Supplemental Reading & Math Solutions
For PreK to 3rd Grade
Includes ELL, At Risk and Special Needs

Evidence-based Instruction
Increase in Letter Naming Fluency! 48%
Increase in Letter Sound Fluency! 112%

Independent Research (details inside)

Engaging Students with Augmented Reality!
Our mission is to help early learners become proficient in reading and math by 3rd grade by equipping teachers with engaging technology.

When my two adopted sons came to America, they had difficulty learning to read. I tried everything on the market to help them but nothing worked. Faced with this challenge, I was able to pull from my career experience working as a teacher and being CEO of a company that provided educational products. I was determined to find a solution to not only help my sons but also young children everywhere.

With access to the right people and technology resources, I decided to take a risk and began development on a solution that would help kids learn to read in a new and engaging way. Having been introduced to Augmented Reality (3D without the glasses), I knew this was exactly the secret sauce we needed to capture young imaginations.

Soon after, Letters alive was born along with a zoo full of 26 animal characters that are now a part of our family. A new company, Alive Studios, was launched and hundreds of incredible success stories began pouring in from teachers, who we affectionately call our Zoo Keepers, as they began to implement Letters alive into their classrooms.

We look forward to you becoming one of our newest Zoo Keepers and joining our passionate mission to get children proficient in reading and math by the 3rd grade!

— Cynthia

Quick Fact: More than 55% of fourth graders are not proficient in reading and math.
At Risk

“A lot of my children did not know their letters or sounds...Now they are just loving it! They are excited, engaged and motivated to learn with Letters alive.”
Audra Cervi, Reading Specialist

ELL

“It captures the engagement of the students. And once I have them, they’re hooked!”
Hugo Gomez
Kindergarten Teacher

“Letters alive is a great help with our ELL students because it provides them with language, sentence structure, vocabulary, and background knowledge they need.”
Jane Brittel, Principal

Kindergarten

“Letters alive has brought learning letters and sounds to life in our classroom... There’s nothing better than hearing laughter and squeals of joy when using Letters alive. My kids LOVE it!”
Greg Smedley-Warren, Teacher and Blogger
The Kindergarten Smorgasboard

Special Needs

“We have a special needs student who doesn’t really use language. The first time he saw Letters alive, he said “WOW!” Prompting a special needs child to speak for the first time is amazing!”
Michelle Luthman, Teacher

How do you get a room full of preschoolers to pay attention? Check out Letters alive...

See more at: www.AliveStudiosCo.com/case-studies
Improved Student Outcomes

48% Increase in Letter Naming Fluency!

112% Increase in Letter Sound Fluency!

Independent Research Proves it!

Study By:
Tamara Ogletree, Ph.D
University of Georgia

For full research report, go to:
AliveStudiosCo.com/research

What is Letters alive®?

Letters alive® is a supplemental reading kit that incorporates evidence-based best practices to teach early literacy skills. The lessons and activities are presented within a theme, which includes animals, and ties in sciences. Children are hearing, seeing, touching, building, and speaking while enjoying a positive and engaging experience that increases proficiency in reading. This multi-modality and cross-curricular approach appeals to a broad range of learning styles and abilities. The learning kit includes a full-year supplemental curriculum aligned to Kindergarten state standards with 26 alphabet cards and 94 sight word cards that spring to life in 3D through the advanced technology known as augmented reality.

Who uses Letters alive?

Pre-School (2–5 years old)
• Letters (sight recognition)
• Letters (sound recognition)
• Basic Colors

Kindergarten (5–6 years old)
• Phonemic Awareness
• Phonics Skills
• Letter Printing
• Reading and Comprehension
• Punctuation Concepts

English Language Learners / ESL / ESOL
• Word/Image Association
• Word Order and Sentence Building
• Punctuation Skills

Reading Intervention
• Phonemic Awareness
• Phonics Skills
• Letter Identification
• Letter Printing
• Reading and Comprehension
• Punctuation Skills

Special Needs
• Kinesthetic, Visual, and Auditory Styles
• Vocabulary Skills
• Phonics Skills
• Motivational and Engaging
• Applicable for a Wide Age Range
Letters alive Kit

Kit Includes:
- **Letters alive** Software on USB Flash Drive
  - One User License (Users are “Zoo Keepers”)  
- Teacher Lesson Plan Manual (PDF)*  
- Tracking Mat for Cards  
- 26 Alphabet Posters  
- 26 Alphabet Cards  
- 94 PreK and Kindergarten Sight Word Cards  
- Keyboard Shortcuts Sticker Set  
- Ziggi USB Camera and Box Stand  
- Card Sorting Box  
- Training Videos

*Teacher Lesson Plan Manual (PDF) includes:
- Full school year of daily lesson plans aligned to State Standards for Kindergarten  
- 400+ pages including over 180 activity sheets  
- Activities Include: coloring, handwriting, letter sound, word family, sight word, writing exercises, and story comprehension sheets  
- 26 Rhyming Stories  
- 26 Animal Facts  
- Student Progress Assessments also available digitally on ESGI

**No Subscription Fee**

FREE 60-Day Trial
Save Over 400 Hours per Year

Edu Price $795
See system requirements to run Letters alive (pg 14)

PreK to 3rd Grade (Ages 2 to 8)

**Turn-Key Solution Bundles**

**Teacher Bundle**
- HP Notebook preloaded with Letters alive  
- 3-Year On-site Warranty (on HP)  
- Complete Letters alive Kit  
- Just power up, click, and go!

$1,994
P/N 55120

**Teacher Bundle with “Zoo” Cart**
- HP Notebook preloaded with Letters alive  
- 3-Year On-site Warranty (on HP)  
- Complete Letters alive Kit  
- Mobile Teacher Cart with built-in Audio  
- Just power up, click, and go!

$2,989
P/N 55130
What is Math alive®?
Math alive® is a software-based learning kit including interactive games and activities that teach necessary math concepts to early learners. The software features an exciting technology known as Augmented Reality, which provides a 3D experience without glasses and provides kids an exciting and hands-on way to learn. Math alive engages all learners and provides positive verbal affirmations.

What does Math alive Include?

Unit One – Numbers and Number Sense
- Counting
- Writing Numbers
- Place Value
- Number Comparison
- Ordinal Numbers

Unit Two – Computation
- Decomposition
- Addition
- Subtraction
- Word Problems

Unit Three – Data and Probability
- Tally Marks
- Pictographs
- Bar Graphs
- Word Problems

Unit Four – Patterns
- Sorting and Classifying
- Predict and Extend

Unit Five – Geometry
- Orientation and Relative Position
- Plane Figures
- 2D, 3D, and Solid Figures
- Congruency
- Fractions

Unit Six – Measurement
- Time of Day
- Telling Time
- Calendar
- Comparing Basic Measurements

Bonus Unit

Unit Seven – Money (USD)
- Identifying Coins and Bills
- Counting Money
- Reading and Writing Money

Available only in Teacher Lesson Plan Manual

“Your Students Will Love it!

This is what our kids need; this is SO engaging! Teachers will be so excited to present math in such a way that’s going to get kids interested in learning numbers, sizes, shapes, and measurements!

Barbara Jacobs, LAUSD Math Specialist

Also Uses Touch Technology!
**Teacher Lesson Plan Manual (PDF) includes:**
- Full school year of daily lesson plans aligned to State Standards for Kindergarten & partial 1st Grade
- 400+ pages including over 260 activity sheets
- 7 Math Concept Stories
- Activities Include: identification, fill in the blank, cut and paste, coloring, handwriting, word problems, and comprehension sheets
- 26 Animal Facts
- 10 Habitat Fact Sheets
- 174 Math Vocabulary Cards
- Student Progress Assessments also available digitally on ESGI

**Kit Includes:**
- Math alive Software on USB Flash Drive
  - One User License (Users are “Zoo Keepers”)
- Teacher Lesson Plan Manual (PDF)*
- Tracking Mat for Cards
- 45 Skill-based Learning Games
- 41 Flash Cards that Activate Augmented Reality (3D) Activities:
  - 10 Number Cards
  - 7 (2D) Shape Cards
  - 10 Animal Cards
  - 5 (3D) Shape Cards
  - 9 Color Cards
- Ziggi USB Camera and Box Stand
- Card Sorting Box
- Training Videos

*Teacher Lesson Plan Manual (PDF) includes:
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- 26 Animal Facts
- 10 Habitat Fact Sheets
- 174 Math Vocabulary Cards
- Student Progress Assessments also available digitally on ESGI

**Kit also includes:**
- Assess your Students’ Progress with Online Digital Assessments.

**FREE 60-Day Trial**
Save Over 400 Hours per Year

**Edu Price $795**
See system requirements to run Math alive (pg 14)
Why Should I Bundle?
You Save Over $300! As a bonus to Letters alive and Math alive, you’ll also receive our Interactive Stories!

What is Learning alive™?
Learning alive™ is a full suite of reading and math learning programs. Fill your classroom with our cast of 26 animated characters enhancing the way you teach reading and math. Enjoy the action, sounds, and engagement as they seemingly come to life through the magic of Augmented Reality. Reading, math, and story time will never be the same and your students will love you for it!

Students can read by themselves or the interactive stories can read to them.
Words are highlighted as they are read aloud.
One character trait is incorporated into each digital story (eg. punctuality, courage, and kindness).
Each story includes mini games, which are aligned to State Standards.
Save Over $300 by bundling your Letters alive & Math alive Kits!

**Suite Includes:**
- All components from Letters alive Kit
- All components from Math alive Kit
- Includes one camera, one mat, and one storage box set

**Also in this Suite:**
- Letters alive Teacher Lesson Plan Manual (PDF)
- Math alive Teacher Lesson Plan Manual (PDF)
- Over 400 Pages in Each Manual!

**BONUS Items Included:**
- Interactive Stories
  - Amos Alligator’s Airport Adventure
  - Ima Iguana, Treasure Hunter
  - Ollie Orangutan, Helping Ollie

**Suites also includes:**
- Digital Progress Assessments
- FREE 60-Day Trial

**Teacher Bundle**
- HP Notebook preloaded with Learning alive Suite
- 3-Year On-site Warranty (on HP)
- Complete Learning alive Kit
- Just power up, click, and go!

**$2,494**
- P/N 50120
- Teacher Bundle

**Teacher Bundle with “Zoo” Cart**
- HP Notebook preloaded with Learning alive Suite
- 3-Year On-site Warranty (on HP)
- Complete Learning alive Kit
- Mobile Teacher Cart with built-in Audio
- Just power up, click, and go!

**$3,489**
- P/N 50132
- P/N 50110
- MAC P/N 50115
- List Price $1,990
- Edu Price $1,295

See system requirements to run Learning alive (pg 14)
What is Storybooks alive™?
This is the first book in a series of 26 short stories featuring our lovable animals from Letters alive® and Math alive®. Amos Alligator Arrives at the Airport is a fun, interactive story that springs to life via augmented reality (3D) when used in combination with our FREE downloadable app.

Make this story come alive with Augmented Reality

About Storybooks alive
Amos and all his friends will appear on your tablet or smart phone and interact with your young reader as he/she touches the screen. The Storybooks alive™ app can read to them or they can read by themselves. This book is perfect for classroom and at-home story time. Several games and activities are included in the story that create opportunities to engage parents into their child’s reading experience.

WOW, WOW, WOW!!!!! I received the book and downloaded the app. This is truly the coolest thing ever. I cannot wait to share it near and far. Again….WOW!!

Debbie Linville
Children's Book Author and Literacy Consultant

Get your book and FREE app at www.StorybooksAlive.com

Need a Parent Engagement Solution?
Encourages Parent Engagement
Great for Classroom Use
Amos Alligator Arrives at the Airport

- This printed Storybook comes alive in 3D with our FREE App for mobile devices!
- Have the app read to you or read the book by yourself
- Learn sounds represented by the letter A
- Learn upper and lower case
- Have fun with 29 sight words
- Play the airplane letter/word game
- Learn alligator facts
- Enrich your child’s listening vocabulary

Buy a single book or a set of six to share!

P/N 83001
Price $9.95

P/N 83601
Price $59.70
Set of 6
What is the Volume Bonus Program?
This program includes the Letters alive® kits or Learning alive™ suites, free on-site professional development and a free full-year of online student progress assessments. When teachers introduce these programs to their early learners their classrooms truly come alive! Our programs use six learning modalities that capture the attention of the students like never before. Join other school districts around the country and start helping your early learners become proficient in reading and math by 3rd grade!

The Problem
Approximately 7 out of 10 third graders are not proficient in reading.

The Solution is Early Intervention with Letters alive®
Independent research shows huge improvements in student outcomes.

112% Increase in Letter Sound Fluency!
48% Increase in Letter Naming Fluency!

Study By Tamara Ogletree, Ph.D University of Georgia
For the full research report, go to: AliveStudiosCo.com/research
**How does the Volume Bonus work?**

- **Purchase multiple classroom kits (minimum of 10) for your school or district and receive:**
  - **FREE 1/2 day of onsite Professional Development for each of your teachers**
    Hands-on instruction that focuses on evidence-based practices that improve student performance through the implementation of our supplemental programs. (See page 14 for more details.)
  - **FREE full-year online Student Progress Assessments* for each of your teachers**
    Monitor the success of your students by assessing them digitally. Assess your students with pre-loaded Letters alive and Math alive tests, other popular assessments, as well as your own.

**Watch this Testimonial!**

- This Title I teacher’s students had the highest scores of all the kindergarten classes in his school after only 30 days.
- Watch how engaged his students are while learning letter names and sounds.

*Free ESGI online digital assessment subscriptions are only offered in conjunction with this volume program and for schools who are not already subscribed to ESGI’s services.

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### Classroom Kit Options

**Letters alive® Kit for Reading**
Mac or PC required

- **$795 ea**
  - P/N 55110 pc
  - P/N 55111 mac

**Learning alive™ Suite for Reading & Math**
Mac or PC required

- **$1,295 ea**
  - P/N 50110 pc
  - P/N 50115 mac
We offer On-Site Training and Professional Development!

Anxious to Get Started? No problem; Invite us to come to your location!

• Receive 1/2 day (4 hours) professional development
• Follow step-by-step set up & demonstration with hands-on learning
• Learn best practices for instruction and curriculum implementation
• Learn how to assess your students digitally: analyze, teach, and share reports while saving time. Use this data to improve instruction.
• Discuss student engagement and learn how to improve it with Augmented Reality
• Learn how to utilize multiple learning modalities and cross-curricular activities
• Includes travel and accommodations within the 48 contiguous states
• Conducted at a single location of your choice

System Requirements

Learning alive Suite and Letters alive Kit

PC REQUIREMENTS
• Operating System: Win 7 (or higher) 32-bit (x86) or 64-bit (x64)
• Recommended Processor: Intel i5 or better or AMD equivalent
• Minimum Processor: Intel Dual Core 1.8 Ghz or better or AMD equivalent
• RAM: 4 GB or higher
• Graphics Requirements:
  – Open GL 3.0
  – 512 MB or higher RAM
• Supported Graphic Cards:
  – NVIDIA or Radeon Discrete graphics
  – or Intel HD graphics 4400 or better

MAC REQUIREMENTS
• Operating System: Mac OS 10.6 or higher
• Processor: Intel i5 or better
• RAM: 4 GB or higher

Math alive Kit

PC REQUIREMENTS
• Operating System: Win 7 (or higher) 32-bit (x86) or 64-bit (x64)
• Recommended Processor: Intel i5 or better or AMD equivalent
• Minimum Processor: 1Ghz or faster or AMD equivalent
• RAM: 2 GB (32-bit) or 4 GB (64-bit) or higher
• Graphics Requirements:
  – Open GL 3.0

MAC REQUIREMENTS
• Operation System: Mac OS 10.6 or higher
• Processor: Intel i5 or better
• RAM: 4GB or higher

We want your computer to have great speed and graphics so we can come to life!
## Order Form

### Learning Kits

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<tr>
<th>Kit Description</th>
<th>Quantity</th>
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<tr>
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<tr>
<td>Math alive Kit (p/n 56110 PC • 56111 MAC)</td>
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<td>Learning alive Suite (p/n 50110 PC • 50115 MAC)</td>
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### Product Add-Ons

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<tr>
<td>1/2 Day On-Site Training</td>
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### Turn-key Solution Bundles

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### Teacher Bundles w/ “Zoo” Cart

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<th>Bundle Description</th>
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<tr>
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### Augmented Reality Storybook

<table>
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<tr>
<td>Set of Six</td>
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<td>$59.70</td>
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</table>

### Teacher’s “Zoo” Cart

- Mobility, Storage, and Sound!
- Built-in audio system
- Durable and convenient
- Lockable and safe

**Price:** $995

Optional projector shelf: $125

Submit your Order via:

- Email: sales@alivestudiosco.com
- Online: www.AliveStudiosCo.com/shop
- Phone: 678-404-7473
- Fax: 678-248-9030

Need Funding? Go to www.AliveStudiosCo.com/funding

Call 678-404-7473 for shipping prices

My Total ____________________
Call us Today!
678-404-7473

Visit us online at
www.AliveStudiosCo.com