



NEWS RELEASE

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KNOWLEDGE ADVENTURE'S NEW EARLY LITERACY PROGRAM HELPS YOUNG STUDENTS LEARN TO READ

New supplemental program offers individualized instruction for early learners

Torrance, Calif. – June 25, 2007 –Knowledge Adventure®, a developer and publisher of award-winning educational software for the home and classroom, introduces the new adaptive **Knowledge Adventure® Academy - Early Literacy** for developing critical emergent literacy. Designed for students learning to read, the software's comprehensive and flexible design is based on research from a variety of sources including widely adopted research conducted by the National Reading Panel. The program aims to help teachers implement current strategies for reading improvement, as well as manage individual students' literacy needs, regardless of the child's initial skill set.

Knowledge Adventure Academy – Early Literacy conforms to national and state curriculum standards. The program systematically builds skills including alphabetic principle, phonemic awareness, phonics, word building, spelling and decoding. These skills are presented, practiced and applied in various ways to ensure students' success.

The program is made up of comprehensive lessons and a reading comprehension center approach delivered via computer-based technology, classroom materials, worksheets, decodable readers, electronic big books, and a take-home disc. This disc extends learning into the home, spurring parental involvement which translates to student success.

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Knowledge Adventure Academy – Early Literacy allows the teacher to choose from a variety of classroom configurations such as whole class, small group or individual learning. The program meets the needs of students with different learning styles and also reinforces classroom learning with progressive readers, in-class exercises, and classroom projects. Additionally, it provides correlated benchmarks.

The software is tailored to provide instructional control to the teacher using the classroom management tool. This capability allows teachers to group the class according to levels, assign specific skills that meet curriculum needs, track and report student progress and share it with parents in both English and Spanish. It also features specific lesson plans correlated to skills, and teachers can customize by selecting from more than 270 included lessons.

According to Tony Bordon, Senior Vice President for Knowledge Adventure, “Building the groundwork for a love of reading is essential in the early grades. Our program has been designed to foster interest in reading as students learn in a self-paced, confidence-building, environment.”

System Requirements and Pricing

Knowledge Adventure Academy – Early Literacy runs on Windows XP 2000 or 2003, as well as Macintosh OS X 10.4 systems. The software sells for \$3,750 for a network license, for up to 500 students.

About Knowledge Adventure

For more than 20 years, children’s software pioneer Knowledge Adventure has set the standard in creating the finest educational products for use in the home and the classroom. The company is internationally renowned for its award-winning software brands including *JumpStart*[®], *Math Blaster*[®], and *Reading Blaster*[®]. Tested and trusted by teachers and parents alike, Knowledge Adventure software has helped millions of children build and strengthen essential learning skills. Knowledge Adventure Academy is a line of products developed specifically for schools through the Knowledge Adventure School division. A subsidiary of Knowledge Holdings, Inc., the company is based in Los Angeles.