



ABCMouse.com Supports Effective Technology Practices

ABCMouse.com *Early Learning Academy* is a supplementary curriculum resource that offers more than 5,000 individual learning activities—books, songs, games, animations, puzzles, art activities, and printables—each thoughtfully and creatively designed to be developmentally appropriate and highly engaging for young learners. This table describes how ABCmouse.com supports widely accepted best practices with respect to the use of educational technology.

Effective Technology Practices	How ABCmouse.com Supports These Practices	Specific ABCMouse.com Activities and Programs
<p>Creativity, Exploration, and Playfulness</p> <ul style="list-style-type: none"> • Create original works as a means of personal or group expression.¹ • Allow free exploration of touch screens loaded with a wide variety of Developmentally Appropriate Practice (DAP) interactive media experiences that are well-designed and enhance feelings of success.² • Screen media can teach children about animals, objects, people, landscapes, activities, and places that they cannot experience in person.² • Young children need opportunities to explore technology and interactive media in playful and creative ways.² 	<ul style="list-style-type: none"> • Full-featured drawing and painting tool allows children to create completely original artwork or select from more than a hundred colors for provided line drawings. • Children can choose facial features, clothing, and accessories to customize the appearance of their avatars. • Children can customize the look of their virtual room by adding backgrounds as well as furniture and decorative items. • Site environments, such as the classroom, zoo, hamster maze, and aquarium, offer interactive exploration experiences through a variety of media (sound, text, illustrations, photographs, and animations). • On the ABCmouse.com Step-by-Step Learning Path™, children travel through a wide range of illustrated Earth environments, each of which can be explored to learn more about its characteristics, as well as the animals and plants that live there. 	<ul style="list-style-type: none"> • Drawing and coloring contests • Customization tools for the avatar and My Room areas • The Step-by-Step Learning Path environments such as Tropical Rainforest, Coral Reef, Prairie, and Sandy Desert, and so on. • Zoo • Farm • Aquarium • Hamster Maze • The Pet Park • Jigsaw and cutout puzzles • Paint-by activities • Hundreds of games that feature playful art, voice-over support, and sound effects to engage learners.

Age of Learning, Inc.

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<p>Equitable Access</p> <ul style="list-style-type: none"> The diverse needs of all learners are addressed through learner-centered strategies providing equitable access to appropriate digital tools and resources.³ 	<ul style="list-style-type: none"> The full ABCmouse.com curriculum is offered at no cost to millions of children through community institutions, such as schools, libraries, Head Start programs, community centers, and foster care programs—providing access for all students regardless of circumstance. With thousands of learning activities, ABCmouse.com gives teachers a powerful resource for creating differentiated lessons that meet individual learner needs and interests. 	<ul style="list-style-type: none"> ABCMouse.com for Schools ABCMouse.com for Head Start ABCMouse.com for Libraries ABCMouse.com Lesson Builder Free classroom-linked home accounts allow students to complete teacher-assigned ABCmouse.com lessons at home or on any computer with Internet access.
<p>Self-Direction and Lifelong Learning</p> <ul style="list-style-type: none"> Effective uses of technology and media are active, hands-on, engaging, and empowering.² 	<ul style="list-style-type: none"> ABCMouse.com’s many site features and thousands of learning activities are designed in close collaboration with child development experts to be encouraging, supportive, and engaging. Site navigation is intuitive for even very young children to be able to explore independently; every control and instruction is voiced for children who are not yet reading. The site’s Tickets and Rewards System encourages children to try new learning activities and to complete activities and lessons; children soon discover that the more they learn, the more they are empowered to customize site environments and their avatars. 	<ul style="list-style-type: none"> The Step-by-Step Learning Path allows children to progress at the rate they choose. The Classroom provides direct access to all ABCmouse.com learning activities, allowing children to freely pursue their interests. The Library offers hundreds of interactive fiction and nonfiction books. The Music Room features children’s classics, as well as professionally produced original songs on many educational topics. Thousands of games, puzzles, and art activities offer highly engaging interactive learning opportunities.



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<p>Technology Integration</p> <ul style="list-style-type: none"> • Technology and media can enhance early childhood practice when integrated into the environment, curriculum, and daily routines.² • Technology and interactive media should be used in ways that support existing classroom developmental and educational goals rather than in ways that distort or replace them.² • Technology-enriched learning environments enable all students to pursue their individual curiosities and become active participants in setting their own educational goals, managing their own learning, and assessing their own progress.³ • Students are focused on the activity or exploration itself and not on the technology. When truly integrated, uses of technology and media become routine and transparent.² • Technology integration has been successful when the use of technology and media supports the goals of educators and programs for children, provides children with digital tools for learning and communicating, and helps improve child outcomes.² • Teachers can customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities by using digital tools and resources.³ 	<ul style="list-style-type: none"> • At home, families choose how to implement ABCmouse.com into daily or weekly schedules and routines. • At school, ABCmouse.com is used in whole-class instruction, with small learning groups, and by students individually, both in classrooms and in computer labs. Features and content allow for easy integration into daily classroom routines, such as calendar time, shared reading, or group learning games. • ABCmouse.com's Lesson Builder Tool and search features make it easy for teachers to find learning activities that support specific learning objectives related to many different sets of standards, including state-level standards for Virginia, Texas, and other U.S. states, Common Core ELA and Math standards, Next Generation Science Standards, the Head Start Child Development and Early Learning Framework, and more. • ABCmouse.com's intuitive navigation and voiced controls makes it easy for teachers and students to quickly learn how to navigate through pages and activities and use site features. • Teachers can easily create targeted lessons for the whole class, students in assigned learning groups, and individual students. Teachers can choose activities that address specific academic needs and appeal to many different learning styles. 	<ul style="list-style-type: none"> • The Lesson Builder Tool allows teachers to create customized learning experiences. • The comprehensive curriculum includes learning activities in all academic subjects. • Children can easily see their own progress as they complete assigned lessons and move forward along the Step-by-Step Learning Path. • Every learning activity on ABCmouse.com has one or more specific learning objectives.



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<p>Technology Operations and Concepts</p> <ul style="list-style-type: none"> • Students demonstrate a sound understanding of technology concepts, systems, and operations.² • Advocate and practice safe, legal, and responsible use of information and technology.¹ • Students practice responsible use of technology systems, information, and software.¹ • Adults have a responsibility to expose children to and to model developmentally appropriate and active uses of digital tools, media, and methods of communication and learning in safe, healthy, acceptable, responsible, and socially positive ways.² 	<ul style="list-style-type: none"> • ABCmouse.com contains no pop-ups or links to other sites. It is 100% educational, with no advertising of any kind. • ABCmouse.com is fully COPPA-compliant (Children’s Online Privacy Protection Act). • Children learn to navigate through pages and control programs with computer mouse or via touch screen. • ABCmouse.com is available on a variety of devices including tablets, smart phones, traditional mouse and keyboard, interactive whiteboards, and touch screens. 	<ul style="list-style-type: none"> • Mouse and Pointer Tutorial • Intuitive navigation with all controls voiced • Drawing and Painting Tool teaches the open-ended use of tools and options. • Every activity on ABCmouse.com is educational, modeling responsible application of technology for socially positive purposes.

1 ISTE-International Society for Technology Education (Standards for Students)

2 Technology and Interactive Media as Tools in Early Childhood Programs Serving Children from Birth through Age 8 (National Association for the Education of Young Children/Fred Rogers Center for Early Learning and Children's Media)

3 ISTE-International Society for Technology Education (Standards for Teachers)



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