The educational content in each curricular area is carefully chosen based on a number of weighted characteristics, including educational efficacy, age appropriateness, engagement quotient, and overall breadth of academic experience.

### Animation-Ish
Bring your drawings to life with this intuitive animation-authoring tool designed by award-winning cartoonist Peter Reynolds.

### Arthur’s Birthday/ Arthur’s Teacher Trouble (!)
Updated e-book versions of these Arthur tales about learning social skills such as sharing, compromise, and understanding.

### Bailey’s Book House
Contains seven easy-to-use early language activities with speech and graphics. Great introduction to letter sounds and words.

### BBC Science Simulations 2
Conduct a series of virtual experiments involving both natural and physical sciences.

### The Berenstain Bears Get in a Fight (!)
E-book about this classic family focuses on conflict resolution.

### Britannica Encyclopedia
This renowned reference resource includes the Elementary and Student editions.

### Britannica’s International Science Suite
This visually dazzling series lets you explore the biological processes of the “Human Body,” the geological and meteorological sciences in “Planet Earth” and “Weather,” and the final frontier in “Universe.”

### ClueFinders 3rd Grade and 4th Grade Adventures
Go on adventures by following clues and solving puzzles based on math, reading, science, and geography.

### ClueFinders Search and Solve
Help solve a mystery in an amusement park by completing an engaging series of logic games.

### Diego’s Safari Rescue
Help Diego save the African elephants of the Serengeti from an evil magician while learning about animals, counting, colors, shapes, patterns, and native culture.

### Eyewitness History of the World
This ambitious program uses the combination of a timeline and a globe to break recorded history into 10 epochs which can be explored via one of Dorling Kindersley’s classic child-friendly interfaces.

### Fingertapps Instruments-Band, Instruments-Solo, Jelly Jigsaw, and Paint (!)
All of these Fingertapps applications offer touchscreen fun. Play music, paint, write, learn to count, and solve puzzles.

### Grammar for the Real World*
Ascend the ladder at a Hollywood studio by completing grammar activities involving proofreading, punctuation, context, and spelling.

### Graph Club 2.0*
Teaches children to create and evaluate five different types of charts and graphs. Helps develop basic math assessment and skills.

### Harry and the Haunted House (!)
E-book about Harry and his friends searching a whimsical haunted house for a lost baseball.

### History Explorer
Travel through time, visiting eight empires and dynasties and locating famous artifacts as you attempt to rescue a lost professor.

### I Love Science!
Take part in 100 different interactive science activities and experiments involving matter, nature, and forces.

### JumpStart Advanced Kindergarten
Classic educational title features six early reading, math, music, and art activities.

### JumpStart Advanced 1st Grade
Beloved program includes 10 activities that teach math, reading, science, and more. Includes tutorial assistance for struggling kids.

### Kid Pix 3D
This time-tested favorite now features eye-popping 3D graphics and easy-path animation.

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Content accurate as of May 15, 2014. Content may change at any time. (!) = new in Version 11.
**Know Your USA / Know Your Europe / Know Your World**
This outstanding trio brings geography to life with in-depth series of maps, quizzes, and puzzles.

**Krazy ArtRoom**
A rare, magical program full of great special effects. Easy-to-use art and creativity center captures the power of interactive media.

**La Casa de Dora**
Explore virtually every primary curricular area as you explore the rooms of Dora’s house and play soccer outside against Boots.

**Libre Office: Calc, Draw, Impress, Writer**
Learn the computer skills you will use for a lifetime within these applications based on word processing (Writer), presentations (Impress), chart, table, and illustration authoring (Draw).

**Little Monster at School (!)**
Follow Little Monster through a full school day of ABCs, counting, science, music, art, and making a new friend.

**Math Arena and Math Doodles**
Count money, tell time, learn fractions, solve problems as part of these engaging, inventive math programs.

**Math Blaster 5–7**
Eight entertaining math activities cover concepts all the way from basic addition and subtraction to measurement and even Mancala.

**Math for the Real World**
Help your rock band complete a cross-country tour and earn enough money to make a music video by solving math and logic problems.

**Merriam Webster Dictionary**
The premier Student Dictionary and Thesaurus. Multiple language translations.

**Millie’s Math House**
Explore numbers, shapes, patterns, addition, and subtraction in this educational staple.

**Musican1, Musican2–3, Musican4–5**
This active listening program offers a “world of sound.” Includes sing-alongs, foundations of music, composing.

**My Amazing Human Body**
Entertaining introduction to the human body led by a humorous skeleton. Covers the skeleton, organs, and body systems.

**Oregon Trail**
Lead a wagon train to Oregon via the Oregon Trail in 1848 in this timeless educational staple requiring problem solving, situational analysis, and decisive management.

**Photo Kit Junior**
Lots of activities using photos, art work, and writing. Create your own slideshow with captions and music.

**Photo Puzzle Builder**
Create word and picture puzzles using this engine and then play and share your creations.

**Reading Blaster 9–12**
Develop reading comprehension, vocabulary, and grammar skills while solving word games and uncovering clues that will help you save six of Bizarroville’s leading citizens.

**Return to Mechania**
Learn basic principals of mechanical engineering and put that knowledge to practical use.

**Sammy’s Science House**
Introduces early science and thinking skills: classify animals, sequence movies, adjust weather conditions, and observe wild life.

**Space and the Universe**
Land the stars in a virtual planetarium, and enjoy all things outer space.

**SpeedCrunch**
Easy to use open-source calculator application includes advanced Math Book feature.

**SpongeBob SquarePants Typing**
Become Bikini Bottom’s best typist by helping SpongeBob master a series of typing-based games.

**Stationery Studio**
Award-winning program develops handwriting and computer composition. Kids write stories, reports, letters, and illustrate with colorful graphics.

**Thinkin’ Things: Toony The Loon’s Lagoon**
Six activities build logical thinking skills like compare and contrast, hypothesize and test, create and discern, and analyze and predict.

**Trudy’s Time and Place House**
Focuses on time and geography skills. Inside Trudy the Alligator’s main room, children choose from five activities.

**Tux Paint**
Create your own art masterpieces with this award-winning, open source gem.

**USA Explorer**
Learn U.S. geography, visiting interesting locations and landmarks, as you track down Joe across the 50 states.

**Volcanic Panic**
Compete against other players or the computer in this 3D math challenge with a volcanic eruption imminent—rescue awaits only the winner!

**World Explorer**
This time, the search for Joe is worldwide. Explore 40 scrolling map scenes, 600 information screens, 16 videos, 19 journeys, and five games.

**World of Goo**
Solve an increasingly more difficult set of challenges with constructions of “goo” featuring varying characteristics in this wildly popular game based on simple physics and problem solving.

**Zoominis Logical Journey**
Help the Zoombinis negotiate 12 logic-based activities on their treacherous trek to a new homestead in this mind-bending educational classic.

*Content not available on the tablet platform.*

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