



## **JumpStart World of Learning & Improving Basic Programs Operated by Local Education Agencies (Title I, Part A)**

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Knowledge Adventure is the leader in providing educational games to kids since 1991. Learning games help kids build confidence while enhancing the skills they need to succeed in school. **JumpStart World of Learning** is a personalized learning system that grows as students grow while opening new worlds of learning adventures on the computer each month. The program offers a whimsical, compelling 3-D community designed for students in preschool through second grade. The rich, colorful, and responsive characters (avatars) combine with targeted learning goals focused primarily on math, reading, critical thinking, and social science skills. The program complements students' natural love of learning while introducing, building, and reinforcing educational content using high-quality, motivational, state-of-the-art multimedia design.

### **Title I, Part A – Improving Academic Achievement of the Disadvantage**

The bulk of federal No Child Left Behind (NCLB) funds is devoted to *Title I, Part A*. “*The purpose of this title is to ensure that all children have a fair, equal, and significant opportunity to obtain a high-quality education and reach, at a minimum, proficiency on challenging State academic achievement standards and state academic assessments.*”

### **TITLE I, PART A REQUIREMENTS AND JUMPSTART WORLD OF LEARNING KEY ELEMENTS:**

The *JumpStart World of Learning* personalized learning system consists of four individual titles: (1) *JumpStart World of Learning Preschool*, (2) *JumpStart World of Learning Kindergarten*, (3) *JumpStart World of Learning 1<sup>st</sup> Grade* and (4) *JumpStart World of Learning 2<sup>nd</sup> Grade*. Based on a student's progress and current classroom curriculum, new adventures are downloaded monthly on to the student's computer.

Below are selected *Title I, Part A* requirements followed by the key elements of the *JumpStart World of Learning* product line that relate to these requirements.

#### **HIGH-QUALITY EDUCATION ALIGNED TO STANDARDS**

**Title I, Part A Requirement: Ensuring that high-quality academic assessments, accountability systems, teacher preparation and training, curriculum, and instructional materials aligned with challenging State academic standards so students, teachers, parents, and administrators can measure progress against common expectation for student academic achievement.** *Knowledge Adventure* is dedicated to creating multimedia products that help ensure all students educational success. This personalized learning system was developed with the academic reading standards and supports the *Early Reading First Mandate* and *Reading First Mandate* which recommend: “*students are systemically and explicitly taught the following five skills: (1) Phonemic Awareness, (2) Phonics, (3) Vocabulary Development, (4) Reading Fluency, and (5) Reading.*” Each title in the series provides a pre-assessment and tailors fun and exciting activities for each student. The mathematics and social studies content were based on state and national educational standards.

**Instructional Materials Aligned with Academic Standards...** The *JumpStart World of Learning* product line is correlated to the following national standards:

- *National Council of Teachers of English (NCTE) Standards*
- *International Reading Association (IRA) Standards*
- *National Council of Teachers of Mathematics (NCTM) Standards*

**Content Areas...** The *JumpStart World of Learning* product line provides motivating experiences for common expectations for student academic achievement in early childhood education. Throughout all programs and levels, the personalized learning system adventures provide ample opportunities for



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students to explore, play, and make individual choices while improving their coordination and listening skills. Listed below are examples of the content areas students encounter at each individual grade levels:

- **JumpStart World of Learning PreSchool** – This program addresses over **30** specific curriculum skills. Select examples of the preschool curriculum areas are:
  - *Mathematics* (number sense, measurement, geometry, and time);
  - *Reading* (alphabet, visual discrimination, phonemic awareness, reading comprehension, and vocabulary skills);
  - *Critical Thinking Skills* (following directions, problem solving, patterns, and sorting); and
  - *Social Science* (community awareness, healthy food choices, exercise, sharing, responsibility, emotions, and independence).
  
- **JumpStart World of Learning Kindergarten** – This program addresses over **30** specific curriculum skills. Select examples of the kindergarten curriculum areas are:
  - *Mathematics* (sorting, shapes, graphs, counting, measurement, and calendars);
  - *Reading* (rhyming, phonics, letters, sounds, and listening comprehension);
  - *Critical Thinking Skills* (spatial awareness, following directions, and visual discrimination); and
  - *Social Science* (friendship and teamwork).
  
- **JumpStart World of Learning 1<sup>st</sup> Grade** – This program addresses over **40** specific curriculum skills. Select examples of the first grade curriculum areas are:
  - *Mathematics* (addition, subtraction, telling time, fractions, and picture graphs);
  - *Reading* (phonics, consonants, vowels, sentences, and comprehension);
  - *Critical Thinking Skills* (problem solving, patterns, attributes, and classification); and
  - *Social Science* (friendship, knowledge, and dedication).
  
- **JumpStart World of Learning 2<sup>nd</sup> Grade** – This program addresses over **50** specific curriculum skills. Select examples of the second grade curriculum areas are:
  - *Mathematics* (addition, subtraction, money, fractions, tally charts, and time);
  - *Reading* (parts of speech, comprehension, antonyms, and word building);
  - *Critical Thinking Skills* (problem solving, patterns, attributes, and classification); and
  - *Social Science* (preparations, perseverance, and cooperation).

### **CLOSING THE ACHIEVEMENT GAP**

**Title I, Part A Requirement:** Closing the achievement gap between high- and low-performing children, especially the achievement gaps between minority and nonminority students, and between disadvantaged children and their more advantaged peers. The *JumpStart World of Learning* personalized learning system uses state-of-the-art technology to assist in closing the achievement gap between high- and low-performing children.

**Character Selection...** An intriguing character (avatar) helps students maneuver through the challenging adventures. Students select and tailor their character to meet their own personal style. The character selected exhibits no distinction between high- and low-performing or any other specific learning gaps between groups of peers and all students are free of any educational stigma. As students grow in intellectual, creative, and social responsibilities, the character too grows. All students have a friend.

**Design...** *JumpStart World of Learning* is predicated on best practices in interactive learning and integrates current research and strategies to ensure an optimum learning for all students. The program incorporates the following best-practices and research:

- **Brain-Based Learning** – ensuring that the activities are intrinsically motivating, challenging, and responsive for the brain...for all students.



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- *Technology and Interactivity Research* – optimizing the use of technology that harnesses technology’s power to create authentic 3-D interactive learning environments...*for all students.*
- *Standards-Based Instruction* – aligning reading, mathematics, and critical thinking games and activities to scope and sequences and state and national standards designed...*for all students.*
- *Curriculum Design* – representing best practices in curriculum design, structuring learning in coherent chunks, integrating story, character, and learning objectives, and providing missions and spiral learning games and activities that provide scaffolding for learning integration and acquisition...*for all students.*
- *Character and Story* - providing characters that model affective behaviors and learning styles...*for all students.*
- *Parent and Community Involvement* – engaging parents with their student’s learning, keeping parents apprised of educational progress, and providing home activities that reinforce and enhance computer learning in mathematics, reading, and critical thinking...*for all parents.*

**Individualization...**Each student is unique and the personalized learning system tracks and opens new lands and challenges according to each student’s progress. The targeted learning focuses on what the student needs to know and not focus on areas already mastered.

**Motivation...** Motivation encourages all students to engage and encourage students in learning. This program was designed with motivation as a core element of education. The immersive 3-D play makes students feel like they are inside a world of adventure and learning. Additionally, students are motivated to keep learning by earning gems and badges. There are many motivational incentives in addition to the adventures, including, for example:

- an ever-changing world that transform with the seasons using a real-time calendar, and
- the ability for students to make the world their own with photos, artwork, and more.

### **DISTRIBUTING AND TARGETING RESOURCES SUFFICIENTLY**

**Title I, Part A Requirement: Distributing and targeting resources sufficiently to make a difference to local educational agencies and schools where needs are greatest.** To provide purchasing flexibility for educators, Knowledge Adventure sells product in Teacher Editions (2 Users), Lab Pack (5 users), or Network Versions (unlimited users). Knowledge Adventure works with educators in order to target resources sufficiently to make a difference to local education agencies. Educators can call for a volume discount after five licenses. Knowledge Adventure sells all its award winning software through educational resellers; contact information is located online.

### **IMPROVING AND STRENGTHENING ACCOUNTABILITY AND TEACHING**

**Title I, Part A Requirement: Improving and strengthening accountability, teaching and learning by using State assessment systems designed to ensure that students are meeting challenging State academic achievement and content standards and increasing achievement overall, but especially for the disadvantaged.** State assessment systems are designed to ensure that students meet challenging academic achievement and content standards. Frequently, states incorporate national standards when creating these state assessment systems. The *JumpStart World of Learning personalized learning system* is correlated to the following national standards:

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**Improving and Strengthening Accountability and Teaching...** *JumpStart World of Learning* follows basic educational pedagogy and should complement state assessment systems. In addition, the program reinforces accountability and teaching at the local level. The Classroom Management System helps teachers to organize their classroom by viewing the progress of individual students or the entire class.

**Progress Reports...** *JumpStart World of Learning* provides reports that summarize the student's progress on learning games and activities, skill by skill. Reports can be viewed and/or exported and keep teachers up-to-date and assists them in identifying gaps between current and optimal performance. These reports, when coupled with the immediate feedback provided within activities, offer a comprehensive, formative assessment program that guides students to meeting challenging academic standards.

### **PROMOTING SCHOOLWIDE REFORM/USING SCIENTIFICALLY-BASED INSTRUCTION**

**Title I, Part A Requirement: Promoting schoolwide reform and ensuring the access of children to effective, scientifically-based instructional strategies and challenging academic content.** All of the products from *Knowledge Adventure* begin with research and fact finding from the experts in the field. The *JumpStart World of Learning* program is based on the latest scientific research regarding how children learn and how technology can be used to enhance and support that experience. By using research, professional writers, and beta testing, *Knowledge Adventure* creates products that provide supplemental support for early literacy and help ensure that teachers and students receive positive and rewarding results.

### **PARENTAL INVOLVEMENT**

**Title I, Part A Requirement: Affording parents substantial and meaningful opportunities to participate in the education of their children.** Trusted by over 30 million parents, the *JumpStart* brand has been a leader in the educational software market for over 15 years. Activities encourage parent-child interaction. The lively adventures encourage children to talk about their play and reinforce their learning. A research-based white paper developed for Knowledge Adventures entitled, "*JumpStart World: A Learning Program that Knows and Grows with Your Child*," discusses the importance of parental involvement and how *JumpStart World of Learning* addresses the research on parents and their impact on student achievement. Paraphrased from this document...

The particular area of involvement that exercised the most impact on achievement was the expectations of parents. *JumpStart World of Learning* is designed to leverage the role of parents in children's learning experiences, increasing quality involvement and raising expectations. *JumpStart World of Learning*:

- is tied to school year. Parents receive twelve learning packages at intervals determined by their child's progress and performance. To achieve optimal benefit, learning activities are in small segments with the expectation that a child will spend at least thirty minutes a day engaged in the program.
- provides progress reports that list mathematics and reading objectives that the child has mastered.
- allows parents, with their student, to add personal photos and view progress reports.
- provides worksheets for home use which can be found in the teacher control panel.