

For Immediate Release



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**Learning.com announces introductory pricing for Aha!Science,
its new 3-5 supplemental curriculum solution**

*Designed for grades 3-5, Aha!Science gives teachers new tools to teach
Physical, Earth and Space, and Life Sciences
with science games, simulations and instruction*

PORTLAND, Ore. — March 10, 2009 — Learning.com announces its newest Web-delivered supplemental curriculum, Aha!Science for grades 3-5, with broad instruction and exploration of Physical, Earth and Space, and Life sciences. Its interactive content sets students on the path to becoming science thinkers.

Aha!Science helps teachers reinforce the scientific process with inquiry-driven exploration, and engages students to apply what they are learning in games and simulations. Online journaling gives teachers an excellent tool to build cross-curricular activities and lets them clearly see how well students understand important scientific concepts.

Introductory offer for Aha!Science

Educators can receive 25 percent off their order of Aha!Science for orders placed by June 30. Learning.com customers can receive 50 percent off their order, provided they are a customer as of March 31, 2009.

Helping teachers teach science

Research shows that many elementary-level teachers find it difficult to integrate science into their teaching. A recent study by the Lawrence Hall of Science at University of California Berkeley and WestEd, an education policy group, showed that 80 percent of teachers surveyed spend less than one hour each week teaching science.

“We know teachers grapple with how to engage students in science, and how to make it interesting and relevant to their lives. Aha!Science was designed to meet this need with creative instruction, games and simulations that invite students to become excited about what they are learning,” says William J. Kelly, CEO and founder of Learning.com.

Aha!Science also gives teachers an extensive array of curriculum and instructional models, science games to reinforce students’ conceptual learning, and hands-on activities and inquiry-driven simulations for a low-cost way to provide experiential learning. Its assessment capabilities provide teachers with information on how well students are grasping critical science concepts. A flexible design supports whole class, small group and individual student learning, and because it is Web-delivered, Aha!Science is ideal for use with interactive whiteboards, and for use in extended-day programs, summer school and even at home. Aha!Science content is aligned to National Science Education Standards and state science standards.

The Learning.com instructional model

Learning.com's solutions are built on an instructional model designed to maximize student learning. This instructional model incorporates the most current research into how students learn, and how engaging content that leverages Internet-based technology creates the most effective learning experiences. The model features:

- Multisensory experiences – visual, auditory, and interactive – to allow for richer, more complete learning.
- Opportunities for students to model and hone their new skills.
- Digital coaches that support students with multiple levels of immediate feedback and instructional support.
- Content designed to be relevant to students' lives, with humor, and a sense of playfulness, that in combination lead to motivated and engaged learners.
- Context for learning experiences, giving students a clear understanding of how and when they would apply their knowledge and skills to solve problems.
- Game-based learning, all within real-world contexts that students find relevant and interesting, and that include opportunities for students to apply specific learning strategies and build their problem-solving skills.

Product availability

Aha!Science Whiteboard Edition, ideal for use with interactive whiteboards and projectors, is available at the end of March, and Aha!Science (standard edition) will be available in July. For more information and to see sample curriculum, visit www.learning.com/ahascience.

About Learning.com

Founded in 1999, Learning.com helps educators improve student performance in core curriculum and 21st century skills through Web-delivered curriculum and assessment, in use by more than two million students. Our unique integration of technology literacy with core curriculum instruction enables states, districts and schools to simultaneously improve student proficiency in technology skills and core disciplines. Using our Digital Learning Environment, teachers easily customize curriculum, individualize instruction, and obtain professional development. Learning.com's solutions include EasyTech, a proven, [K-8 technology literacy curriculum](#) that helps students develop and apply technology skills in math, science, language arts, and social studies; [TechLiteracy Assessment](#), providing valid measurement and reports for critical technology skills and knowledge in K-8; [21st Century Skills Assessment](#), providing valid data aligned to ISTE NETS 2007 standards; Aha!Math, [K-5 supplemental math curriculum](#) that builds contextual understanding and conceptual fluency, and Aha!Science, [supplemental science curriculum for grades 3-5](#) that helps students become science thinkers. Learning.com is a member of the Partnership for 21st Century Skills. For more information, please visit www.learning.com or call 800-580-4640.