

Hello Colleague,

Children everywhere are growing up in a complex, interconnected and vibrant world. The 21st century demands that these children apply new capabilities, knowledge and insights to successfully chart an unknown and uncertain terrain.

But, how will children everywhere around the globe gain even the basic skills to succeed in this demanding future?

e-Learning for Kids, a global non-profit foundation, is dedicated to fun and FREE learning on the Internet. We offer more than 80 courses specifically designed to build and improve basic skills for children ages 5-12 in math, reading, science, computers, language arts, health and life skills in English, Spanish, French and Portuguese – all developed by leading e-learning vendors and volunteer professionals. **In 2008, we reached 1 million children!**

Importantly, the EFK Foundation is also a community of educators, parents, professionals, researchers, and course developers who energetically contribute their time and talents to children. Many individuals, 30+ companies and several associations are supporters and sponsors of e-Learning for Kids. Our volunteer staff consists of e-learning experts and business professionals from around the world committed to making a difference. Volunteers develop, source and test courses; reach out to schools, parents and the media; build relationships with other children's organizations, and seek funding, grants and sponsorships. Our recent partnerships with leading Non-Governmental Organizations (NGOs) include Close the Gap, Shiksha India, To Be Worldwide, and Viafrica in order to build on their established outreach.

However, the Foundation is young and needs your support to help us in our mission to reach as many children as possible with free e-learning to help them build the essential skills for success in life.

I would like to arrange a time to discuss the possible ways in which you or your organization could assist the Foundation and in advance thank you for your interest and support. Visit www.e-learningforkids.org to see how we can "open more doors for more kids" together.

Please get in touch with me or any of the volunteer staff of e-Learning for Kids and let us know how you would like to become involved!

Warm regards,

Nick van Dam, Ph.D.

Founder and Chairman

e-Learning for Kids Foundation - Opening Doors to Education Worldwide

nvandam@e-learningforkids.org

There is always one moment in childhood when the door opens and lets the future in.

- Graham Greene

Sponsorship Information

About e-Learning for Kids

e-Learning for Kids is a global, nonprofit foundation dedicated to fun and free learning on the Internet for children ages 5 - 12. Established in late 2004, our vision is to be **the** source for childhood learning on the Internet – available from anywhere and without charge. The Foundation offers best-in-class, free courseware in math, science, reading, health and computers; and a community for parents and educators to share innovations and insights in childhood education.

Our all-volunteer staff consists of committed education and e-learning experts and business professionals from around the world. Team members develop and source e-learning courseware, marshal resources for education content, collaborate with other educational foundations, reach out to corporations and associations for funding and sponsorships, and build awareness among schools and the media.

e-Learning for Kids is actively seeking collaboration with innovative companies, e-learning vendors and experts to accelerate our vision, to share courseware and content, to reach out through e-learning and children's media, and to provide access to online learning through technology and infrastructure.

You must give some time to your fellow men. Even if it's a little thing, do something for others - something for which you get no pay but the privilege of doing it.

Albert Schweitzer

Why Support e-Learning for Kids?

- **Help children learn, grow and build basic skills.** By providing courseware and content, you are providing tools for the future.
- **Build a positive corporate image.** Charitable giving supports your company's social responsibility goals, making it more attractive to potential employees, customers and your community.
- **Associate with other leaders in the field.** e-Learning for Kids is proud to count innovative e-learning companies and industry influencers among its sponsors.
- **Gain exposure to e-learning buyers.** Campaigns to corporate training departments and industry media to build awareness and support for the Foundation will feature your logo, and our website will include a link to yours.

How You Can Help

There are so many ways to share and accelerate our vision; here are just a few examples. And of course, we can customize sponsorship programs according to your specific goals and contributions.

Fund the Development of a Course

One of the greatest needs is the development of courseware that can be put online - free - for children around the world. Your corporation can support the development of an e-learning course based on specifications and quality standards provided by e-Learning for Kids Foundation. The name of your corporation will be featured as the sponsor of the course.

- One e-learning course in one language \$20,000
- One e-learning course in English, Spanish and French \$30,000
- Companies can work with their preferred e-learning vendors to develop and donate e-learning courses or a curriculum based on our specifications.

Fund the Development of a Course Curriculum

To ensure that the courseware targets specific learning objectives appropriate to each learning level, curricula are needed in all subject areas. With your support, e-Learning for Kids Foundation will develop an online curriculum in a subject area, instructional focus and age category of your choice. The name of your corporation will be featured as the sponsor of this course curriculum. Donations can be made securely on our [site via PayPal](#). We encourage individuals to make private donations. In the US, the *new tax law makes all private donations deductible up to the full amount of annual income*.

Sponsor contribution depends on the scope of the project and will be customized to support your objectives.

Direct Sponsorship at Four Levels

▪ **Platinum: Donation of \$100,000 +**

Sponsorship for an unlimited period. Corporate Sponsor recognition includes:

- Logo of your company featured on the e-Learning for Kids Portal
- Your corporation's sponsorship included in e-Learning for Kids information packages
- Joint press release of sponsorship
- Your company name listed when the Foundation is presented—from small groups to industry-wide events.
- Member of e-Learning for Kids Sponsor Advisory Board

▪ **Gold: Donation of \$25,000 - \$99,999**

Sponsorship for a 3 year period. Corporate Sponsor recognition includes:

- Logo of your company featured on the e-Learning for Kids Portal
- Your corporation's sponsorship included in e-Learning for Kids information packages
- Joint press release of sponsorship
- Your company name listed when the Foundation is presented—from small groups to industry-wide events.

▪ **Silver: Donation of \$10,000 - \$24,999**

This is sponsorship for a 2 year period. Corporate Sponsor recognition includes:

- Logo of your company featured on the e-Learning for Kids Portal
- Your corporation's sponsorship included in e-Learning for Kids information packages
- Your company name listed when the Foundation is presented—from small groups to industry-wide events.

▪ **Bronze: Any donation**

This is sponsorship for a 1 year period. Sponsor recognition includes:

- Your name will be featured on the e-Learning for Kids Portal.

Specific Purpose Grants from Your Corporation

We welcome Corporate and Governmental Grant Programs which support a number of areas:

- Education of children ages 5-12
- Education in developing world areas
- Education of children with learning or physical disabilities
- Education of children in areas impacted by natural or other disasters
- Sponsorship of specific schools everywhere in the world

e-Learning Employee Rewards Matching Grant Program

Employees in your company can support e-Learning for Kids as they complete their own, individual online learning in this Matching Grant Program. Each hour of e-learning completion by an employee is matched by a pre-determined, specific amount donated by your company to e-Learning for Kids. Your employees will be able to enhance their performance skills, while simultaneously helping children around the world to learn. e-Learning for Kids will help you to design an internal campaign.

Proud Partners and Supporters of the e-Learning for Kids Foundation (as of March 2010)

Corporations

Allen Interactions
Aptara
Avallain
Boost eLearning
Centrax
CERTPOINT
CommLab India
Convergys
CrediPoint Solutions
Deloitte
Elliott Masie's Learning CONSORTIUM
Emantras
Enspire Learning
etoys & more
Executive Learning Exchange
FCS
GlobalEnglish
ICEDR
InterimIC
Intrepid Learning Solutions
iVentiv
Harvard Business School Publishing
LearningGuide Solutions
Learning.Net
Liquid Animation
MicroPower
Mingoville
Professional Quality Assurance
ProtonMedia
Quest Software
Rotary Club of Winnetka/ Northfield
Saba
Sify Technologies Limited
SkillSoft
Stoas
Symbiosis Centre For Distance Learning
Tata Interactive Systems
The eLearning Guild
Tinqwise

NGO Partnerships

Aflatoun
Close The Gap
Digital Links
Fund Isaan
Health[e]Foundation
LINGOS
One Laptop per Child
SchoolNetAfrica
Shiksha India
To Be Worldwide
Viafrica
War Child International

Media & Outreach Partners

American Society of Training & Development
CHECKpoint eLearning
CLO Magazine
Elearning! Magazine
Elearning! Government
Full Circle Communications
Kupa
ICWE GmbH (Online Educa Berlin and e-Learning Africa)
Intellectueel Kapitaal
LBi Lost Boys
Learning Review

Executive Team and Advisory Board

Executive Team

Nick van Dam, PhD., Founder and Chairman

Nick founded e-Learning for Kids because, “One of the most powerful applications of the Internet is the opportunity to deliver high quality courseware –courseware that’s designed to enhance the effectiveness of learning for a new generation of children. We have the duty as a society to provide all children around the world with the best learning solutions to be successful in their lives. It is the dream of the people of the e-Learning for Kids Foundation to make this a reality.”

Nick is also the Global Chief Learning Officer for Deloitte Touche Tohmatsu. He is an internationally recognized thought leader in Learning and Human Resources Development and the author of *The e-Learning Fieldbook* (2004, McGraw Hill). He lives in Hiversum, The Netherlands with his wife and son (born 1997). Contact: nvandam@e-learningforkids.org.

Vicki Cerda, Director of Communications and Outreach

Vicki is responsible for getting the word out about e-Learning for Kids through outreach to the media and the education and vendor communities. She develops and oversees the communications programs and materials for the Foundation, as well as promotion for its sponsors, partners and supporters.

In addition to her volunteer work at e-Learning for Kids (and for the American Society of Training and Development), Vicki is a learning and training consultant with over 20 years of experience in planning, designing, developing, implementing and evaluating blended learning solutions. Prior to this, she was a training management specialist for Florida Power and Light, one of the largest electric utilities in the US. Vicki lives in Miami, Florida (USA), speaks Spanish and loves art, music and film among her many other interests. Contact: vcerda@e-learningforkids.org.

Arjen (AJ) van de Voort, Director of Business Operations

Arjen is responsible for improving the Foundation’s business processes to achieve a more efficient and effective organization. He analyses, formalizes and implements improved business processes for the Foundation’s volunteers, sponsors, partners and supporters.

Arjen is currently enjoying a sabbatical year. The last 12 years he worked for SAP in Africa, USA and Europe as Global Account Director for Fortune-100 enterprises in the Oil & Gas and Consumer Products industries. Before that he worked for 8 years for the Baan Corporation in Holland, Germany and South Africa in Business Development. He lives in Jupiter, Florida (USA) with his wife and 3 sons. Contact: ajvdvoort@e-learningforkids.org

Michael Williams, Director of Courseware Development

Michael serves as the Director of Courseware Development at the foundation and has a background in the academic and electronic publishing arenas, the latter with a focus on e-Learning development. Michael has a Masters Degree in Instructional Design and is a certified Project Management Professional (PMP). Michael uses the e-Learning for Kids course development process to interface with instructional designers, vendors, and quality assurance personnel to produce engaging, high quality courseware offerings.

Michael works for Elsevier, Inc., a world-leading publisher and information provider. He resides in Saint Louis, Missouri and was attracted to e-Learning for Kids as a way to give back. Michael enjoys the opportunity to help children around the world and is proud to be a part of the foundation. Contact: mwilliams@e-learningforkids.org

Amy Castillo, Director of Translations

Amy coordinates the on-going translations of e-Learning for Kids courses into several languages. She manages the volunteer foreign language translators and recording studio sponsors. Amy was drawn to EFK because, “It is such a great initiative that brings fun and engaging content to children all around the world. As a former elementary bilingual teacher for Spanish-speaking children, I think that these courses are a great resource for children to learn skills in English and in their native language.”

Amy is working on a Masters Degree in Instructional Design for Online Learning, and has worked in the field of education for 12 years. Currently, she is a Senior Instructional Designer at Deloitte. She designs and develops internal and external e-learning courses in the areas of financial literacy, accounting and auditing. Amy lives in Detroit, Michigan and loves salsa dancing with her husband and spending time with her infant twins. Contact: acastillo@e-learningforkids.org

Michelle Hancock, Director of Quality Assurance

Michelle serves as the Director of Quality Assurance. With a Masters Degree in Instructional Design and over ten years of experience in Performance and Learning, she utilizes her design and development expertise to ensure best-of-bread e-learning courses for kids. Michelle has a background ranging from middle school teacher to managing several full-scale OD, HRIS, and software implementations. She is a certified Professional in Human Resources (SHRM) and currently works for Zilliant Corporation. Michelle lives in Austin, Texas, with her husband, Bill, and daughter Natassja, where she is very involved with the Junior League and other community organizations. Contact: mhancock@e-learningforkids.org.

Judith Grimbergen, Director Photography and Collateral Design

Judith captures the impact of e-Learning for Kids "visually" and designs collateral for the foundation. Additionally, she promotes e-Learning For Kids in various ways.

Judith has a strong interest in child development and has visited a number of schools and projects where e-Learning For Kids courseware is being used. Contact: jggrimbergen@e-Learningforkids.org

Brian Petersen, Ph.D., Treasurer

Brian serves on the executive team overseeing the financial and tax matters for the foundation.

Brian is presently the managing partner of inteLogica, Inc. a management consulting firm located in Southern California. He is a graduate of McGill and Concordia Universities located in Montreal, Quebec, where he earned a Doctorate of Philosophy degree in Educational Technology. He also volunteers in promoting and assisting schools in the integration of technology into their schools and curriculum. He hails from Mission Viejo, California (USA).

Contact: bpetersen@e-learningforkids.org

Advisory Board

David Holcombe

Dave is Co-founder, President & CEO of The eLearning Guild (www.elearningguild.com), a global Community of Practice for e-Learning professionals now serving more than 35,000 members. He has been focused on learning and performance improvement for his entire professional career. Over the last 20 years, he has organized more than one hundred events across North America and Europe that have collectively provided tens of thousands of participants with information, ideas, and knowledge to enable them to leverage information technologies to improve education, knowledge, and performance.

What drew David to e-Learning for Kids? “When the kids of today enter the workforce, the use of technology and the ability to be self-directed in learning will be absolute requirements. e-Learning for Kids works to level the playing-field for all kids by making this a reality for all. It's a noble cause by an outstanding organization, and I am thrilled to support it.”

Elliott Masie

Elliot is an internationally recognized futurist, analyst, humorist and researcher on the critical topics of technology, business, learning and workplace productivity. He heads The MASIE Center (www.masie.com), a think tank focused on organizational learning, and is an advisor to a wide range of government, education and non-profit groups.

Elliott selected the Foundation as one of two featured nonprofit organizations at Learning 2005. “e-Learning for Kids is one of the most important education projects of the past twenty years. The reason why has a simple answer – the future. We’re living in an increasingly complicated and ever-changing world. We must provide the next generation with the best possible tools for learning. e-Learning for Kids is dedicated to the future, making online learning available to children and schools – anywhere and without charge,” said Masie.

Allison Rossett, Ed.D.

Allison is the Professor of Educational Technology at San Diego State University (<http://edweb.sdsu.edu/people/ARossett/Arossett.html>). Dr. Rossett is also a consultant in training and technology-based performance, a member of the ASTD International Board of Directors and the HRD Hall of Fame, and the author of several books on e-learning.

A native New Yorker, ping-pong champion in her youth and yo-yo'er in training, Allison has keynoted at conferences and events all over the world. She teaches classes and consults on workforce development, needs assessment and new media learning and performance.

Dirk Tussing, Learning Executive Exchange

As the Executive Director of the Learning Executive Exchange, a consortium of senior Chicago learning leaders, Dirk is committed to promoting greater visibility, influence and professional opportunities among its members and promoting local Thought Leaders by creating a highly visible knowledge sharing environment to increase awareness of progressive learning solutions, share best practices, and facilitate greater collaboration among members. Formerly of Arthur Anderson, Dirk is a current board member and international projects co-chair for the Rotary Club of Winnetka-Northfield, an advisor on the Strategic Planning Committee at Northwestern Illinois University, and chief architect for a new Learning Leaders CPE Certificate Program at DePaul University.

What attracted Dirk to get involved? As a native of Winnetka, Illinois since 1967, Dirk has personally experienced some of the best educational opportunities available worldwide. Seeing how corporate learning has been using technology to provide equal access to global workforces, Dirk has a keen interest to use *Wikinomics* strategies by helping others give back and to improve access to education on a massive scale.

Course Design Information

Course Description

All courses will be developed in what we call “levels”. Beginning at level five (which is roughly the equivalent of a five-year-old in the Americas, courses are developed up to level twelve. Currently, we are designing courses for each level in the following knowledge areas:

- Language Arts
- Mathematics
- Science
- Keyboarding
- Health

The length of each course is expected to be approximately 15 minutes. This means that once a child begins the course, it should only take approximately 15 minutes from start to finish, including all games and activities to be performed on each screen.

Course Design Objectives

Our goal is to provide best-in-class, highly engaging and interactive learning courses. Please consider the following in your instructional design and programming activities:

Apply Child Learning Theories

- Consider how children learn best
- Remember age appropriate design principles
- Apply practice opportunities as much as possible

Global Learning

- All courses will be designed and developed for a global audience, therefore recognize diversity in your design application. Consider using animals and objects such as cartoon characters.

Languages

- Design using the English language as the primary language in the course. We will then have the course translated to Spanish upon delivery and eventually to other languages.

E-Learning and Gaming Approaches

- Create your courseware through the utilization and integration of gaming activities distributed throughout the course.
- Similar to a traditional classroom learning scenario, the course teacher (now technology) explains what should be done, then allows the learner to experiment through trial and error – providing feedback when necessary.

Learning Management System

- At this time we do not have a learning management system for the courses; but, eventually we may, so please develop the courses using SCORM compliance.

Getting Started

To begin, please review the following documents:

- The Integrated Design Process
- End-user Technical Specifications for Design
- Sponsor Information Overview March 2007

The Integrated Design Process

Course Design and Development

All course design activities use an integrated team approach between the individual, volunteer or organization and the team from e-Learning for Kids.

The design and development process is a thirteen (13) step task list using the following steps and resources:

Task	Responsibility
1. Storyboard creation	Volunteer Instructional Designer
2. SB review	Instructional Designer from EFK
3. Art work	Volunteer Flash Animator/Graphic Design Artist
4. Art work review	EFK
5. Programming	Volunteer Flash Programmer
6. Integrated QA (ID) session # 1	EFK
7. Art changes	Volunteer Flash Animator/Graphic Design Artist
8. Programming changes	Volunteer Flash Programmer
9. QA Review # 2	
10. Final ID changes (Storyboard)	Volunteer Instructional Designer
11. Final Art changes	Volunteer Flash Animator/Graphic Design Artist
12. Final Programming changes	Volunteer Flash Programmer
13. Final QA Review - e-Learning For Kids	

Communications

All communications will be performed between a single representative from the volunteer organization to a single representative at the e-Learning for Kids Foundation. This representative will be determined before the project begins. The preferred method of communications will be through the use of e-mail and telephone conferencing.

Timelines

Before beginning the design of the course, a project schedule will be developed by the volunteer organization that will include the thirteen processes above and an appropriate completion date for each of the processes. The e-Learning for Kids Foundation will approve the schedule before any work is begun.

Project Management

The volunteer organization will be responsible for managing their development project in collaboration with the e-Learning for Kids representative. A typical project management plan should include the following support documents:

- A scope document
- A resource schedule
- Resource contact information
- Issue and risk log
- • A change request log as needed

Getting Started with the Course Design

To begin, please use the following documents:

- The course outline describing the course and level you will be developing.
- The Storyboard document in MS Word.
- Project Management Documentation

For more information, please contact us at info@e-learningforkids.org, or call us at (US toll free) +1-888-399-3138. Visit www.e-learningforkids.org to contribute directly via PayPal.

End User Technical Specifications

End User Training Desktop System		
	Minimum	Recommended
Computer Configuration		
Chip set	Pentium III 500MHz	Pentium IV 1.6 GHz
Operating System	Windows 2000	Windows XP
Devices	Keyboard, Mouse	Keyboard, Mouse
Graphics Card	64 MB VRAM	256 MB VRAM
Network Connection	56.6 kbps	10/100 Mbps LAN
Random Access Memory	256 MB	512 MB
Hard Disk Free Space	4 MB	20 MB
CD-ROM	24 X	48X
L2 Cache	256 KB	1 MB
Browser		
Browser Version	IE 6	IE 6
Plug-ins	Flash 7.0	Flash MX2004
Language	English with New Language Character Set Installed	English with New Language Character Set Installed
Settings	JavaScript-enabled	JavaScript-enabled
Display Settings		
Resolution	800 x 600	1024 x 768
Color Depth	16 bit (64K colors)	24 bit (16.7M colors)
Sound card	Yes	Yes
SCORM	SCORM 1.2	SCORM2004

Sample e-Learning for Kids Courseware

Please refer to our website for the latest courses listings!

Math

Count it Out	Level 4-5
Money	Level 5-6
Fun with Math	Level 6-7
Playing with Numbers	Level 7-8
Measuring your Playground	Level 8-9
Put on Your Thinking Cap	Level 9
Calculating with Fractions	Level 12
Estimating Lengths, Areas and Angles	Level 12
Finding Prime Factors	Level 12
Greatest Common Factors	Level 12
Least Common Multiples	Level 12
Measuring Distances and Angles	Level 12
Sequences and Patterns	Level 12
Measuring Angles	Level 12
Measuring Distances	Level 12
Simplifying Fractions	Level 12

Language Arts

Learning Letters	Level 5
Putting Words Together	Level 6
Welcome to the Jungle	Level 6
Similar and Opposite Words	Level 7
Welcome to the Fair	Level 7
Welcome to the Desert	Level 11
Newsroom	Level 12

Science

Playing with Plants and Animals	Level 5
Earth's Resources	Level 5
Every Living Thing Has a Home	Level 6
Exploring Fossils and Fossil Records	Level 7

Computer Skills

Keyboarding Skills	Levels 5-12
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Health and Life Skills

Body Parts

- Blood
- Brain
- Digestive System
- Endocrine System
- Haring
- Heart and Circulation
- Immune System
- Kidneys
- Muscles
- Respiratory System
- Skeleton
- Skin
- Taste and Smell
- Teeth
- Vision

Conditions and Diseases

- Acne
- Blood Pressure
- Cancer
- Diabetes
- Headaches
- Stomach Pains
- Asthma
- Breaks
- Colds and Flu
- Epilepsy
- Sore Ears
- Tonsillitis

Feelings and Worries

- Communication
- Family
- School
- Emotions
- Relationships

Growing and Developing

- Dealing with Things
- Personal ID
- Growing Body
- You and Others

Keeping Healthy

- Body Health
- Disease Prevention
- Healthy Eating
- Alcohol, Tobacco and other Drugs
- Health Services
- Healthy Living

English Language

Course Level 1

- My House
- Hello!
- What's your name?
- Do you like cats?

Course Level 2

- Camping
- Did he say gate 17?
- Where's the gift?
- Do you like the airport?

Course Level 3

- Technotown Restaurant
- Where are we?
- Mountains, forest, deserts and hills
- Maybe the story is true

Courseware from EFK Partners

Tryscience Courses

Sample e-Learning for Kids Course Descriptions

Please refer to our website for the latest courses and course descriptions!

Courses have been designed to help students build and strengthen skills in **computers, math, language arts, science, health and life skills, and the English language**. Programs are designed for children levels 5 through 12. The focus is on the level rather than the age of the child.

The following are the available courses:

Computers

Keyboarding Skills (English – Levels 5-12)

Keyboarding Skills is a course specially designed to teach the user how to use the computer and the keyboard. It teaches the user the alpha numeric keys of the computer. It teaches the child finger-key association for the keyboard, familiarity with the keys, and also helps to improve their typing speed and accuracy.

Math

Count it Out – Level 4-5

At the completion of this course, level five children will be able to perform the following:

- Use concrete objects to determine the answers to addition and subtraction problems (for two numbers that are each less than ten).

Money – Level 6

Children need to be able to understand the value of money and the denominations use by their country. For example: Find a way to correlate the recognition of coins to their value.

Fun with Math – (English and Spanish - Level 7)

This course is specially designed to teach the basics of mathematics. It teaches the user sorting, additions, and counting through various activities and games. After taking this course the user will be able to:

- Identify different objects, shapes, and colors.
- Sort and classify objects.
- Count and add numbers.

Playing with Numbers –Level 8

Select appropriate symbols, operations and properties to represent, describe, simplify, and solve simple number relationships

- Select appropriate operational and relational symbols to make an expression true
- Express simple unit conversions in symbolic form
- Recognize and use the commutative and associative properties of multiplication

Measuring Your Playground – Level 9

At the completion of this course, level nine children will be able to perform the following:

- Understand perimeter and area by measuring the area of rectangular shapes by using appropriate units, such as square centimeter (cm²), square meter (m²), square kilometer (km²), square inch (in²), square yard (yd²), or square mile (mi²).

Mendel's Magic Math Market –Level 9

This course is designed to introduce kids at level 9 to adding and subtracting fractions.

Put On Your Thinking Cap –Level 10

Calculating with Fractions –Level 12

This course is designed to introduce kids at level 12 with how to multiply, divide, add and subject fractions.

Estimating Lengths, Areas and Angles –Level 12

This course is designed to estimate the lengths, areas and angles. The learners will be able to estimate various common objects to look at areas and angles.

Finding Prime Factors –Level 12

This course helps kids learn about prime factors by breaking numbers down to their most common form.

Greatest Common Factors –Level 12

This course helps kids find the greatest common factors

Lowest Common Multiples – Level 12

This course helps kids find the lowest common multiples by looking for the lowest prime number.

Language Arts

Learning Letters (English and Spanish – Level 5)

Learning Letters is a course designed to introduce the letters of the alphabet to the end-user through e-learning. The games in this course help the child to learn to distinguish the letters of the alphabet and form words with each letter.

About Printed Books – Level 5

At the completion of this course, level five children will be able to perform the following:

- Identify the specific parts of a book (front cover, back cover and title page)
- Track printed words from left to right and top to bottom on a printed page
- Understand that books contain information in printed form; specifically, that sentences are comprised of separate words, and words are comprised of individual letters
- Recognize and name all of the uppercase and lowercase letters of the alphabet

Putting Words Together – Level 6

At the completion of this course, level six children will be able to perform the following:

- Read compound words and contractions

Measuring Distances and Angles – Level 12

This course helps kids learn how to measure various distances and angles using an interactive protractor.

Sequences and Patterns –Level 12

This course helps kids learn how to use sequences and patterns.

Measuring Angles –Level 12

This course helps kids learn how to measure angles.

Measuring Distances – Level 12

This course helps kids learn how to measure distances.

Simplifying Fractions –Level 12

This course helps kids learn how to simplify fractions.

Welcome to the Jungle – Level 6

At the completion of this course, level six children will be able to perform the following:

- Read common word families (e.g., -ake, ate, ink)

Similar & Opposite Words – Level 7

At the completion of this course, level seven children will be able to perform the following:

- Understand and explain common antonyms and synonyms

Welcome to the Fair – Level 7

At the completion of this course, level seven children will be able to perform the following:

- State the purpose of reading (i.e., tell what information is sought)
- Use knowledge of the author's purpose (s) to comprehend informational text
- Recognize cause and effect relationships in a text

Welcome to the Desert – Level 11

At the completion of this course, level eleven children will be able to perform the following:

- Identify and properly use indefinite pronouns and present perfect, past perfect, and future perfect verb tenses; ensure that verbs agree with compound subjects.

Newsroom – Level 12

At the completion of this course, level twelve children will be able to perform the following:

- Demonstrate the mechanics of writing (e.g., quotation marks, commas at the end of dependent clauses) and appropriate English usage (e.g., pronoun reference).

Science

Playing with Plants and Animals – Level 5

At the completion of this course, level five children will be able to perform the following:

- Know how to identify major structures of common plants and animals (e.g., stems, leaves, roots, arms, wings, legs).

Earth's Resources – Level 5

At the completion of this course, level five children will be able to perform the following:

- Know Earth is composed of land, air and water. As a basis for understanding this concept, the learner will:
 - Know how to identify resources from Earth that are used in everyday life and understand that many resources can be conserved.

Every Living Thing has a Home – Level 6

At the completion of this course, level six children will be able to perform the following:

- Know different plants and animals inhabit different kinds of environments and have external features that help them thrive in different kinds of places

Exploring Fossils and Fossil Records – Level 7

At the completion of this course, level seven children will be able to perform the following:

- Know that fossils provide evidence about the plants and animals that lived long ago and that scientists learn about the past history of Earth by studying fossils

Health and Life Skills (Liquid Animation Courses)

Body Parts

Each lesson explores a different area of the body.

- Blood
- Brain
- Digestive System
- Endocrine System
- Hearing-
- Heart and Circulation
- Immune System
- Kidneys
- Muscles
- Respiratory System
- Skeleton
- Skin
- Taste and Smell
- Teeth
- Vision

Conditions & Diseases

These lessons focus on a condition or disease and helps children understand what they are, how they happen, and what to do about them.

- Acne
- Blood Pressure
- Cancer
- Diabetes
- Headaches
- Stomach Pains
- Asthma
- Breaks
- Colds and Flu
- Epilepsy
- Sore Ears
- Tonsillitis

Feelings & Worries

These lessons focus on feelings that children have and how to deal with them.

- Bullying
- Depression
- Movin' and Choosin'

- Stress
- Dunkin Doc Game
- Communication
- Emotions
- Family
- Relationships
- School

Growing & Developing

These lessons are for kids who are dealing with various issues involving their bodies, problems and relationships.

- Dealing with Things
- Personal ID
- Growing Body
- You and Others

Keeping Healthy

These lessons focus on healthy tips for kids and advice on dealing with body and health issues.

- Body Health
- Disease Prevention
- Healthy Eating
- Alcohol, Tobacco, and Other Drugs
- Healthy Living

English Language Courses (GlobalEnglish Courses)

GlobalEnglish courses help the child to improve their English speaking and listening skills.

Course Level 1

- My House
- Hello!
- What's your name?
- Do you like cats?

Course Level 2 Camping

- Did he say gate 17?
- Where's the gift?
- Do you like the airport?

Course Level 3

- Technotown Restaurant
- Where are we?
- Mountains, forest, deserts, and hills
- Maybe the story is true

Other EFK Partner Courses

- Mingoville (English Language Courses)
- Boost eLearning (Google Courses/Computers Curriculum)