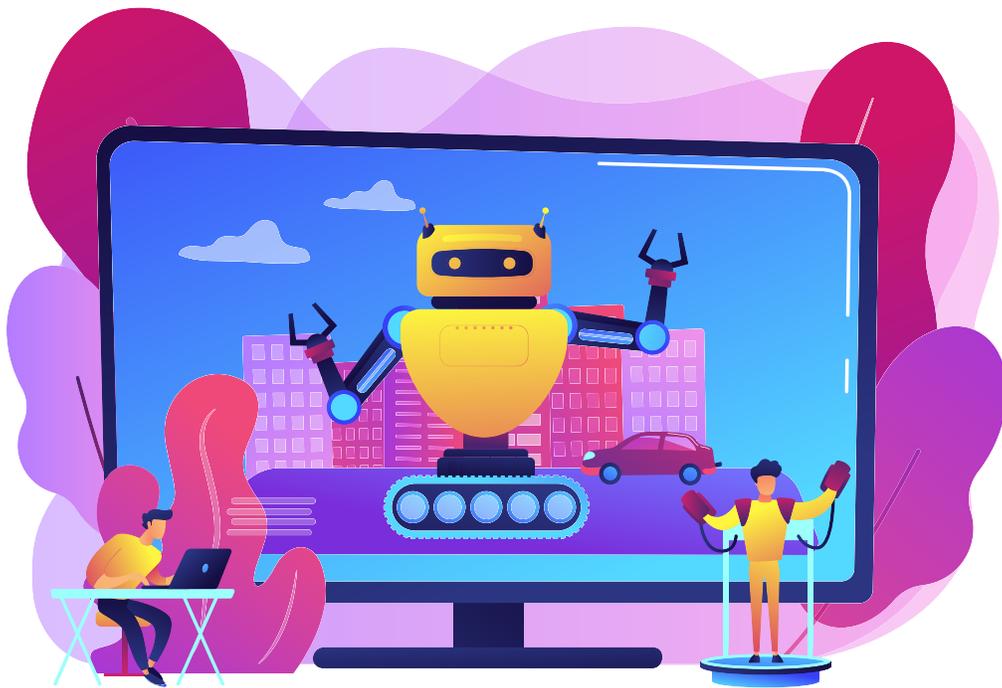


# Game Learning



2022-2023

Digital Learning Solutions

Equity Everywhere™

Grades PreK–8

# GAME LEARNING



Bring online learning to life with interactive games. Game Learning gives schools and students educational video games in Math, Science, English, and History, teaching students to become reflective, critical thinkers, and problem solvers. Because our games feel like real games instead of online textbooks, students engage more deeply while developing a love of learning. Lay the foundation for lifelong learning.



Improve hand-eye coordination



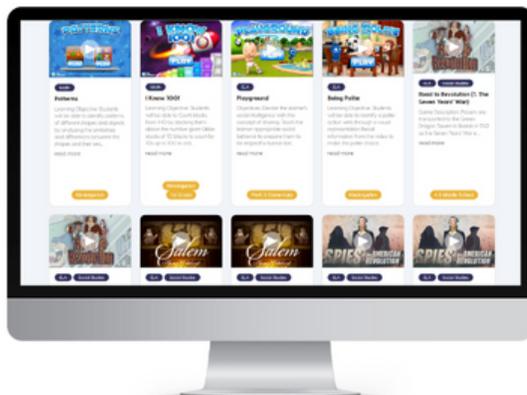
Bolster strategic thinking



Expand memory capacity



Develop computer literacy



EdisonLearning a proud provider of Game Learning. With over 25 years of experience building successful learning programs in schools, EdisonLearning is your partner for lifelong learning.

EdisonLearning is accredited as a Learning Service Provider by the Middle States Association Commission on Elementary and Secondary Schools (MSA- CESS).

## Support different learning styles

One-size doesn't fit all when it comes to learning styles. Students who learn best through auditory, visual, or kinesthetic styles will find plenty of games to suit their learning preferences and capabilities. Game Learning games use multiple play styles including Real-Time Strategy, Role-Playing, Turn-Based Strategy, and Life Simulation. The variety of game styles and games keep students challenged and entertained.

## Develop technology literacy in learners

Students will learn with technology throughout their entire lives. Introducing online learning early in life contributes to technologically adept, curious, and educated future generations. Games are available for use on desktops or tablets and do not require a high speed connection.



## Meet standards and learning objectives

Game Learning games meet more than 1000 unique educational standards and exceed 500 Learning Objectives. Learning content is presented within each educational video game. Games are built so that play time is broken into 10-minute increments adding up to four hours in total length. The interval structure ensures that students are truly engaging with the game and their learning rather than racing through it.

*"If more schools and after school programs utilized video games to make learning fun, every one of the youths would be invested in learning. The world is changing, so should the way we teach and engage with youth. This is a great step forward."*



# Elementary Games

ELA	Farm 1 Regular Noun & Plural
	Farm 2 Irregular Nouns & Plural
	Fish 1 Describing Words Adjectives
	Frog Band 1 Decoding
	Ink Blott: Underground
	Letter Quest EDU
	M18 What's This House Items & Toys, Colors
	M20 Kitchen Food and Farm
	M21 Farm Food and Farm
	M27 Park Action Words and Tenses
	M31 My Body Me and My Body
	M51 American Northwest Knowledge of My Country
	M53 American Southwest Knowledge of My Country
	M56 American Northeast Knowledge of My Country
	M59 American Southeast Knowledge of My Country
	M62 Being Considerate Play with Friends & Social Interaction
	M64 Playground Play with Friends & Social Interaction
	M66 Being Polite Play with Friends & Social Interaction
	Penguin 1 Directional words
	Race 1 Present Tense Action Words
Race 2 Past Tense Action Words	
Word Bots 2 Sentence Structure	

Math	100's Chat 1 Counting by 2,5 and 10
	Carnival 1 Pattern Solving
	Carnival 2 Pattern Making
	Clock Chaser Time Telling
	Diffissions
	Duck 1 Number Bond
	Ducks 2 Addition & Subtraction
	Ducks 3 3 Number Addition
	Foods 2 Graphing with Groceries
	Foods 3 Graphing for Features
	I know 100! Concept of Base 10
	Lady Bugs 1 Sorting & Counting
	Lady Bugs 2 Counting up
	Lady Bugs 3 Ordering
	M39 Built it!
	M48 How Many Pins Addition and Subtraction
	M49 Patterns Shapes & Patterns
	M54 Mushrooms Addition and Subtraction
	M55 Magic Box Shapes & Sections
	Myster Squads 3D Geometry
Party Planner Calendar & Calculation	
Pizza Problems 1	
Pizza Problems 2	
Shape Bots 2D Geometry	
Space Ship 1 Place Value to 99	
Space Ship 1 Place Value to 999	

# Middle School Games

Game	Subject Area				
	ELA	ELD	History	Math	Science
The Lost Colony Chapter 1	●	●	●		
The Lost Colony Chapter 2	●	●	●		
The Lost Colony Chapter 3	●	●	●		
The Lost Colony Chapter 4	●	●	●		
Salem: Plague of Witchcraft: Contain	●	●	●		
Salem: Plague of Witchcraft: Spread	●	●	●		
Road to Revolution Chapter 1	●	●	●		
Road to Revolution Chapter 2	●	●	●		
Spies of the American Revolution Chapter 1	●	●	●		
Spies of the American Revolution Chapter 2	●	●	●		
Lewis and Clark	●	●	●		
Gold Rush Chapter 1	●	●	●		
Gold Rush Chapter 2	●	●	●		
Gold Rush Chapter 3	●	●	●		
Gold Rush Chapter 4	●	●	●		
Bongo Balance	●			●	●
Backyard Engineers	●				●
Cell Command	●				●
Crazy Plant Shop	●				●
Dr.Guts	●				●
Fossil Forensics	●				●
Molecubes	●				●
Planet Mechanic	●				●
Prisoner of Echo	●				●
Reach for the Sun	●				●
You Make me Sick	●				●
Diffissions				●	
MotionForce					●

# English Language Arts

## Farm 1 Regular Noun & Plural

Join Eggy the chicken, Moo Moo the cow, Ziggy the pig and other farm animals as they search around the farm to find funny items to play with their friends.

## Farm 2 Irregular Nouns & Plural

More Farm Friends fun! Join Pixie the Pony, Gladis the Goose and Seamus the Sheep, and more, as they search around the farm to find funny, irregular items to play with their friends.

## Fish 1 Describing Words Adjectives

The game begins by introducing Finny the Fish. Finny wants to go to a Fish Show, but is an ordinary gray fish. Finny would like to change his look.

## Frog Band 1 Decoding

The Frog Band wants to perform a song at Lily Pad Pond, but all the frogs have lost the sound of their voices. Help the frogs jump around the pond to catch musical flies and get their sounds back, then build the band by placing any of the frogs onto the stage to create your own musical tune.

## Ink Blott: Underground

The Inklings' underground kingdom is under threat from a sinister corruption! Explore the caves of the Inklings' world in this action-based puzzle game.

## Letter Quest EDU

Letter Quest EDU is a turn-based word combat game that will test players' linguistic skills. Players spell words to battle monsters while facing increasingly difficult challenges with special rules and limitations. Featuring a smooth difficulty curve that will have players enjoying the challenge of enhancing their vocabulary.

## M18 What's This House Items & Toys, Colors

The child will be introduced to common household items and colors that may be found in the house. They will be asked and will answer a variety of questions.

## M20 Kitchen Food and Farm

The child is introduced to common items that could be found in the kitchen. Safety rules are introduced. In addition, the child is asked to identify non-edible items.

## M21 Farm Food and Farm

The child will be introduced to animals, farm equipment and food items that are grown on a farm. Introduce quantity concept by showing the difference between "one item" versus "many items." The teacher can add more quantifying words such as small, large, heavy, light, large, and narrow.

## M27 Park Action Words and Tenses

The child will be introduced to real life scenarios that could be observed at a park. They are asked to select the "action button," which states the action and allows the child to view the action while it is occurring. The sentence structure remains consistent, however the verb continues to change.

## M31 My Body Me and My Body

The children will have the option to explore the different parts of the body on their own or play a game that will teach the names of the body parts and how they work. They will be asked to find the different body parts by touching Baby Haha.

## M51 American Northwest Knowledge of My Country

Throughout this course the child will have several lessons in Cultural Studies while visiting the American Northwest. Famous sight-seeing recreation sites are available for exploration such as the city of Seattle, Yellowstone National Park, the Sequoia Forest and Mount Rushmore. The child will be able to participate in recreational activities that are found in each location such as observing animals, logging and camping, feeding a hungry bear, gold mining, observing Old Faithful Geyser and learning sign language from a Native American Chief.

## M53 American Southwest Knowledge of My Country

Through this course the child will learn several lessons in Cultural Studies while visiting the American Southwest, including Arizona, California, Colorado, Texas, and Utah. The child will learn that approximately 19 million people live in this region and will have the opportunity to explore and participate in activities that each area is known for.

# English Language Arts

## M56 American Northeast Knowledge of My Country

Through this course, the child will learn several lessons in Cultural Studies while visiting the American Northeast. Children will learn that the Northeast region consists of nine states and many cities such as New York City, Boston, and Philadelphia, to name a few. The child will be able to freely explore and participate in a variety of math games such as counting and identifying the correct numbers that coincide with the different activities. The child will have a chance to work on their one-to-one correspondence and hand-eye coordination.

## M59 American Southeast Knowledge of My Country

Through this course the child will have several lessons in Cultural Studies while exploring the American Southeast. Before starting, they will be informed that the American Southeast is one of the most populous regions in the United States of America. Florida has almost 20 million people living there. The child will be working on hand-eye coordination, sequencing, spatial detail, auditory discrimination, memory, and observation skills through this course.

## M62 Being Considerate Play with Friends & Social Interaction

Being considerate is a critical component to social intelligence. Children will be taught how to be considerate and respond in an appropriate manner when placed in social situations.

## M64 Playground Play with Friends & Social Interaction

Being considerate is a critical component to social intelligence. Children will be taught how to be considerate and respond in an appropriate manner when placed in social situations.

## M66 Being Polite Play with Friends & Social Interaction

The child will watch several short videos and help characters by choosing polite responses to everyday experiences. They will learn that their responses will affect the feelings of others.

## Penguin 1 Directional Words

Ivan the Penguin needs a vacation. He would like to visit the beach. Ivan jumps into the water and starts on his journey. Then, he runs into a variety of obstacles. The player must determine which directional word will help Ivan through the obstacle, where he can collect vacation items and can continue on his way.

## Race 1 Present Tense Action Words

Race as Hohoha Monkey, Moo Moo the cow or Ziggy the pig and watch as they run, skip, bounce, dance, and laugh their way past obstacles to the other end of the farm to win the big race.

## Race 2 Past Tense Action Words

The child will learn the names of different animals. They will be asked to choose two animals that will race. Through prediction and observation, the child will be asked to identify the winning animal. The concept of speed will be discussed (faster/slower speed and the amount of time will be determined at the end of each race. In addition, which animal took more time to finish the race will become evident).

## Word Bots 2 Sentence Structure

Visit the Silly Sentence Factory and help the Period-Bot connect Noun-Bots, Verb-Bots, Adjective-Bots and Adverb-Bots together to build super silly and funny sentences.

# Mathematics

## 100's Chat 1 Counting by 2,5 and 10

Join the Math Master on an adventure inside an ancient jungle temple to find the lost Golden Abacus. Solve the secrets of mystical 100s Charts to unlock the path to the treasure.

## Carnival 1 Pattern Solving

This course is split into 2 games based on the kinds of patterns contained in the game. The student can play either colors and shape patterns or numbers and circular patterns. Although the patterns are different, the game play remains the same. Either of these games can be accessed from the main title screen.

## Carnival 2 Pattern Making

The carnival is here! Play money games to win prizes and get access to the funny shows under the big top tent. Solve the famous Magic Money Trick, pop balloons with the clowns, or try your luck in the Dunk Tank Challenge.

## Clock Chaser Time Telling

Travel back in time with Hohoha Monkey to find the Clockmaker's 4 missing clocks. Fly the time machine through dangerous periods in history and solve the tricky time portal problems to get back home.

## Diffissions

Diffission is a fractions learning game for all ages aligned to Common Core standards. Learn about fractions by slicing through deceptively simple shapes, manipulate swap and dissolve blocks, and earn the coveted title of Diffissionist.

## Duck 1 Number Bond

Join Little Duck on an underwater adventure to return the Peli-King's stolen jewel. Brave the depths of the ocean to track down the rotten pirate shark, Captain Sharp Toak, and take back the Golden Egg

## Ducks 2 Addition & Subtraction

Visit a waterpark. Gather little ducks together to go down the waterslides and perform tricks off of the highest diving boards. Guide children in learning addition by understanding the concept as well as by using mathematical expression to represent the situation.

## Ducks 3 3 Number Addition

The Might Frogs have challenged Mother Duck to a game of tug of war over the muddy pond. Find and feed the team the right amount of food to give them energy for the bi competition.

## Foods 2 Graphing with Groceries

In this game the student goes around a grocery store collecting groceries. After collecting the groceries the student is then asked to put the groceries into different baskets according to categories and record the number of items on a chart. The student is then asked to count the number of items and perform some comparisons. Finally the student can feed the groceries to Hohoha.

## Foods 3 Graphing for Features

In this game the student goes around a grocery store collecting groceries. After collecting the groceries the student is then asked to put the groceries into different baskets according to their feature (light or heavy) and record the number of items on a chart. The student is then asked to count the number of items and perform some comparisons. Finally the student can feed the groceries to Hohoha.

## I know 100! Concept of Base 10

Through this course, the student will be introduced to the decimal numeral system. The decimal system is made up of units (ones), tens, hundreds, and thousands, with ten as its base. To begin, the student will make towers of blocks that correspond with the given symbol. One to one correspondence will occur as the child counts the correct number of blocks that go with each symbol (ones place value). Once ten towers have been made (1-10), groups of ten will be introduced (tens place value). Each group of ten will be counted and the correct number will be identified and named. For example, "One 10 block tower equals 10 blocks, two 10 block towers is called 20....." (10 + 10). Once 10 towers of 10 are made, the number 100 will be introduced (hundreds place value).

# Mathematics

## Lady Bugs 1 Sorting & Counting

Explore the tiny world of "Bug Village". Find all of the hidden ladybugs and sort them into groups of friends. Children will learn to sort by color and number and identify quantity.

## Lady Bugs 2 Counting Up

Save Bug Village from the bad "10-spotted Ladybugs." Help find and capture them into jars before it is too late.

## Lady Bugs 3 Ordering

It's Race Day! Sort the ladybugs into lanes, race them down the dirt track and see who wins the golden 1st place trophy.

## M39 Built it!

The child will build a robot. They will be told that robots are machines that work automatically. The child will be introduced to several different shapes as well as to the concept of directionality. The child will need to identify two fragmented pieces, that when put together, make the correct shape. The robot will come to life and dance.

## M48 How Many Pins Addition and Subtraction

The child will be exposed to basic math. They will be counting, matching quantity to symbol, and performing basic addition and subtraction problems through bowling.

## M49 Patterns Shapes & Patterns

Beginning by using shape patterns, the child will observe a portion of a pattern and will be asked to identify the missing shape that will complete the pattern. Once the child is able to understand basic patterns, we introduce picture patterns that are made up of shapes. The picture patterns introduce an additional aspect: background color change. The child will not only have to identify the shape or picture, but also identify the correct background color that completes the pattern.

## M54 Mushrooms Addition and Subtraction

The child will help Hohoha Monkey and Billy the Ant prepare enough food for Billy to eat during the winter months. They will have to prepare a food plan, gather the food, and return to Bill's home with the appropriate amount of food to meet his needs during the long winter months. The child will be using addition, subtraction, and multiplication skills to accomplish the tasks.

## M55 Magic Box Shapes & Sections

The child will need to find a matching key to unlock the magic box and see what is hidden inside. The correct key will be one of two rotatable objects.

## Myster Squads 3D Geometry

Join the clever Mystery Squad to solve the case of the missing mummies. Gather clues to find the whereabouts of the 6 golden keys needed to fix the Egyptian Puzzle Cube and return the Mummy Kings back to their resting places.

## Party Planner Calendar & Calculation

Visit Lilypad Lake and help the upset Frog Band repair their damaged tour calendar, find their missing instruments and get to the big party on time.

## Pizza Problems 1

Children will learn how to break word problems down and create equations to solve the question.

## Pizza Problems 2

Mamma has left Panda in charge of the pizzeria again. The hungry customers are lining up and he needs help making even more pizzas.

## Shape Bots 2d Geometry

The Shape-Bots are back with six games in one! Play the fast-paced Spot-a-Bot game or zap and slice shapes into pieces to become a Laser Operator. Help the doc-bots repair sick robots at the hospital or build a super-sized space factory with the construction-bots.

## Space Ship 1 Place Value to 99

Blast-off and start your space cadet training now. Commander Wolf needs you to deliver shipments to five planets. Organize the fuel cells and launch the spaceships into the galaxy to deliver the packages on time.

## Space Ship 1 Place Value to 999

Enter the final phase of your space cadet training. Commander Wolf will increase your rank if you can deliver the final packages to the proper planets.

# English and History

## The Lost Colony Chapter 1

Players experience a Native perspective of encounters with Europeans. Set in present-day North Carolina on the eve of the arrival of the English, players follow two friends, Manteo and Wanchese, respectively of the Croatoan and Roanoke tribes as they first encounter British settlers.

ELA ELD History

## The Lost Colony Chapter 2

Players experience contact from the English perspective. Players play as Captain Arthur Barlowe, exploring Roanoke Island. Students see the full complexity of the first encounter between Native Peoples and Settlers when the English depart at the end of the chapter.

ELA ELD History

## The Lost Colony Chapter 3

Players learn that Queen Elizabeth has decided the Roanoke colony will primarily serve as a base for privateering. This will bring money into the English treasury and weaken Spanish dominance at sea. Players learn that this get-rich-quick privateering mentality did not lend itself to the hard work required to build a successful colony.

ELA ELD History

## The Lost Colony Chapter 4

Players play as John White, an artist, and scientist sent by Queen Elizabeth to manage relations with Native Peoples. Things go wrong almost immediately. Stranded in hostile territory, students must attempt to rebuild the colony.

ELA ELD History

## Salem: Plague of Witchcraft: Contain

Your goal is to contain the social contagion of witchcraft, through employing skepticism to stop the societal panic. In doing so, students learn how to survive a societal panic, using strategic thinking, patience, and a strong moral compass.

ELA ELD History

## Salem: Plague of Witchcraft: Spread

Your goal is to understand how a social contagion of witchcraft can spread. Players will learn who was vulnerable to the “affliction,” who was most likely to make false accusations, and how false accusations were able to spread like wildfire.

ELA ELD History

## Road to Revolution Chapter 1

Players are transported to the Green Dragon Tavern in Boston in 1763 as the Seven Years' War is drawing to an end. Playing as Harriet, the tavern owner, players will recruit new customers including Paul Revere, John Hancock, and Abigail Adams. Harriet learns through discussions in the tavern, that issues of taxation are beginning to arise, which will ultimately lead the colonists to war with England.

ELA ELD History

## Road to Revolution Chapter 2

Players help Harriet secure tea for the Green Dragon Tavern, as tea helps colonists feel connected to Britain. But some colonists are becoming increasingly agitated with Britain, as The Sugar Act and The Stamp Act are passed, increasing taxes. Players learn about the emergence of the Sons of Liberty, whose protests against taxation without representation contribute to the repeal of the Sugar and Stamp Act.

ELA ELD History

## Spies of the American Revolution Chapter 1

Students play as Deb, who arrives in New York City in April 1775 to start an apprenticeship with the tailor Hercules Mulligan. Players use Deb's tailoring skills to help her disguise herself as a man to learn secrets. Players begin to find newspaper stories about the battle at Lexington and Concord, Washington's appointment as Commander in Chief of the Continental Army, and the battle at Bunker Hill.

ELA ELD History

Grades 4–8

# English and History

## Spies of the American Revolution Chapter 2

Fighting between British and colonial forces around Boston has led to a stalemate. Players continue learning about collecting rumors and secrets, all the while discovering the role colonial-era technology, including codes and ciphers, played in gathering and conveying secret information.

ELA

ELD

History

## Lewis and Clark

As you and your team heads west, you'll have to avoid obstacles as you sail upriver, safely escape from wildlife (including bears!), fish for food, and make sure you choose the right river branches to help you reach your destination. Plus, you'll have to be strategic as you scout new territory, and learn to hunt without modern weapons.

ELA

ELD

History

## Gold Rush Chapter 1

Players play as Wilson Derby, who is encouraged by Major John Fremont to remain in California after the Mexican–American War, as something big is about to happen. Players help to build a mill for Johann Sutter and discover a nugget of gold in the process. Players then launch their own businesses to cater to the needs of miners.

ELA

ELD

History

## Gold Rush Chapter 2

Multiple themes are woven together as players deal with the dark side of the gold rush, which included exclusionary treatment of immigrants, slavery, politics, and a pending human-caused environmental disaster.

ELA

ELD

History

## Gold Rush Chapter 3

As surface gold is exhausted, new technologies, including hydraulic mining is invented. Leading to flooding, and health issues, players learn about unintended consequences of greed, set against an increasingly divided nation as it heads towards the Civil War.

ELA

ELD

History

## Gold Rush Chapter 4

Players experience the environmental consequences of the California Gold Rush, set amidst historic rulings including the Dred Scott Decision. Players ultimately witness the fracturing of the Union, the election of Abraham Lincoln, and the secession of states leading to the Civil War.

ELA

ELD

History

Grades 4–8

# English, Math, and Science

## Bongo Balance

Bongo Balance is a chemical equations learning game aligned to Common Core and Next Generation Science standards. Manage “equations” of fruit clusters for a helpful bongo and a pleasant tapir, making sure they have the same amount of fruit. Add and subtract clusters to bring the amount of fruit into balance, similar to the way atoms must balance. As players advance, the balancing gets more complex – try to keep up!

ELA

Math

Science

## Backyard Engineers

Backyard Engineers is an engineering learning game aligned to Common Core and Next Generation Science standards. Create the ultimate catapult and launch water balloons at the neighborhood kids! By customizing different mechanical elements of the catapult, students can manipulate movement, accuracy, range, and damage to drench even the most evasive of targets. Each level of the game is a unique puzzle that challenges players to experiment with engineering solutions.

ELA

Science

## Cell Command

Cell Command is a cell biology learning game aligned to Common Core and Next Generation Science standards. Shrink down to a microscopic size and captain a ship, leading your intrepid crew through the human body. Explore cells while managing DNA duplication and other cellular processes. Learn the role of critical cell structures including the membrane, mitochondria, golgi complex, and ribosomes as you return your team safely to the station.

ELA

Science

## Crazy Plant Shop

Crazy Plant Shop is a plant genetics learning game aligned to Common Core and Next Generation Science standards. Become a floral entrepreneur as you breed wacky plants! Use a magic Punnett square machine to determine dominant and recessive traits so you can fulfill customer orders and sustain your plant shop, learning about trait inheritance and plant genetics.

ELA

Science

## Dr. Guts

Dr. Guts is a body systems learning game aligned Common Core and Next Generation Science standards. Enroll as a research intern to the curious Dr. Guts, a specialist in human physiology with rather... unusual methods. Perform zany experiments on organs in the digestive system, the respiratory system, and other body systems, making connections and solving problems to treat your patients.

ELA

Science

## Fossil Forensics

Fossil Forensics is a fossil learning game aligned to Common Core and Next Generation Science standards. Assist a museum curator by analyzing, comparing, and examining a collection of rare and ancient fossils. Make ancestral hypotheses about their skeletal systems, learning about trait inheritance, unity, and diversity. Work with the curator to assemble displays based on similarities and differences between groups of fossils.

ELA

Science

## Molecubes

Molecubes is a physical science learning game aligned to Common Core and Next Generation Science standards. Players can change a Matter Cube from solid to liquid to gas, change its level of flammability, or change a cube’s pH value to make it basic or acidic. Learn about the fundamental ways that matter can change by tweaking Matter Cubes to solve puzzles and advance through the game!

ELA

Science

## Planet Mechanic

Planet Mechanic is a learning game about planets aligned to Common Core and Next Generation Science standards. Meet the demands of fickle aliens who can’t seem to make up their minds about what conditions they want on their homeworld. Experiment with a planet’s core attributes, manipulating its atmosphere, tilt, rotation, and lunar cycles to learn how these factors change temperature, time, and seasons!

ELA

Science

Grades 4–8

# English, Math, and Science

## Prisoner of Echo

Prisoner of Echo is a physical science learning game aligned to Common Core and Next Generation Science standards. Partner with Jenkins, a helpful but slightly snarky robot, to navigate a mining facility and find missing scientist, Andar. Using knowledge of sound waves, players use the Sonic Manipulator to adjust wave frequency and amplitude to advance through different levels and unlock the ultimate secret!

ELA Science

## Reach for the Sun

Reach for the Sun is a plant growth learning game aligned to Common Core and Next Generation Science standards. Grow your plant from a seedling, defend it against insects, and help it struggle through the seasons to pollinate and produce flowers. Help your flower survive to the end of the year, learning about photosynthesis and the way that seasons relate to plant life cycles.

ELA Science

## You Make me Sick

You Make Me Sick! is a bacteria and virus learning game aligned to Common Core and Next Generation Science standards. Design a virus or bacteria to infect hosts with progressively stronger defenses, orchestrating the perfect contamination plan. Help the pathogen move through the body, gaining a deeper understanding of bacteria and viruses including their anatomy, their function, and how they are spread.

ELA Science

## Diffissions

Diffission is a fractions learning game for all ages aligned to Common Core standards. Learn about fractions by slicing through deceptively simple shapes, manipulate swap and dissolve blocks, and earn the coveted title of Diffissionist.

Math

## MotionForce

Motion Force is a physics learning game aligned to Common Core and Next Generation Science standards. Pilot a spaceship, adjusting the propulsion and direction as you learn about Newton's Laws of Motion by avoiding obstacles and trying not to crash! To help you on your intergalactic adventure, a whimsical race of aliens called Fuzzies offer advice and guidance about forces and motion.

Science



*"This really covers the main molecular topics for chemistry and is a great alternative to basic worksheets given by teachers for practice."*



*"Its ability to demonstrate systems of plant growth and the relationship between the root structures, leaf structures, flowering structures, and pollination is remarkable."*

# Meet EdisonLearning

With over a decade of experience in successful virtual and blended learning programs, EdisonLearning helps districts establish a school environment that promotes student learning and success, including a full and rich curriculum and the ongoing training and professional development of high-performing administrators and teachers.



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