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**LEARNING.COM EXPANDS ITS WEB-ENHANCED INSTRUCTIONAL SERVICES
WITH NEW SUPPLEMENTAL MATH CURRICULUM**

AUSTIN, TEXAS (February 6, 2007) – Learning.com, the premier provider of Web-enhanced instruction, today announced the launch of its first core curriculum product, Aha!Math, a Web-delivered, K-5 supplemental math curriculum. Aligned to NCTM Focal Points and state math standards, Aha!Math supports educators to improve student learning outcomes through its technology-infused math curriculum. The announcement was made at the Texas Computer Education Association's Annual Convention & Exposition.

Learning.com is a pioneer in developing effective, Web-enhanced instruction with its award-winning solutions: EasyTech, which provides educators with an effective tool to incorporate technology skills into core curriculum, and TechLiteracy Assessment, which authentically measures and reports technology proficiency for elementary and middle school students.

Learning.com used its expertise with these Web-enhanced products to create Aha!Math. Calling on its deep understanding of how children learn with technology, Learning.com incorporated an engaging, interactive and game-based learning environment into Aha!Math that encourages students to develop and master the foundational skills they need to succeed in mathematics.

Like Learning.com's EasyTech, Aha!Math features immediate and relevant feedback for students as they participate in lessons and activities and play pedagogically sound educational games. Digital coaches — on-screen characters who provide feedback and encouragement to students — create an engaging learning environment that supports students to develop and apply their new math skills, and skills in problem solving and critical thinking. Powered by the Learning.com management system, Aha!Math provides educators with intuitive tools to inform instruction, and the ability to track and report progress at the individual, group, class and school levels, all in a highly reliable and easy-to-use manner. It also provides flexibility for educators to meet students' individual needs through teacher-mediated instruction.

As part of Aha!Math's innovative product development effort, Learning.com tapped FableVision, an internationally acclaimed educational media producer and publisher, as a partner for some of Aha!Math's key features. FableVision's signature approach to engaging, story-based software innovatively supports students who use Aha!Math to gain mastery of foundational math concepts.

"Our partnership with FableVision allows us to provide educators with a product that incorporates Learning.com's expertise in Web-enhanced curriculum with FableVision's deep understanding of performance-based learning, and its unique strengths in animation, story-telling and game-based learning solutions," says Barclay Burns, chairman and founder of Learning.com.

FableVision's Creative Solutions Architect, Doug Gastich, agrees: "FableVision always looks to partner with groups wanting to use the power of great storytelling, rich media, adaptive content and constructivist opportunities to create authentic learning in the classroom. Learning.com is a perfect example of this."

Additional information about Aha!Math will be announced at the NCTM conference, scheduled for March 21-24 in Atlanta.

Purchasing Information

To discover how Aha!Math can help students learn and master the foundational skills they need in mathematics, please visit www.learning.com, or call Learning.com at 800-580-4640.

About Learning.com

Learning.com, the premier provider of Web-enhanced instruction, partners with schools and districts to improve student learning outcomes. The Portland, Ore.-based company transforms learning experiences through its understanding of the art and science of Web-based teaching and learning. Its pioneering software products, [EasyTech](#) and [TechLiteracy Assessment](#), provide educators with the tools to incorporate technology skills into core curriculum instruction. Educators also receive the data to understand how well students are grasping foundational technology skills and meeting accountability requirements. For more information, please visit www.learning.com or call 800-580-4640.

About FableVision

Led by twin brothers Peter and Paul Reynolds, FableVision (www.fablevision.com) is an award-winning producer and publisher of media-rich learning software, websites, films and applications for emerging platforms with offices in Boston, Portland, Oregon and London. FableVision's partners and clients include PBS, Sesame Workshop, Scholastic, Nickelodeon/Noggin, the Jim Henson Company, KCET, Carnegie Hall, National Academy of Sciences, WGBH, Random House, Simon & Schuster, Pearson Education, the Research Institute for Learning & Development, and Boston University.

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