2021 PRODUCT GUIDE

MIND-BOGGLING ENGAGEMENT FOR EARLY LITERACY

PreK • Kindergarten • Kindergarten Readiness



READING, WRITING, AND MATH (OME ALIVE!

OUR STORY, OUR MOVEMENT



Social Impact Heroes: "You really need a good team to make things happen," an interview with Cynthia Bertucci Kaye

AUTHORITY MAGAZINE Chaya Weiner, December 4, 2019

"Surround yourself with smart, passionate people. You can't do it alone. If an employee at my previous company hadn't introduced me to 3D augmented reality to solve the reading problem I was having with my boys, I may never have found out about it, and Alive Studios would not have been born." ~ Cynthia B. Kaye

Cynthia is the CEO and Chief Zoo Keeper of Alive Studios, an award-winning software developer that creates magical, zoo-themed learning experiences for early education. Her passion is to develop innovative products with her team and fellow educators to help teachers engage their students and get them excited about learning.

"I was inspired by the gut-wrenching struggle my husband and I had teaching our two adopted Latvian sons (5 and 6yrs old) how to read English. We exhausted all the tools and resources that were available. Nothing worked. At that time, I was leading another company called Logical Choice Technologies and employed great talent in the education space.

One day, one of our young employees said he had "something really cool" to show me. It was a flashcard that used augmented reality to make the Eiffel Tower pop off the page in 3D. I was blown away, and my mind was boggling at the potential this new technology had for early learners! My mind's eye immediately saw a giraffe popping up and interacting with children.

Soon after, a new company was born, Alive Studios, waving a banner for the power of student engagement to help children learn how to read! I was just trying to help my boys. But we soon realized our idea could actually make an impact on our nation's reading crisis. The 2019 Nation's Report Card shows only 35% of America's children read proficiently when tested in 4th grade, and it doesn't get better as they go through school.

During our five years of working directly with thousands of early educators and seeing how important it is to get students engaged and excited about learning, we have embraced the challenge to shift the nation's report card from 35% of our children reading proficiently to over 70%. We invite others to join our movement because we really need a good team to **#HelpShiftHappen**."

To read the full interview, visit https://alivestudiosco.com/our-story

Complete Solution!

OUR EARLY EDUCATION PRODUCTS AT A GLANCE



Powered by a 3D technology called Augmented Reality

www.AliveStudiosZoo.com

INDEPENDENT EVIDENCE-BASED RESEARCH PROVES CHILD OUTCOMES

90-Day study with Pre-K students using Letters alive®





48% increase in letter naming fluency This was a 2x gain over non-users.

112% increase in letter sound fluency This was a 4x gain over non-users.



Independent Study by Tamra Ogletree, PhD

Dr. Ogletree has a PhD in Language and Literacy and a Certificate in Interdisciplinary Quantitative Research from the University of Georgia.

Letters alive is an integral part of Classrooms alive.

Highlights from study Image: Algorithm of the study

- Student engagement increased
- Recorded voice in the program negates effect of regional pronunciation, which provided the most benefits for ELL students



To see the full study, go to www.AliveStudiosCo.com/research

Interview with EdTech Show Daily

STUDY SHOWS AUGMENTED REALITY PROGRAM HELPS KIDS READ

An interview with Dr. Tamra W. Ogletree, PhD in Language and Literacy, Certificate in Interdisciplinary Qualitative Research from the University of Georgia.

ESD: You have done independent research on the effectiveness of using 3D augmented reality products in the classroom, Letters alive. Can you tell us, in your own words, what Letters alive is and how you came to conduct this study?

TO: Sure. Letters alive is a supplemental reading program to teach early literacy skills via augmented reality. I was first introduced to this program actually by happenstance. It was a training event about how to use a new piece of equipment that had been placed in classrooms on campus. At the end of the training, the presenter knew that my area of teaching was in literacy education. She demonstrated for me and a couple other participants the Letters alive program that was still being beta tested. This was my first introduction to using augmented reality for literacy instruction. I was fascinated by the program and the possibilities that this program might have in the area of literacy instruction. I saw this as a possibility for use especially with English Language Learners and at risk learners.



ESD: What were the major impacts on student achievement that you were able to measure?

TO: Well, as a researcher, I usually don't get too excited about the findings from the numbers, but in this case, I literally jumped up and down at the results. The achievement scores by students who had full implementation to the program increased by 48 percent over their pre-test scores on the letter naming fluency and an increase of 112 percent on the letter sound fluency.

ESD: How would you compare student engagement using Letters alive to the kind of engagement we would expect from other technologies, such as student response systems or interactive whiteboards?



TO: Our observational data showed that students were more actively engaged in the lessons when using Letters alive than during other lessons using interactive whiteboards.

Classroom management problems decreased as a result of the students being actively engaged, as well. Response time to questions increased too.

ESD: Were there any specific skills that improved using Letters alive more than others?



TO: Oh, yes! Letter sound fluency was increased exponentially.

ESD: We talked about the impact that Letters alive has on students. Did you observe how it might have helped teachers?

TO: Yes. As I mentioned earlier, a finding from the research involved student engagement. The teachers who were part of the study were surprised at how students who typically had attention difficulties were consistently engrossed in the program. The students responded to the animals because of the sound and visual stimulation.

Another added benefit was that the computer played a recorded voice for the sound of the letter instead of the teacher. Using the computer assisted voice gives the teacher an alternative pronunciation that negates the effects of regional pronunciations. This had the most benefit for the ELL students.

KINDERGARTEN CASE STUDY - 4 YEAR STUDY

Using Letters alive with ABC Boot Camp for 26 Days



Details of Study •Kindergarten students •Over 85% ELL •26 days of instruction •4-Year average results

Greg Smedley-Warren Kindergarten Teacher J.E. Moss Elementary | Title I School in Nashville, TN

Demographic Studied:

- Mr. Greg's kindergarten classes over 4 years.
- Each classroom had an average of 19 students.
- Students were over 85% ELL.
- Students had limited English proficiency.
- Students represented an average of four different primary languages.

4-Year Average Results of a Kindergarten Classroom (majority ELL) using Letters alive[®] and ABC Boot Camp for 26 Days

	Before ABC Boot Camp Percentage of Letters Known	After ABC Boot Camp Percentage of Letters Known	
Uppercase Letters	46%	88%	
Lowercase Letters	42%	88%	
Letter Sounds	30%	96%	

Data captured by ESGI.



Letters alive[®] with ABC Boot Camp[™]

- Introduces one letter, one letter sound, and one animal each day for 26 days
- Focuses on letter sounds and letter recognition
- Includes 12 Alphabet & Phonemic Awareness
 Literacy Center options
- Can be used to launch your school year, as a Summer Program, or at a slower pace for kindergarten readiness

"The team that conducts FastBridge assessments said that of all the classes they tested, my kids tested significantly above average. They also added how impressed they were with not only their skills but their conversations as well."

~ Greg Smedley-Warren

Interview with Mr. Greg Smedley-Warren

1. Did you have any surprise benefits from using Letters alive with ABC Boot Camp?

Engagement at the beginning of the year was amazing! Adding Letters alive keeps the students focused so we can learn our letters and sounds! Also, it builds excitement for school which is vital for our students at the beginning of the year! The laughter and squeals are amazing. My students also beg to show visitors our animals!

2. What assessment tools did you use to prove/show effectiveness?

ESGI (Educational Software for Guiding Instruction), Text Level Assessments (running records), and FAST Benchmarking

3. What are the Top Key Performance Indicators that you most look for to measure success with your students?

Text Level Assessments (running records), Sight Words, Letter recognition, and Letter sounds

4. Did you teach full class? Small group? Individual? All? Describe each.

We do all... Whole group, small group, one on one. Whole group is interactive lessons, primarily short mini lessons! Small groups are differentiated and targeted based on data and needs of each group. One on one work is done mainly with students in centers!

5. What are teachers saying about your former students now that they are in 2nd and 3rd grades?

Teachers continue to speak highly of my students' ability to read and write and carry on conversations with adults and their peers, including asking questions to learn more information and details.

6. How do your students' scores compare to other K classrooms in your school who don't use Letters alive with ABC Boot Camp yet? *My class scores higher than other classes and masters letters and sounds faster than others. Also, my students consistently have higher Text Level Assessment data!*



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CLASSROOMS ALIVE!"

The Magical, Zoo-Themed Learning Experience.



What is Classrooms alive[™] Zoo Keeper Edition?

Classrooms alive!...

Complete Solution

Imagine engaging your students with 26 zoo animals that spring to life in 3D augmented reality! Classrooms alive will enhance your literacy block by creating a magical, zoo-themed learning experience with a full suite of our early learning products. Our Zoo animals interact with your students as they learn the foundations for reading, writing and math. This ties in an element of science as your kids go on an imaginative tour through our zoo.

Classrooms alive includes:

Learning alive™ Zoo Keeper Edition

- Letters alive[®] Zoo Keeper Edition (page 12)
- Math alive® (page 14)
- Three Interactive Stories
- Zoo Keeper Lesson Plans[™] (page 9)
- Zoo Keeper ABC Boot Camp[™] and Literacy Centers (developed with The Kindergarten Smorgasboard)
- Animal a Week[™] and Literacy Centers
- Alphabet Classroom Rug (page 18)
- 12'x 7'6" Oval Rug with Rugs alive™ mobile app (rectangle rug available upon request)
- My Letters alive[™] Journals (page 16)
 20 pack of Journals alive[™] with mobile app
 My Math alive[™] Journals (page 17)
 20 pack of Journals alive[™] with mobile app
- Assessments for Guiding Instruction (page 21) 60 day trial



Why is Classrooms alive so effective?

Classrooms alive is based on brain science and uses 9 learning modalities: auditory, music, visual, kinesthetic, tactile, verbal, social emotional, element of surprise/novelty, and cross-curricular science. This creates mind-boggling engagement; and engaged brains build more neural pathways to receive, remember, and recall information.



ZOO KEEPER LESSON PLANS

Aligned to Kindergarten ELA Standards

What are the Zoo Keeper Lesson Plans[™]?

Zoo Keeper Lesson Plans are the full-year supplemental curriculum for Letters alive (also included in Classrooms alive and Learning alive). These robust lesson plans maximize our engaging 3D technology to boost your literacy block to new heights, and are engaging and thrilling for students and teachers!



Teacher Field Guide (printed 68-page book)

This handy teacher's guide for our Zoo Keeper Lesson Plans is designed to make your lesson planning a breeze. It is an at-aglance overview of our Zoo Keeper ABC Boot Camp and our **Animal a Week** lessons and includes both a poster-sized Zoo Map and an Alphabet Chart. Choosing the lessons you want to include in your literacy block will be easier than ever!

Zoo Keeper ABC Boot Camp[™] (pdf) 6 weeks

- Developed with The Kindergarten Smorgasboard
- Modeling videos of Mr. Greg with his students
- Introduces letter sounds and letter recognition
- Focuses on one letter, one letter sound, and one animal each day
- Includes 12 Alphabet & Phonemic Awareness Literacy Center options
- 500 + pages of lessons and activities (pdf)

Can be used to launch your school year, as a Summer Program, or at a slower pace for kindergarten readiness



Animal a Week Lesson Plans[™] (pdf) 26 weeks

- 26 weeks of zoo-themed lessons with interactive animals from Letters alive
- 1,000 + pages of lessons and activities (pdf)
- · Daily skill-based activity options aligned to Kindergarten ELA Standards (and TEKS)
- Over 400 Literacy Center activities within five center choices: Alphabet, Phonemic Awareness, Writing Work, Reading to self / to friends, and Word Work

- Ties in science with 100's of animal/habitat-themed activities
- 26 Habitat and Animal Fact Sheets
- 26 animal craft and snack ideas
- 12 STEM Activities

Contraction of the

ABC BOOT (AMD

LITERACY CENTERS

Developed with:

in en an ei ~9morgasboard-

- 22" x 25.5" Zoo Map Poster
- 22" x 25.5" Alphabet Chart Poster
- 26 rhyming stories featuring each animal with a social/ emotional growth skill



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Instructional for PreK and K (Also for At Risk intervention, ELL, and **Special Needs students)**

LEARNING ALIVE ZOO KEEPER EDITION

Supplemental Reading, Writing, & Math Classroom Suite

Save almost \$500!

This Suite combines Letters alive Zoo Keeper Edition, Math alive, and Interactive Stories all into one program!

What is Learning alive[™] Zoo Keeper Edition?

Learning alive is a brain-based supplemental curriculum that includes *Letters alive Zoo Keeper Edition*, *Math alive*, and three *Interactive Stories* designed to help your early learners become proficient in reading, writing, and mathematics. Fill your classroom with our magical cast of 26 zoo animals for a super-engaging, cross-curricular experience. Enjoy the action, sounds, and engagement as our animals spring to life via augmented reality to provide an eye-popping, interactive 3D experience for your kids.



TEKS

Why Should I buy Reading and Math together?

You'll save almost \$500! And, as a bonus, you'll also receive three Interactive Stories!





Amos Alligator's Airport Adventure



Ima Iguana C Treasure Hunter



Ollie Orangutan Helping Ollie





Watch Reading and Math come alive! www.LearningaliveZoo.com



LETTERS ALIVE ZOO KEEPER EDITION

Supplemental Reading and Writing Classroom Kit



Independent Research (Child Outcomes)

48% increase in letter naming fluency. This was a 2x gain over non-users.

112% increase in letter sound fluency.
 This was a 4x gain over non-users.

Full 90-day Pre-K study at: www.AliveStudiosCo.com/research Study by Tamra Ogletree, Ph.D/University of Georgia

4-Year Average Results of a Kindergarten Classroom (majority ELL) using Letters alive® and ABC Boot Camp for 26 Days

TATE STANDARDS

TEKS

	Before ABC Boot Camp Percentage of Letters Known	After ABC Boot Camp Percentage of Letters Known	
Uppercase Letters	46 %	88%	
Lowercase Letters	42%	88%	
Letter Sounds	30%	96 %	

What is Letters alive® Zoo Keeper Edition?

Letters alive is an award-winning, evidence-based, supplemental reading and writing program that incorporates multiple learning modalities and a crosscurricular approach to teach letters, letter sounds, word building, sentence building, and writing. This brain-based, early literacy program includes a magical, zoo-themed supplemental curriculum aligned to ELA Standards for Kindergarten that will enhance your literacy block. The full-year of lesson plans take your students on a zoo tour with 26 3D augmented reality animals; tying science in with literacy instruction. Your students will hear, see, touch, build, and speak while enjoying a positive and engaging learning experience that is proven to boost reading proficiency and increase knowledge retention.

What skills will my students learn?

- Letter (sight recognition)
- Letter (sound recognition)
- Letter printing / formation
- Phonemic awareness
- Phonetic decoding
- Word building
- Word/Image association
- Vocabulary skills
- Listening vocabulary

- Word order
- Sentence building
- Punctuation skills
- Reading and comprehension
- Animal facts
- Animal habitat facts
- Basic colors
- Social emotional skills







 Instructional for PreK and K

 Also for At Risk intervention, ELL, and because students

 What's in the box?

 What's in the box?

 Image: Student of the box in the box?

 Image: Student of the box in the

See specs on pg 19

Works with:

Letters alive includes:

- Letters alive Software on flash drive – One user license for single computer
- Zoo Keeper Lesson Plans
- 26 Letter/Animal cards
- 97 PreK and Kindergarten sight word cards
- 84 Word Family cards (blends, digraphs, rimes)
- Ipevo USB Doc Cam and extension stand
- Alive Studios Zoo poster
- Alphabet poster
- 26 zoo animal/letter posters
- Tracking mat for cards
- Card sorting box
- Training videos

Kit also includes:

Assess your Students' Progress with Online Digital Assessments. **FREE 60-Day Trial Save Over 400 Hours per Year**



Internet

not required



- Teacher Field Guide (printed)
- Zoo Keeper ABC Boot Camp[™] and Literacy Centers (pdf) Developed with
- Animal a Week[™] and Literacy Centers (pdf) See page 9 for complete details.





Introductory Price



Save 10%

Classroom 20-pack

p/n 84021 **\$179** (PreK)

p/n 84022 **\$179** (K)

See details on page 16-17.

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MATH ALIVE

Supplemental Mathematics Classroom Kit



C 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

What is Math alive[®]?

Math alive is a supplemental mathematics kit that uses 3D augmented reality and gaming technology to teach math concepts to early learners. The kit includes a full-year, supplemental math curriculum aligned to kindergarten state standards. Math alive uses the key learning modalities of seeing, hearing, and doing to engage all your early learners and get them motivated about mathematics. Immediate feedback and positive verbal affirmations are provided throughout the math activities.

What skills does Math alive teach?

Unit One – Numbers and Number Sense

- Counting
- Writing numbers
- Place value
- Number comparison
- Ordinal numbers

Unit Two – Computation

- Decomposition
- Addition
- Subtraction
- Word problems



• Word problems

Unit Four – Patterns

- Sorting and classifying
- Predict and extend

Unit Five – Geometry

Orientation and relative position

Unit Three – Data and Probability

- Plane figures
- 2D, 3D, and solid figures
- Congruency
- Fractions



Unit Six – Measurement

- Time of day
- Telling time
- Calendar

STATE STANDARDS

 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





Instructional for PreK and K (Also for At Risk intervention, ELL, and Special Needs students)

What's in the box?



Need a

computer?

Internet not required

See specs on pg 19

Math alive includes:

- Math alive Software on USB flash drive – One user license for single computer
- 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
- Ipevo USB Doc Cam and extension stand
- Tracking mat for cards
- Card sorting box
- Training videos

Kit also includes:

Assess your Students' Progress with Online Digital Assessments. **FREE 60-Day Trial Save Over 400 Hours per Year**

Includes Teacher Lesson Plan Manual (PDF):

- Full school year of daily lesson plans aligned to State Standards for Kindergarten
- 400+ pages including over 260 activity sheets
- 7 Math concept stories
- 26 Animal facts
- Animal Habitat fact sheets
- 174 Math vocabulary cards



Add an HP Laptop and we will preload Math alive for you!

- HP Laptop (touch-screen)
- 1-Year limited warranty (on HP)
- Math alive (preloaded)



p/n 56122 **\$2,095**

Add Student Journals My Math alive Journals

Classroom Pack of 20
Free mobile App



p/n 86022 **\$179** (K)

JOURNALS ALIVETM (FREE APP FOR TABLETS AND SMARTPHONES)

My Letters alive Student Journals

What are My Letters alive Journals?

My Letters alive Student Journals, along with our FREE app for tablets and smartphones, provide your kids with an interactive experience using mind-boggling 3D animals for learning letters, letter sounds and proper letter formation!



Single Journal p/n 84001 **\$9.99 (PK)** p/n 84002 **\$9.99 (K)**



Classroom 20-pack p/n 84021 \$179 (PK) p/n 84022 \$179 (K)



The kindergarten version includes many more grade-level, hands-on activities!



The Journals and FREE app foster cross-curricular and collaborative learning!



What skills will my students learn?

- Introduces/reinforces letters and letter sounds
- Teaches proper letter formation
- Encourages creative writing

App Store

- Promotes parent/family engagement
- Monitors progress with sticker badge set
- Includes the Zoo Crew Alphabet music video
- Uses device camera to take photos with 3D animals and letters

Download our FREE Journals alive app on your mobile tablets and smartphones!

Then, scan this sample - WOW!

Google play



amazoi



www.JournalsAlive.com

JOURNALS ALIVETM (FREE APP FOR TABLETS AND SMARTPHONES)

My Math alive Student Journals

What are My Math alive Journals?

My Math alive Student Journals, along with our FREE app for tablets and smartphones, provide kids with an interactive experience for learning numbers, counting, shapes, and proper number formation! Your students will love feeding our animals while mastering basic math skills.



The kindergarten version includes many more grade-level, hands-on activities!





"The use of 10-frames, the order in which it is filled, and the one-to-one correspondence gives my kiddos a saturated, hands-on engagement with counting and cardinality. The attention to the details and accuracy of the animals eating and interacting is amazing!"

Valerie Donaldson Pre-K Teacher

What skills will my students learn?

- Introduces/reinforces numbers and counting
- Teaches proper number formation
- Encourages one-to-one and rote counting
- Includes concept of more and less
- Introduces/reinforces shape recognition
- Pre-K includes 0-10 and 2D shapes
- Kindergarten includes 0-20 and 3D shapes
- Promotes family engagement

App Store

- Reinforces social-emotional behaviors
- Monitors progress with sticker badge set
- Includes the bonus Airplane Counting Game
- Uses device camera to take photos with numbers and shapes

Download our FREE Journals alive app on your mobile tablets and smartphones!

Then, scan this sample - WOW!

GET IT ON Google play



www.JournalsAlive.com





amazon

(17)

RUGS ALIVETM (FREE APP FOR TABLETS AND SMARTPHONES)



How will Rugs alive help students?

- · Learn animal habitats from around the world
- Predict, check, sort, and compare findings
- Explore all 26 animals in 3D
- Collaborate with friends or work alone
- Take fun photos with each of the animals
- Introduce upper and lowercase letters
- Learn the alphabet through song
- Enjoy other STEM and SEL activities



What are Rugs alive?

Rugs alive are our colorful and durable classroom rugs that come to life in your classroom with our FREE Rugs alive app! These rugs are perfect for introducing the alphabet through sight, song, and 3D magic! Each of our 26 animals come alive when matched with the correct habitat card. Your students can walk around the animals and explore them from all sides. You can also play the Zoo Crew Alphabet Song right from your rug!

Great for Classrooms and Media Centers!





Download our FREE Rugs alive app on your mobile tablets and smartphones!



www.RugsAlive.com

STORYBOOKS ALIVETM (FREE APP FOR TABLETS AND SMARTPHONES)

AMOS ALLIGATOR ARRIVES AT THE AIRPORT

Watch Amos and his airport adventure come alive in this wondrous 3D Storybook with our FREE augmented reality mobile app!





p/n 83001 **\$9.95**



Small Group 6-pack p/n 83601 \$59.70









- Have the app read to you or read the book by yourself
- Promotes parent/family engagement
- Learn 29 sight words
- Play the airplane letter/word game
- Enrich your child's listening vocabulary
- Learn alligator facts



www.StorybooksAlive.com

System Requirements

Check www.AliveStudiosCo.com/support for latest specs.

For Learning alive, Letters alive, and Math alive:

PC REQUIREMENTS

- Operating System: Win 7, 8, or 10 (all 64-bit)
- Processor: Intel i5 or better or AMD equivalent
- RAM: 8 GB or higher
- Graphics Requirements:
 - Open GL 4.1 (or better) Can download for free online
 - 512 MB or higher video 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

Catalina or later versions MAY not be supported at this time

- Processor: Intel i5 or better
- RAM: 8 GB or higher

We want your devices to have great speed and graphics so we can come to life!

For Journals alive, Rugs alive, and Storybooks alive:

MOBILE REQUIREMENTS

- For iPad: 3rd Generation or newer
- For Android: Version 7 (Nougat) or newer
- For Fire Tablet: 6th Generation, Fire Tablet 8 or newer

Our stuff doesn't work on Chromebooks. :(

PROFESSIONAL DEVELOPMENT

We offer On-Site Training and Professional Development!

Our team recognizes the importance of providing effective implementation training when incorporating something new. We are proud to offer you two levels of training, as well as customized training to meet your school or district needs.



Implementation of Alive Studios' products - Half-day (4 hours)

Step-by-step hands-on training that gives your teachers the confidence they need to set up and implement the Alive Studios supplemental kit and materials in their classrooms

- How to boost student and teacher engagement with 3D augmented reality zoo animals
- How to utilize multiple learning modalities and cross-curricular activities
- Introduce ESGI digital student assessments
- Provide overview of the Zoo Keeper Lesson Plans

1/2 Day On-Site, Professional Development

Get training for FREE with our Volume Bonus Program (page 21).

p/n 60001 **\$2,495**



Level Implementation of Zoo Keeper Lesson Plans - Half-day (4 hours)

Detailed hands-on training that gives teachers the confidence and know-how to implement our supplemental Zoo Keeper Lesson Plans effectively into their classrooms

- How to enhance your current core curriculum with Animal a Week
- How to use the Zoo Keeper Teacher Guide
- How to conduct Zoo Keeper ABC Bootcamp
- · How to use Literacy Centers in Boot camp
- How to assess students and ensure effectiveness
- How to use Literacy Centers in Animal a Week
- Customizable to your specific needs

Call for Level 2 pricing 678-404-7473



Pricing includes travel and accomodations to a single location of your choosing within the 48 contiguous United States.

VOLUME BONUS PROGRAM

How to get FREE Professional Development and FREE Student Assessments:



... and you will receive:

FREE 1/2 day of onsite Professional Development (Level 1) for all participating teachers

Hands-on instruction at your location that focuses on evidence-based practices for improving student outcomes by using our supplemental programs. (see page 20 for more details)

Over \$300 Value per Teacher!

FREE full-year of online Student Assessments for each participating teacher *

ESGI is a simple and easy to use assessment platform for conducting one-on-one assessments for emergent and non-readers. These digital assessments for guiding instruction save teachers over 400 hours per year in cumbersome paperwork! Several popular assessments are included; and, you can even create your own! With a single-click, you can share personalized letters with parents in either English or Spanish, and send student progress reports to administrators.



* These Free ESGI online digital assessment subscriptions are only for schools/teachers who are not already subscribed to ESGI's services.

Learn more at www.AliveStudiosCo.com/program

CLASSROOM ZOO CARTS

Add mobility, security, and storage for your kit!

- Durable, lockable, and mobile
- Pop-up shelf provides extra surface for your kit setup
- Compartmentalized drawer for organized card storage
- Internal shelves for even more storage
- 15' power strip
- Optional sound system
- Optional projector shelf

See the Zoo Cart's features at: www.AliveStudiosCo.com/classroom-zoo-carts







Zoo Cart Options:

 Classroom Zoo Cart	p/n 50365	\$945 plus shipping
Classroom Zoo Cart with Sound System already installed	p/n 50360	\$995 plus shipping
Classroom Zoo Cart with Projector Shelf already assembled	p/n 50366	\$1,040 plus shipping
Classroom Zoo Cart with Projector Shelf and Sound System already installed	p/n 50361	\$1,090 plus shipping

KIT UPGRADE OPTIONS

Already a customer but don't have the new "Zoo Keeper" edition?

What's new in the upgrades?



Need a Quote? Call 678-404-7473 or visit www.AliveStudiosCo.com/quote

Our convenient ordering options:



Email us sales@alivestudiosco.com



Order Online www.AliveStudiosCo.com/shop



678-248-9030





We take Purchase Orders and:





www.AliveStudiosZoo.com

FREE Shipping

Excludes zoo carts, rugs, and international orders. Please call for shipping quote.

Need funding?

Go to: www.AliveStudiosCo.com/funding for great options!

Alive Studios, LLC owns the intellectual property rights to the characters, brands, titles, and properties popularly associated with the Alive Studios name. These rights are protected by U.S. and international patent, copyright and trademark laws.



ELL District-Wide

It captures the engagement of the students and once I have them, they're hooked!

Hugo Gomez KindergartenTeacher Edinburg,T X

SCHOLASTIC

It's the hottest interactive reading technology because it gets kids super excited.



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, SPED Teacher McKinney, TX

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 Nashville, TN

See Greg's case study on page 14.

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

Pre Kindergarten | District-Wide

After our Instructional Support team gasped in disbelief as the letters actually came to life, we knew we had to bring Learning alive to the hundreds of students, families, and teachers we serve.

Jim Cupit, Early Childhood Education Field Administrator

School District of Philadelphia

Pre Kindergarten

My students have truly caught on like no other year for me! I've even had a couple of parents tell me THIS is what their child is coming home talking about!! LOVE that!

Tracy Jackson, Pre-K Teacher Fayetteville,G A

www.AliveStudiosZoo.com