

ACTEM Discount from ExploreLearning

All Maine schools receive a 10% discount on all Gizmos, Reflex, and Science4Us orders

You will order directly from ExploreLearning. If you have any questions regarding the 10% discount, please call (866) 882 – 4141 ext. 357.

ExploreLearning helps Maine Educators Meet Key Goals of the Common Core



ExploreLearning Gizmos help students of all ability levels develop deep conceptual understanding of math and science and acquire the broad knowledge that the Common Core's content standards demand.

Over 400 math and science simulations give everyone something to graph, measure, and compare. That's hundreds of opportunities where students don't just act like scientists and mathematicians. They are.

- **Discover concepts.** Interactive design allows for extensive manipulation of variables and "what-if" experimentation.
- **Analyze data.** Visualizations and graphing tools help capture and compare results from experiments.
- **Go deeper.** In-depth activities create more moments to explore, discover and apply new concepts.

"I have seen firsthand what Gizmos does in terms of engaging kids. Gizmos really allow students to go deeper in terms of problem solving and critical thinking."

— Assistant Superintendent,
Miami-Dade Public Schools, FL



ExploreLearning Reflex is the most powerful solution available to help students develop math fact fluency as emphasized in the Common Core's content standards.

Reflex helps students of all ability levels to develop fluency with their basic facts in addition, subtraction, multiplication, and division. Reflex offers:

- **Adaptivity and individualization.** Each student's performance is continually monitored to create an optimal experience for them.
- **Intuitive and powerful reporting.** Easily monitor and support student progress.
- **Anytime, anywhere access.** Build fluency anywhere there is an Internet connection.
- **Fun!** Game-based Reflex keeps kids coming back for more.
- **Outstanding results.** Students who use Reflex are scoring higher and growing faster than their peers.

"Reflex is like no other program in that it is interesting, entertaining, and appropriately challenging to students. We had great student growth and success in fluency."

— 2nd Grade Teacher,
Newton Public Schools, MA



ExploreLearning Science4Us is a research-based program specially designed for K-2 students and includes 1000s of online and offline activities.

With Science4Us, kids get hands-on with science.

- **K-2 science education matters.** Research shows that students who enter kindergarten with limited exposure to science can continue to struggle with science throughout the educational career.
- **Prepares students for success in science.** Science4Us covers topics in physical, life, and earth science using animated lessons, activities, songs, and worksheets to engage and teach kids.
- **Incorporates literacy skills.** Full of interactive activities and exercises, Science4Us introduces kids to science vocabulary, sight words, and much more.

"My students need to start science early to prepare for later grades. Science4Us gives them the foundation they need. It's also an avenue for critical thinking and problem-solving, skills they can apply across all domains."

— Principal, Cypress Elementary,
Broward County Public Schools, FL

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