

About our products

Designed to foster independent learning skills, Game2Learn educational products support children as they develop a sound understanding and mastery of essential mathematical skills and understandings.

Based on the Australian and State Mathematics Curricula, Game2Learn educational products apply 21st century digital learning principles to a range of subject areas. These include:

- Grouping,
- Shapes,
- Measuring,
- Telling time
- Ordering
- Number names
- Number combinations
- Number values
- Point counting
- Number position
- Number words
- AB patterns
- AAB patterns,
- ABB patterns
- AABB patterns
- Subitisation.

Smaller compact Apps are also available on Google Play

With more than 340 learning activities on each CD, Game2Learn educational products provide unlimited access to each activity for less than 10 cents per year!



About us

With more than 40 years experience in education, including over 20 years in early childhood education and more than a decade in digital learning design, the team at Game2Learn have extensive experience in creating effective and engaging educational experiences for a variety of learners and learning styles.

Our focus is to design educational products that support a range of teaching and learning models. To this end, Game2Learn educational products can be used in:

- Teacher led whole of classroom settings
- Individual learning (at home or school)
- Small group collaborative activities.

(* Provided the learning environment has the necessary digital equipment to run the products.)

Based on our experience and extensive research into 21st century thinking and learning theories, Game2Learn educational products are designed to support an active and independent learning process.



Search Game2learn on Google Play
to find our Apps

For more information or to order Q&A products visit...

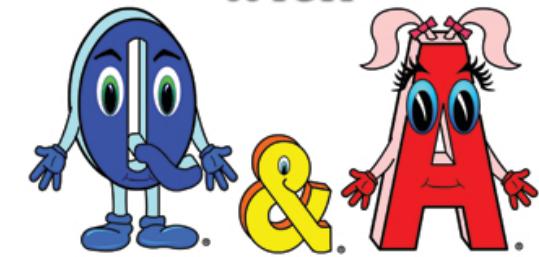


www.game2learn.com.au
or by email...
info@game2learn.com.au

Game2Learn

presents

Early Years Mathematics with



Digital teaching,
learning and
assessment
resources
for
Australian
Mathematics
Curricula



Designed to support the Foundation years of the Australian and State Mathematics Curricula, Game2Learn educational products use 21st century learning principles to help children progressively build their knowledge of essential mathematical concepts in different contexts.

The Game2Learn approach

At Game2Learn we use a 21st century adaptation of the constructivist approach to learning.

The Game2Learn method encourages children to actively build on what they already know as they develop a deeper understanding of new and existing knowledge.

Our 'Complete learning cycle'®

Game2Learn digital education products use a learner centred approach based on our 'Complete learning cycle'®.



This 3 staged approach provides:

1. **Exposure** to essential math concepts in the **Learn stage**
2. Opportunities to **explore** essential math concepts in the **Play stage**
3. Opportunities to **apply** essential math concepts in the **Check stage**.

Our 'Complete learning cycle'® scaffolds the individual learning efforts of each child as they actively and independently construct their own mathematical knowledge and understandings.

Benefits of the Game2Learn design

The design of Game2Learn educational products help to:

1. Identify a child's confidence with 'known' math concepts.
2. Facilitate their understanding of unknown math concepts.
3. Foster independent learning and thinking skills.
4. Engage children with the active learning process.
5. Motivate children to take control of their own learning.
6. Provide a fun and engaging learning experience.

Self-contained learning

Each self-contained learning sequence provides many opportunities to explore, practice and apply the relevant math concept within the broader subject framework.

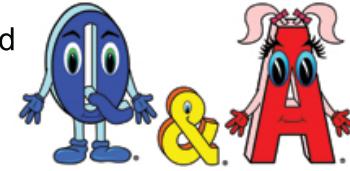
Through their interaction with a range of virtual manipulatives (movies, games puzzles and activities) children gain the benefits of:

1. Direct coaching in the **Learn stage**
2. Exploring and constructing their own understanding in the **Play stage**
3. Application and self-knowledge of their understanding in the **Check stage**.

When combined, the 3 sections help to build the child's self-confidence, knowledge and mathematical thinking skills through a continual process of emersion and self-directed reasoning.

Q&A support

With the support and direction of Q™, Ampy™ and A™, children are able to independently interact with a range of interconnected movies, games, puzzles and activities as they systematically develop their mathematical skills.



No installation required

Game2Learn educational products require no installation.

Game2Learn educational products are self-contained and can be played on any computer that supports Adobe© Flash and Shockwave players.

*These players can be downloaded at no cost from
<http://www.adobe.com>

No internet issues

Because Game2Learn educational products run from a CD-ROM they are self-contained and require no internet connection. So there are no additional download costs.

A safe learning environment

With Game2Learn educational products, children can explore the program free from uninvited (and sometimes unacceptable) pop-ups that may appear on the screen when connected to the internet.

Children, parents and teachers are not distracted or concerned by peripheral images and/or inappropriate messages on the screen, so they can focus on, and enjoy the learning experience.