
CURIOSITYVILLE

Curiosityville is a personalized learning world for children ages 3–7 that strengthens critical learning pathways through adaptive play—helping children achieve their full potential in school and life. This digital solution can be used to supplement any early learning curriculum to improve Kindergarten readiness and provide additional preparation for assessments.

Curiosityville combines playful adaptive games and activities, loveable characters, easy to use tracking tools for families and teachers, and a strong connection with families. *Curiosityville* is research-based. The latest research has been applied in a number of areas to create a world designed to help children build the vital cognitive and social skills they will need for school. The strong foundation of learning is based on extensive study in the areas of Translational research from educational psychology, Cognitive science about the best way to teach, and the Biology of how children learn.

Activities are designed with learning science expertise to build important skills in 10 core learning areas, as well as essential cognitive skills like memory and attention. These activities are designed to introduce children to new skills, build on existing knowledge and improve areas that need more practice and attention. Everything that happens in *Curiosityville* is reinforced through real-world experiences designed for applied learning and building a deeper understanding through practice and play. Children earn recognition early and often they build skills from interest to mastery in one of three levels depending on their age. The difficulty of an activity increases as a child achieves success, and because children learn at different rates, no two children are playing and growing in the same way. Unlike any other learning platform, *Curiosityville* connects kids, families, and teachers.

