for secondary students.

"I believe our goal as educators is to strive to enable every person to reach their potential and become lifelong learners".

1 School to home Promotion

Dear Educator,

For more than 5 years, Africa Digital Learning Academy has set the standard in creating premium educational products for use in both the classroom and the home. With award-winning brands such as JumpStart, Reading Blaster and Math Blaster found in one of every five African classrooms, Africa Digital Learning Academy understands your needs.

The School to Home Connection

According to a study by the U. S. Department of Education, "children are more likely to succeed in learning when their families actively support them. It is no exaggeration to say that how well children learn to read affects directly not only how successful they are in school but how well they do throughout their lives." Many times, children need additional time to practice lessons that are introduced in the classroom. This extra practice time at home can make the difference between a confident student and a nervous learner.

How Africa Digital Learning Academy Can Help

Africa Digital Learning Academy products have been designed to provide an engaging and productive learning experience - whether a student is learning in a classroom or practicing at home. Recognizing the important role that the family plays in a child's development, Africa Digital Learning Academy has created the following promotion to help you foster that critical relationship:

- Receive a free student take-home CD for each license purchased*
- For each network purchase, receive 50 free student take-home Cds.
- If additional student take-home Cd's are needed, they can be purchased for \$15 each.**

SAMPLE SAVINGS

Quantity	Product	Price
20	Math Blaster 6-8	\$400
20	Math Blaster 9-12	\$400
1	Reading Blaster 4-6	students take home FREE
20	JumpStart 2nd Grade	\$400
	YOU PAY	ONLY \$1200

2 Table of Contents

Reading/Language Arts

- Kid Works™ Deluxe
- JumpStart School Early Literacy
- Reading Blaster Ages 4-6 **KICD Approved**
- Reading Blaster Ages 5-7
- Reading Blaster Ages 6-8
- Reading Blaster Ages 9-12
- Spelling Blaster Ages 6-9
- JumpStart Phonics

Cross Curriculum

- JumpStart World Preschool **KICD Approved**
- JumpStart World Kindergarten **KICD Approved**
- JumpStart World 1st Grade
- JumpStart World 2nd Grade
- JumpStart World 3rd Grade
- JumpStart World 4th Grade
- JumpStart World 5th Grade
- JumpStart World 6th Grade

Mathematics

- Math Blaster Ages 5-7
- Math Blaster Ages 6-8 **KICD Approved**
- Math Blaster Ages 7-9
- Math Blaster Ages 9-12
- Math Blaster
- Math Blaster
- Master the Basics Pre-Algebra

Real World

- Math for the Real World™
- Grammar for the Real World™

Keyboarding

- Kid Keys™ 2.0
- JumpStart Typing

E-languages

- French, German, Spanish & English

3 Reading/Language Arts

Kid Works™ Deluxe

Grades PreK-4

Build Writing, Reading and Creativity Skills

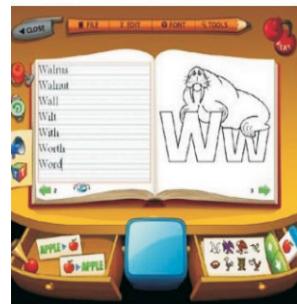
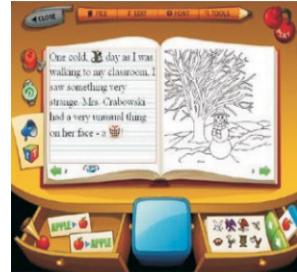
An all-in-one publishing tool, Kid Works™ Deluxe is the perfect software for building creative writing and reading skills. Children can create their own stories from scratch or personalize cross-curricular, ready-made projects. With kid-friendly design tools, students can easily illustrate their stories with free-hand drawings, imported photos and more. Students can hear their stories read aloud by the computer or record them in their own voices. Finished stories can be printed or shared with others via email.

Key Product Correlations to NCTE/IRA Standards

- Writing Process
- Writing to Communicate
- Study and Research
- Language Expressions and Mechanics
- Listening, Speaking, Viewing

Curriculum Skills

- Write and think creatively
- Improve editing and composition skills
- Build early reading and writing skills
- Communicate ideas through writing



4 Reading/Language Arts

Reading Blaster® Ages 4-6

Grades PreK-1

Introduce essential pre-reading skills

Progressively challenging activities in phonics, the alphabet, and word knowledge introduce critical pre-reading skills. Eight read-along storybooks and problem-solving challenges develop basic literacy and the thinking skills needed for reading comprehension.

Key Product Correlations to NCTE/IRA Standards

- Vocabulary Development
- Reading-Decoding, Phonics,
- Reading Process
- Reading Comprehension and Evaluation
- Language Expressions and Mechanics
- Listening, Speaking, Viewing



Curriculum Skills

- Distinguish letters, sounds, and words
- Recognize upper and lower case letters
- Become familiar with the alphabet
- Expand vocabulary
- Build a foundation for comprehension

Reading Blaster® Ages 5-7

Grades K-2

Sharpen early reading skills

Ten engaging activities develop phonetic and language mechanics skills while introducing more than 1,500 vocabulary words. Students read short passages of illustrated text and move through five levels of reading content. Printable stories and word search puzzles enhance the hands-on reading experience.



Key Product Correlations to NCTE/IRA Standards

- Writing Process
- Vocabulary Development
- Reading-Decoding, Phonics, Reading Process
- Reading Comprehension and Evaluation
- Listening, Speaking, Viewing

Curriculum Skills

Recognize beginning and ending sounds
Distinguish short and long vowel sounds
Identify nouns, verbs and adjectives
Use punctuation and capitalization
Spell three- to six-letter words

5 Reading/Language Arts

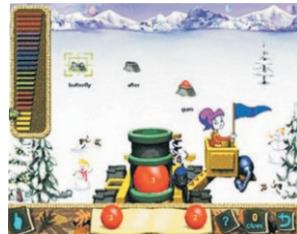
Reading Blaster® Ages 6-8 Grades 1-3

Develop key reading and grammar skills to solve an exciting mystery

Six engaging activities develop essential spelling, phonics, grammar, and vocabulary skills and equip students to read and listen effectively. Five adjustable levels of content, over 2,000 vocabulary words, and 25 read-along books let your students be the detectives, making reading fun!

Key Product Correlations to NCTE/IRA Standards

- Writing Process
- Writing to Communicate
- Reading-Decoding, Phonics, Reading Process
- Reading Comprehension and Evaluation
- Language Expressions and Mechanics



Curriculum Skills

Understand sentence structure

Create compound words and contraction

Identify syllables, pre xes, and suf xes

Use punctuation and capitalization

Discover antonyms, synonyms, and homonyms

Use past and present tenses correctly

Reading Blaster® Ages 9-12 Grades 4-6

Sharpen reading comprehension skills to unravel mysteries

Over 75 mystery reading passages develop critical thinking skills such as reading for details, finding the main idea, making inferences, and drawing conclusions. By applying context clues and grammar rules, students discover word meanings and build comprehension skills over increasing difficulty levels.

Key Product Correlations to NCTE/IRA Standards

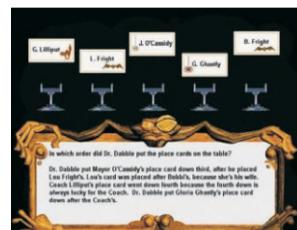
Vocabulary Development

Study and Research

Reading-Decoding, Phonics, Reading Process

Reading Comprehension and Evaluation

Language Expressions and Mechanics



Curriculum Skills

Develop critical thinking skills

Build reading comprehension

Use antonyms and synonyms

Work with analogies

Improve grammar skills

Build vocabulary

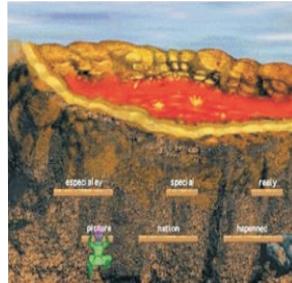
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6 Reading/Language Arts

Spelling Blaster® Ages 6-9 Grades 1-3

Develop superior spelling and reading skills

Engaging phonics-based activities introduce spelling rules and patterns for over 1,700 words. Spell Track™ monitors misspelling trends, and multiple word-attack strategies help students learn to spell with consistency and accuracy. An easy-to-use editor lets you create customized word lists. Printable word searches and crossword puzzles reinforce the learning.



Key Product Correlations to NCTE/IRA Standards

- Vocabulary Development
- Reading-Decoding, Phonics, Reading Process
- Reading Comprehension and Evaluation

I

Curriculum Skills

- Build words using phonics rules
- Recognize spelling patterns
- Identify word families
- Use phonics with rhyming words
- Edit and complete misspelled words

JumpStart® Phonics

Grades PreK-1

Develop a full range of phonics and reading skills

Comprehensive lessons, practice, and review take students on a direct path from letter recognition skills to word-building and sentence-structuring activities. Our special Read 'n' Respond technology develops phonemic awareness, allowing early learners to progress at their own pace. Fun-to-read Discovery Books enhance the learning process.



Key Product Correlations to NCLB

- Supports Early Reading First Mandate
- Phonemic Awareness
- Phonics
- Vocabulary Development
- Reading Fluency

Curriculum Skills

- Identify letters and picture words
- Recognize consonant and vowel sounds
- Identify rhyming words by sound
- Build three-letter words
- Construct simple sentences
- Read sentences and simple stories

7 Cross Curriculum

JumpStart® Word Preschool

Build essential preschool skills

Through engaging, animated activities, children will learn phonics, vocabulary, music, math, counting and other fundamental preschool skills.

An assessment test within the program can assist in determining the level at which each activity should be set. Printable progress reports help teachers and parents track each student's development.

Key Product Correlations to NCTE/IRA & NCTM Standards

- Number Sense, Concepts and Operations
- Vocabulary Development
- Reading-Decoding, Phonics, Reading Process
- Reading Comprehension and Evaluation



Curriculum Skills

- Learn to follow directions
- Discover shapes and colors
- Practice numbers and counting
- Identify upper- and lowercase letters
- Experience art and music

JumpStart® World Kindergarten

Target individual learning styles to master the essentials

All the math and spelling basics, along with an introduction to science, nature, and music, are presented here in a colorful environment that will keep students engaged. The program personalizes the learning process by assessing each student's ability level and learning style, and offers captivating activities and seven different tutorial modes.



Key Product Correlations to NCTE/IRA & NCTM Standards

- Number Sense, Concepts and Operations
- Measurement
- Vocabulary Development
- Reading-Decoding, Phonics, Reading Process
- Reading Comprehension and Evaluation

Curriculum Skills

- Learn phonics and word building
- Construct equations
- Study volume and mixtures
- Develop listening skills
- Develop strategic thinking skills
- Build and sequence stories

8 Cross Curriculum

JumpStart® World 1st Grade

Engage students in learning with customized content
By customizing activities to each child's learning style, this program helps ensure mastery of essential first-grade skills in phonics, spelling, fractions, money, and basic measurement. Six modules present colorful, cross-curricular activities that advance through progressive levels. Age-appropriate, appealing activities keep students motivated.

Key Product Correlations to NCTE/IRA & NCTM Standards

- Problem-Solving Process
- Number Sense, Concepts and Operations
- Fractions, Decimals, Ratios, Percentages,
- Exponential
- Writing to Communicate



Curriculum Skills

- Match letters to phonetic sounds
- Create and spell words and rhymes
- Discover basic parts of speech
- Sequence numbers, count, and skip count
- Understand and apply fractions
- Evaluate money and basic measurements

JumpStart® World 2nd Grade

Ensure mastery of the basics and more with fun and interactive activities

All the math and spelling basics, along with an introduction to science, nature, and music, are presented here in a colorful environment that will keep students engaged. The program personalizes the learning process by assessing each student's ability level and learning style, and offers captivating activities and seven different tutorial modes.



Key Product Correlations to NCTE/IRA & NCTM Standards

- Number Sense, Concepts and Operations
- Geometry and Spatial Sense
- Vocabulary Development
- Reading-Decoding, Phonics, Reading Process
- Language Expressions and Mechanics
-

Curriculum Skills

- Understand number relationships
- Identify number representations
- Master basic operations
- Recognize consonant blends and digraphs
- Use correct capitalization and punctuation

9 Cross Curriculum

JumpStart® World 3rd Grade

Interactive learning adventures reinforce skills development. Solidify skills and pave the way to higher learning with 18 interactive lessons, games, and activities in math, language arts, social studies, science, art, and music. Plenty of review and practice modules with adjustable levels will widen your students' knowledge base and reinforce fundamental concepts.

Key Product Correlations to NCTE/IRA & NCTM Standards
Problem-Solving Process
Fractions, Decimals, Ratios, Percentages,
Exponential
Algebraic Concepts
Reading Comprehension and Evaluation
Language Expressions and Mechanics



Curriculum Skills

Develop math operations skills
Master column multiplication
Understand units of measurement
Build spelling, grammar and usage skills
Explore history and geography
Study earth and life science

JumpStart® World 4th Grade

Build essential thinking skills with cross-curricular problem solving. Eleven skill-building activities and our exclusive Adaptive Learning Technology guide students through complex grammar, writing, and reading comprehension exercises and develop their higher-order math skills. Cross-curricular activities improve students' understanding of key concepts and sharpen over 30 skills in core curriculum areas.



Key Product Correlations to NCTE/IRA & NCTM Standards

- Number Sense, Concepts, and Operations
- Data Interpretation, Probability
- Writing Process
- Vocabulary Development
- Language Expressions and Mechanics

Curriculum Skills

- Master basic grammar and spelling
- Explore social studies and science
- Build reading comprehension and vocabulary
- Understand sentence structure and writing
- Study music and fine arts
- Develop higher-order math skills

10 Cross Curriculum

JumpStart® World 5th Grade

Hone students' thinking skills in a cross-curricular mystery

An array of engaging, brain-twisting games will spark students' imaginations as they develop logic and problem solving skills to unravel complex mysteries. Multi-level content in language arts, history, geography, and science, along with multi-step math problems, will hold their interest, expand their knowledge, and cultivate their skills.

Key Product Correlations to NCTE/IRA & NCTM Standards

- Geometry and Spatial Sense
- Data Interpretation, Probability
- Algebraic Concepts
- Writing to Communicate
- Reading Comprehension and Evaluation



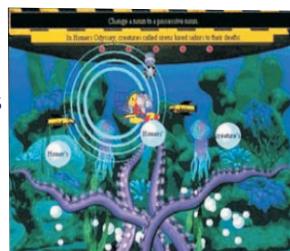
Curriculum Skills

- Improve grammar and vocabulary skills
- Understand verbs and tenses
- Review U.S. and world geography
- Solve complex, multi-step math problems
- Apply fraction and decimal concepts

JumpStart® World 6th Grade

Build and focus curriculum skills on real-world problems

Eleven exciting, multi-level activities present over 4,000 problems designed to improve skills in core curriculum areas—math, language arts, science, and social studies. Students develop and apply problem-solving skills in an engaging game setting to prevent deforestation, pollution, extinctions, and the destruction of world-famous monuments.



Key Product Correlations to NCTE/IRA & NCTM Standards

- Fractions, Decimals, Ratios,
- Percentages,
- Exponential
- Geometry and Spatial Sense
- Data Interpretation, Probability
- Writing to Communicate
- Reading Comprehension and Evaluation

Curriculum Skills

- Build spelling and grammar skills
- Master sentence structure and writing
- Develop literature appreciation
- Understand metaphor and analogy
- Employ higher-order math skills
- Explore science and history content

11 Mathematics

Math Blaster® Ages 5-7 Grades K-2

Develop essential early math skills

Six action-packed activities help students master basic math skills and explore key concepts. Through 150 lessons and 1,000 problems presented in five levels of difficulty, students learn to count numbers, tell time, identify money, use systems of measurement, and perform basic operations. Progress reports and printable activities are included.



Key Product Correlations to NCTM Standards

- Problem-Solving Process
- Number Sense, Concepts, and Operations
- Addition, Subtraction, Multiplication,
- Division Measurement
- Geometry and Spatial Sense

Curriculum Skills

- Count by whole numbers
- Recognize number patterns
- Understand basic fractions
- Estimate and round off numbers
- Master measurement concepts

Math Blaster® Ages 6-8

Grades 1-3

Sharpen math skills with engaging number challenges

Eight absorbing activities with five levels of content introduce addition, subtraction, and sorting of simple and complex number sets. Over 350 lessons and 1,000 problems and puzzles build operations and data skills, while exploration activities build visual and logical thinking skills. Progress reports and printable activities are included.



Key Product Correlations to NCTM Standards

Number Sense, Concepts, and Operations
Fractions, Decimals, Ratios, Percentages,
Exponential Addition, Subtraction,
Multiplication, Division
Geometry and Spatial Sense
Data Interpretation, Probability

Curriculum Skills

- Complete number patterns up to 9,999
- Identify simple and equivalent fractions
- Read and interpret charts and bar graphs
- Sort simple and complex sets
- Manipulate shapes to solve tangram puzzles
- Develop problem-solving strategies

12 Mathematics

Math Blaster® Ages 7-9 Grades 2-4

Motivate students to solve complex equations
Over 350 stimulating math lessons and 1,000 problems and puzzles build problem-solving, estimating, and equation building skills while developing student confidence. Realistic challenges in 50 skill areas engage students as they perform data interpretation, apply basic operations, and employ geometry skills through several levels of difficulty.

Key Product Correlations to NCTM Standards

- Number Sense, Concepts, and Operations
- Fractions, Decimals, Ratios, Percentages,
- Exponential
- Addition, Subtraction, Multiplication, Division
- Geometry and Spatial Sense
- Data Interpretation, Probability



Curriculum Skills

- Perform complex addition and subtraction
- Master complex multiplication and division
- Understand fractions and decimals
- Comprehend percentage equivalents
- Practice basic and complex geometry

Math Blaster® Ages 9-12

Grades 4-6

Develop intermediate math skills in an exciting adventure

Ten activities in an adventure-story context keep students engaged while they develop complex intermediate math skills by completing equations and using integers, fractions, decimals, and percentages. The program presents over 50,000 problems in 10 skill areas with several levels of difficulty, and includes online help and math tips.



Key Product Correlations to NCTM Standards

- Problem-Solving Process
- Number Sense, Concepts, and Operations
- Fractions, Decimals, Ratios,
- Percentages,
- Exponential
- Addition, Subtraction,
- Multiplication,
- Division
- Algebraic Concepts

Curriculum Skills

- Solve equations with two or three operands
- Use estimation to find answers in a range
- Compute fractions with common denominators
- Add fractions with uncommon denominators
- Understand and use decimals and percentages
- Identify and apply patterns

13 Mathematics

Math Blaster® Master the Basics

Ages 6-12

Master the building blocks of math

Extensive practice through fast, futuristic game play increases math speed and accuracy. Thousands of addition, subtraction, multiplication and division problems help students master math skills and improve problem-solving abilities.

A second take-home CD can be copied so students can practice their math facts in a brand-new game at home!



Key Product Correlations to NCTM Standards

- Problem-Solving Process
- Number Sense, Concepts, and Operations
- Addition, Subtraction, Multiplication, Division
- Algebraic Concepts

Curriculum Skills

- Master addition and subtraction
- Solve multiplication and division problems
- Improve math speed and accuracy
- Identify fact families and equivalents
- Develop complex problem-solving skills

Math Blaster® Pre-Algebra

Grades 5-8

Develop graphing and equation skills to solve the mystery

Nine activities focused on decimals, integers, and rational numbers prepare students for algebra as they learn to graph numbers and solutions on a coordinate grid. Over 4,000 word problems and equation writing exercises help students develop critical thinking skills while they advance through multiple levels in an exciting mystery setting.



Key Product Correlations to NCTM Standards

- Problem-Solving Process
- Number Sense, Concepts, and Operations
- Fractions, Decimals, Ratios,
- Percentages, Exponential
- Data Interpretation, Probability
- Algebraic Concepts

Curriculum Skills

- Understand ratio, proportion, and percent
- Work with positive and negative integers
- Create and translate math expressions
- Apply order of operations
- Work with graphs and coordinates
- Understand and build equations

14 Real World

Math for the Real World™ Grades 4-8

Build math skills to use in real-world situations. Topical word problems and interactive activities teach real-world, critical thinking skills for daily situations. Over 4,000 problems in nine key areas introduce everyday math skills such as telling time and counting money, while reinforcing key concepts such as logic, fractions, and decimals. A detailed on-screen reference library is included.



Key Product Correlations to NCTM Standards

- Problem-Solving Process
- Number Sense, Concepts and Operations
- Fractions, Decimals, Ratios, Percentages,
- Exponential Addition, Subtraction,
- Multiplication, Division
- Data Interpretation, Probability

Curriculum Skills

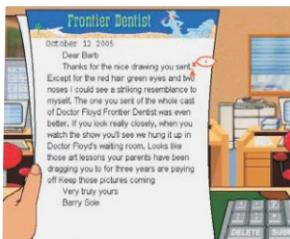
- Use graphs, charts, and maps
- Add, subtract, multiply, and divide Work with fractions, decimals, and percentages
- Understand time, measurement, and weights
- Practice budgeting

Grammar for the Real World™

Grades 4-8

Teach students to write and edit their way to the top!

In a Hollywood setting, this program teaches the elements of effective writing—grammar, punctuation, spelling, and well-structured sentences as students work their way up the career ladder of a movie studio. “Real-world” activities, adjustable difficulty levels, an online grammar guide, and text-to-speech technology support the editing process.



Key Product Correlations to NCTE/IRA & NCTM Standards

- Reading Comprehension and Evaluation
- Language Expressions and Mechanics
- Listening, Speaking, Viewing
- Writing to Communicate
-

Curriculum Skills

- Recognize parts of speech
- Master verb tenses and usage
- Use correct punctuation and capitalization
- Identify common errors in word usage

15 Keyboarding

Kid Keys™ 2.0

Grades PreK-2

Introduce students to a lifetime of keyboarding fun. Engaging exercises and lessons teach kids typing basics such as identifying letter keys, keyboard control, how to use a mouse, how to “click and drag,” and typing words and sentences. Special features include an on-screen keyboard with easy-to-learn letters, lively characters, multiple difficulty levels, and closed-captioning.



Curriculum Skills

- Recognize keyboard letters
- Learn and practice home row keys
- Control cursor movement
- Master “click and drag” technique
- Type letter combinations and simple words

JumpStart® Typing

Grades 2-5

Build typing proficiency interactively

Timed typing lessons and engaging activities build proficiency through repetitive training and interactive demonstrations. Diagnostic technology adapts to each student’s skill level, teaching hand placement, posture, key identification, accuracy, speed, and technique, and offering progress reports and multiple difficulty levels.

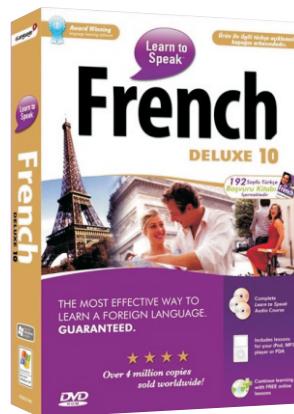


Curriculum Skills

- Practice proper keyboarding technique
- Build keyboard accuracy and speed
- Master correct hand placement and posture

16 E-Languages

Learn to Speak French Deluxe 10 is a fast and effective way to learn French. It has been an all-time best selling language software program that is used by millions of people worldwide. Includes three audio CDs, a printed reference book and audio lessons for your iPod or MP3 player.



Learn to Speak English Deluxe 10 is a fast and effective way to learn English. It has been an all-time best selling language software program that is used by millions of people worldwide. Includes three audio CDs, a printed reference book and audio lessons for your iPod or MP3 player.

Learn to Speak German Deluxe 10 is a fast and effective way to learn German. It has been an all-time best selling language software program that is used by millions of people worldwide. Includes three audio CDs, a printed reference book and audio lessons for your iPod or MP3 player.



Learn to Speak Spanish Deluxe 10 is a fast and effective way to learn Spanish. It has been an all-time best selling language software program that is used by millions of people worldwide. Includes three audio CDs, a printed reference book and audio lessons for your iPod or MP3 player.

17 Price List Per Device/User

TITLES AVAILABLE

SCHOOL VERSION LICENSE

MATH BLASTER

Math blaster Ages 5-7
Math blaster Ages 6-8
Math blaster Ages 9-12
Math blaster pre-Algebra
Math blaster- master the basics 6-12
Math for the Real World.

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