Hello,

To help families across the U.S. whose schools are closed in these difficult times, Age of Learning is working with our school and district to provide free home access to ABCmouse Early Learning Academy, Adventure Academy, and ReadingIQ during the period of the closure. These leading digital education programs include valuable educational content for Pre-K, elementary, and middle school students.

Interruptions in learning due to school closures can be a challenge for children’s academic growth and development, and their need for stability and consistency. When in-school learning isn’t possible, using research-based learning resources at home can help children stay engaged, provide them valuable learning experiences, and maintain some continuity in their lives.

By visiting the links below and entering your code, you will have free home access to these digital programs on computers, tablets, and smartphones during the period of closure. ABCmouse and Adventure Academy are used while connected to the internet. ReadingIQ can be used in offline mode once your account is created and books are downloaded on to a device. These programs can also be accessed using your free account at public libraries and other public locations with internet-connectivity.

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**Redeem Code: SCHOOL2547**
*(This code will work for all 3 products.)*

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**For Children in Preschool Through 2nd Grade**
ABCmouse, Early Learning Academy: Please visit www.ABCmouse.com/redeem and redeem your access code.

**For Children in Preschool through 6th Grade**
ReadingIQ: Please visit www.ReadingIQ.com/redeem and redeem your access code.

**For Children in 3rd Through 8th Grade**
Adventure Academy: Please visit www.AdventureAcademy.com/redeem and redeem your access code.

Should you need assistance redeeming this code or have questions about any of the products, please direct them to the Age of Learning Customer Support team at support@aolf.com and they will be happy to help.

You can find more information on these programs by visiting www.AgeofLearning.com/programs.
Saludos:

Para ayudar a las familias en los EE. UU. cuyas escuelas están cerradas en estos tiempos difíciles, Age of Learning está trabajando con nuestra escuela y el distrito para proporcionar **acceso gratuito en el hogar** a ABCmouse Early Learning Academy, Adventure Academy y ReadingIQ durante el período de cierre. Estos programas líderes de educación digital incluyen contenido educativo valioso para estudiantes de prekinder, escuela primaria y secundaria.

Las interrupciones en el aprendizaje debido al cierre de escuelas pueden ser un desafío para el crecimiento y desarrollo académico de los niños, y para su necesidad de estabilidad y consistencia. Cuando el aprendizaje en la escuela no es posible, usar recursos de aprendizaje en el hogar que han sido basados en la investigación puede ayudar a mantener a los niños interesados, proporcionarles experiencias de aprendizaje valiosas y mantener cierta continuidad en sus vidas.

Al visitar los enlaces a continuación e ingresar su código, tendrá acceso gratuito desde su hogar a estos programas digitales en computadoras, tabletas y teléfonos inteligentes durante el período de cierre. ABCmouse y Adventure Academy requieren una conexión continua a Internet. ReadingIQ se puede usar en modo fuera de línea una vez que cree su cuenta y descargue libros en un dispositivo. También se puede acceder a estos programas utilizando su cuenta gratuita en bibliotecas públicas y otros lugares públicos con acceso a Internet.

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**Canjee este código: SCHOOL2547**

(Este código es válido para los 3 productos.)

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**Para niños de preescolar hasta 2° grado**


**Para niños de preescolar hasta 6° grado**

ReadingIQ: visite www.ReadingIQ.com/redeem y canjee su código de acceso.

**Para niños de 3° a 8° grado**


Si necesita ayuda para canjear este código o tiene preguntas sobre cualquiera de los productos, por favor comuníquese con el equipo de Atención al cliente de Age of Learning a través de support@aofl.com. Ellos estarán encantados de ayudarlo.

**ABCmouse**

*ABCmouse Early Learning Academy's* award-winning curriculum is aligned to widely recognized standards of education and development for young learners in preschool, pre-k, kindergarten, 1st grade, and 2nd grade. It encompasses all key academic subject areas, including reading and language arts, math, science, health, social studies, art, and music. *ABCmouse* has been designed in all aspects to engage children, and it includes more than 11,000 Learning Activities—each individually crafted to appeal to children and simultaneously address essential learning outcomes.

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**Research-Validated**

Age of Learning partners with independent researchers and early education experts who have completed several large-scale research studies with more than 20,000 children globally.

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**Significant Improvements**

Regular *ABCmouse* usage in pre-k and kindergarten has been proven to increase outcomes in literacy and numeracy skills.

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**Educational Excellence**

Our comprehensive standards-based curriculum is designed in close collaboration with experienced educators and other early learning experts.

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ABCmouse.com
ABCmouse is the leading and most comprehensive online learning resource for children ages 2–8+. Developed by Age of Learning and available on computers, tablets, and smartphones, ABCmouse is helping children everywhere build a strong foundation for academic success.

- More than 11,000 standards-based Learning Activities covering preschool, pre-k, kindergarten, 1st grade, and 2nd grade
- More than 850 lessons in 10 levels along our Step-by-Step Learning Path
- More than 5 billion Learning Activities completed to date
- Regularly used in more than 100,000 U.S. classrooms
- Available in more than 7,500 public libraries
- Consistently the #1 app in the Kids and Education categories on the iPad and iPhone

Award-Winning Curriculum

Age of Learning

To learn more, visit www.AofLfoundation.org or email ContactUs@AofLfoundation.org

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A Patented, Fully-Adaptive Program That Helps Children Build Mastery of Fundamental Math Concepts

From the makers of ABCmouse®, Mastering Math is an award-winning, adaptive game-based program that helps children in preschool through 2nd grade build a strong understanding of fundamental math concepts and skills. It features 30 games that cover 200+ Learning Objectives, including counting, comparing quantities, the base-ten system, and addition/subtraction operations.

Engaging and Instructive

Mastering Math helps children achieve proficiency through individualized learning pathways, engaging characters and scenarios, and continuous assessment that is built into every level of every game.

Embedded Assessment and Instruction
These features are incorporated into gameplay, ensuring that learning is fun, every step of the way.

Personalized Scaffolding
Formative feedback and scaffolding are used to supplement instruction and correct student misconceptions.

Engaging Learning Companions
Developmentally appropriate characters and meaningful context make math learning fun and relatable.
Patented Mastery Approach

A Research-Based Knowledge Map, developed by our team of curriculum experts who share 200+ years of combined experience, breaks down standards into granular Learning Objectives. Our patented Mastery Learning System guides students through these Learning Objectives, delivering an individualized experience with carefully scaffolded feedback that helps develop a love of learning.

Mastering Math Increased Math Gains by 36%

Mastering Math significantly accelerates learning gains in students' math knowledge, compared to control-group peers.

https://www.ageoflearning.com/research/

Dashboards and Reporting

Mastering Math's real-time Monitoring and Assessment System allows teachers to monitor classroom and individual progress on each concept and skill, and track which concepts the students have mastered and where they need extra practice. Additionally, administrative-level reporting allows progress to be monitored at a school or district level.

Quickly view the entire class or filter into groups, and easily access class or group progress.

To learn more, visit www.AofLfoundation.org or email ContactUs@AofLfoundation.org

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Age of Learning®

ReadingIQ

A Digital Library and Literacy Platform

Developed by leading education technology innovator Age of Learning, ReadingIQ is designed by reading experts to improve literacy skills and match children 12 and under to books that are just right for their reading abilities and grade levels. From beautifully illustrated picture books, popular series, and comic books, to chapter books, graphic novels, and books on every academic subject, ReadingIQ is the personal learning library that helps children grow as readers.

- An ever-expanding collection of award-winning books and childhood classics, including National Geographic Kids, Curious George, Highlights, The Boxcar Children, The Polar Express, Jumanji, and many more
- Three widely used book leveling systems—Accelerated Reader®, Lexile®, and Guided Reading
- Reading Level Assessments that measure children's reading abilities and match them to the right books for their levels
- Show What You Know quizzes to evaluate reading comprehension
- Professionally voiced titles that are perfect for developing pre-readers’ and emerging readers’ early literacy skills
- Ability to track and monitor each child’s progress
- Age-appropriate books that children will love, all in a 100% safe and child-friendly environment
- Available on computers, tablets, and smartphones with a low-cost monthly or annual subscription

ReadingIQ.com

To learn more, visit www.AoFLfoundation.org or email ContactUs@AoFLfoundation.org

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ADVENTURE ACADEMY™

Adventure Academy is an educational massively multiplayer online game (MMO) for elementary and middle school students. It features thousands of enjoyable learning activities that are discovered on quests through an interactive virtual world. Expertly designed to create a highly engaging and educational environment, Adventure Academy focuses on building critical knowledge and skills in language arts, math, social studies, science, and more.

Age of Learning, the company behind the industry-leading ABCmouse® online learning program, developed Adventure Academy with a substantial investment over the course of three years. In Adventure Academy, the more you explore, the more you learn.

**Audience:** Elementary and middle school students

**Gameplay:** In Adventure Academy, learners

- Create and customize their Avatar’s features, clothing and backpack.
- Complete quests and learning challenges to level up, unlock new zones, and earn rewards in an ever-expanding virtual world.
- Interact with other learners, chat, and create or join clubs in a safe, COPPA-compliant environment.
- Play the entire game across multiple platforms, including computers, smartphones, and tablets.

AdventureAcademy.com
Curriculum
Age of Learning has brought the same curriculum-first approach to Adventure Academy that it successfully employed in ABCmouse, which has helped educate more than 20 million children to date.

- Adventure Academy features thousands of educational learning activities, such as videos, reading experiences, games, quizzes, and many other interactive elements—all within the frameworks of U.S. (and international) curriculum standards.
- It is crafted by a curriculum team of expert educators who are on staff.