Ages 5 - 15+

* **Real-time, interactive multiplayer game**
* **Incredible power cloaked in simplicity**
* **Directly linked to the curriculum**
* **Double the Question Frequency of the CD Edition**

Multi Award-Winning Software
WINNER

Grows word-smart kids!

Engaging activities for: Spelling • Grammar • Advanced Grammar • Punctuation • Vocabulary • Pre-Literacy

Fully individualised **Adaptive Learning** system that automatically progresses each child

Liberatingly simple to use

SINGLE & MULTIPLAYER
AGES 5 -15
Each plays at their own level

CURRICULA LINKED

See page 4 for a FREE Trial for your school *

iOS

EdAlive®

Builds word power, spelling skills and grammar know-how

Ages 5 - 15+

Hand-crafted, sequenced Questions

CURRICULUM LINKED ✓

Words Rock Online is a comprehensive literacy programme with automated Adaptive Learning that systematically builds word skills and explores the richness of the English language.

At the heart of Words Rock Online is a comprehensive bank of Questions that have been skilfully hand-crafted and sequenced by experienced teachers.

- Each Question is directly correlated with specific curriculum outcomes.
- Gives teachers and parents an unparalleled capacity to prescribe Questions and to review students' progress by curriculum outcome.
- Mirrors each curriculum's precise structure and terminology including:

Australian Curriculum, NSW Syllabus, Victoria Curriculum, NAPLAN Standards, New Zealand TKI, UK National Curriculum, USA Common Core

Pre-Literacy
- Preparatory Questions to draw young students into using words in meaningful ways through play.

Spelling
- Explores vital strategies so that students can deal confidently with the various building blocks of words.
- Stimulates students to understand and remember how word parts fit together. Students are then empowered to make educated predictions about which blocks might fit where in different word contexts.

Vocabulary Power
- Soaks students in language - enriching their knowledge and providing a broad word base on which to build.
- Includes: idioms, clichés, word roots, borrowings from other languages, archaic expressions, alliteration, connectives, synonyms, antonyms, homophones, onomatopoeia, collective nouns, metaphors, similes, puns, tautology, irony and hyperbole.

Grammar & Punctuation
- Covers Basic and Advanced Grammar.

Grow word-smart kids

Words Rock Online draws students into using words in meaningful ways and helps them build vital strategies to confidently deal with the English Language.
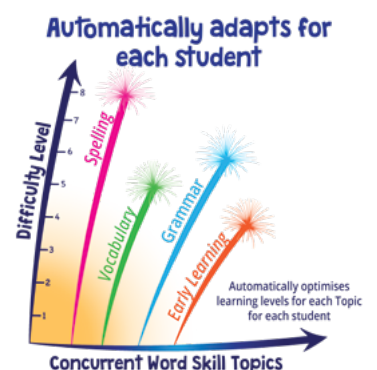
- Soaks students in language - enriching their vocabulary and giving them the understanding they need to produce clear, concise, correct and meaningful texts.
- Progressively explores the building blocks, conventions and frameworks of English.

Automated Adaptive Learning frees teachers

This revolutionary learning environment is powered by the individualised EdAlive Multi-Topic Adaptive Learning System which automatically creates and maintains learning pathways across multiple topics for each student.

- Frees teachers from the tedium of analysing students' responses and manually creating learning sequences.
- Concurrently manages each student's progress across multiple topic areas.
- Rapidly establishes each student's base learning level.
- Seamlessly analyses each student's responses in real-time.
- Automatically challenges and progresses each student by presenting Questions that are just right for them.
- Acts as an intelligent, dedicated tutor, continually monitoring and progressing each student.
- Liberatingly simple to use.

Automatically adapts for each student

Difficulty Level — Spelling, Vocabulary, Grammar, Early Learning

Automatically optimises learning levels for each Topic for each student

Concurrent Word Skill Topics

Words Rock multiplayer game with Adaptive Learning

You're a street-smart Seeker on the trail of the devious, slippery Super Slugs. But there's one small problem … they can make themselves invisible! Complete word skills Questions to search the streets with your cool Seeking gear. With a bit of luck (and a few cool gadgets up your sleeve) you'll outsmart the other Seekers, track down the most Slugs, and become the number one Slug Buster!

Super Slugs: they're not pretty!

It's BATTLESHIP meets the Super Slugs!

Max (aged 15) is working on the highest level (try it yourself!!!)

Jess is only 5 but she still has every chance of winning!

Izzy (aged 11) is progressing well through the 3,000 Questions.

Only seven Slugs left to find!

Choose your own character and colour.

Fully Interactive, Real-Time, Multiplayer game with Adaptive Learning

- Each player's actions directly affect the game play of others.
- Each player competes at their own adaptive level, so every player has a real chance of winning.
- Vary the game play to your level and interest by choosing the hard or easy game board.
- Play against your friends or the inbuilt smart Computer Players.
- Match Grandma's grammar against 6 year-old Vanessa's vocab and 15 year-old Sam's spelling with each automatically adjusted for their learning level.

SINGLE & MULTIPLAYER
AGES 5 -15
Each plays at their own level

Motivation through fun

At EdAlive we believe that learning should be fun and that students should be rewarded for academic achievement and **effort**.

- In addition to all the fun of the multiplayer game and an innate sense of academic progress, the in-built Achievement system rewards pure effort.
- Each Question answered correctly counts towards the collection of Agent Cards.

MAXimum MOTIVATION

Collect them all!

Massive upgrade

The new Online edition of Words Rock builds on the former Words Rock CD edition with significant enhancements that revolutionise its educative capacity.

- **All the advantages of online delivery** including instant availability of data, home and school access, and data security.
- Students playing the Words Rock Online game are **much less distracted** as they now each complete Questions simultaneously from their own computer instead of taking turns on the one computer with up to 4 players.
- Features the revolutionary **EdAlive Adaptive Learning System** that automates each student's progression and releases teachers from the need to monitor and adjust the work for each student.
- **Questions are always automatically targeted** to the needs of each student.
- Enhanced design has allowed us to **double the frequency of Questions** presented in the game without overloading the students.
- **Integrated with EdAlive Central** making administration incredibly easy.

4 Powerful Learning Modes

- Adaptive Learning - Question after Question automatically optimised for each student.
- Words Rock multiplayer game - Uses EdAlive Adaptive Learning to separately level each player.
- Questions Only - Students manually choose the Questions to focus on.
- Teachers choose the content to focus on and apply it to the whole class.

Powerful Reporting

We will shortly be releasing a growing range of reports designed to put teachers in touch with the results accrued to each student. The reports will enable detailed analysis of Questions answered and give an overview of progress. Teachers will also be able to relate progress to curriculum outcomes.

Sound Support

The inbuilt sound support system allows younger users to work independently as if they had an adult to read along with them!

- Full Sound Support voiced in a neutral Australian/ English accent for all Questions up to year 3 facilitates independent working for younger children.
- As the reading age increases sound support is reduced to allow children to think the meaning of the text rather than verbalise individual words as they read.

Powered by EdAlive Central

Fully integrates with the EdAlive Central Learning Environment.

- Connects all EdAlive Online Learning Websites as one seamless whole.
- EdAlive Online Learning Websites share the same list of students, classes and teachers.
- **Single Sign On (SSO)** so that students can sign into all EdAlive Websites with one user name and password.
- Greatly simplifies your school administration.
- Integrates with Office 365/Azure, Google, Facebook and SAML Single Sign On systems.
- Class Roll Syncing with SAML Systems.

Any device, anywhere, anytime

- Works on Windows PCs, Apple Macs, Surface Tablets, iPads, Chromebooks and other Android tablets.
- Compatible with all major browsers.
- Unlimited Access 24/7 wherever there is an internet connection.
- No need for an installed App.
- Fully web delivered. No Flash.

Comparison Old CD - New Online		Old CD	New Online
Use on any device	Mac and Windows PC	✔	✔
	iPad		✔
	Chromebook		✔
	Android Tablet		✔
	Windows Tablet		✔
	Operation without keyboard		✔
Where	Home		✔
	School	✔	✔
	Same account at Home and School		✔
Reports	Printable reports	Few	Coming
	Comprehensive class reports		Coming
	Achievement certificates		Coming
	Individual sign In cards		✔
	Home notification letters		✔
Fun & motivation	Multiplayer game	1 PC	✔
	Players answer concurrently		✔
	Player Achievement system		✔
	Class Leaderboard - International, State and School		✔
Learning	Adaptive Learning mode		✔
	Concurrent Multi-Topic Adaptive Learning		✔
	Increased ratio of questions to play		✔
	Sound Support to Year 3		✔
	Curriculum correlations		✔
	Questions Only mode	✔	✔
EdAlive Central Features	Single Sign On to EdAlive titles		✔
	Quick sign out		✔
	2 Factor Authentication Option		✔
	Smart import of class lists		✔
	Easy for teacher or class to join		✔
	Advanced administration system		✔
	Share classes between apps	✔	✔
	Free School Trial access		✔
	Quick class linking		✔
	SAML, ADFS, Azure Single Sign Ons		✔
	Google & Facebook Single Sign On		✔
	Students in multiple classes		✔
Other	Export class lists		✔
	Video training for teachers		Coming
	Frequently asked questions		Coming

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