



# Upper Elementary (Grades 3–5) Curriculum Solutions

Explore. Create. Learn. These educator-recommended products are designed to help students in the upper elementary grades build foundational mathematical understanding, strengthen reading and writing skills, and enhance creativity and critical thinking. Also included are essential productivity and research tools that support students' study in all subject areas.

## Cross-Curricular and Productivity



### **Animation-ish**, *FableVision* (K–12)

Designed and hosted by author and illustrator Peter H. Reynolds, this easy animation software will have students' drawings up and moving in minutes. Students can create and share animations for movies, websites, school projects, and more.



### **BrainPOP**, *BrainPOP* (3–12)

Educators rely on this award-winning program to enhance their lessons with exceptional animated educational content. BrainPOP covers hundreds of standards-aligned topics that are supported with engaging movies and interactive assessment tools.



### **Britannica Online School Edition**, *Encyclopaedia Britannica Inc.* (K–12)

Britannica Online School Edition is expertly designed for K–12 students and educators, offering a single, districtwide reference solution. Three age-appropriate levels of content are available: Elementary, Middle, and High School.



### **iWork**, *Apple* (K–12)

iWork includes Pages, a streamlined word processor and page layout program; Keynote, for creating cinema-quality presentations; and Numbers, an innovative new spreadsheet for calculating and organizing data.



### **Kid Pix Deluxe 3X**, *Software MacKiev* (K–8)

This cross-curricular multimedia tool brings fun to the classroom while helping students develop spelling, word processing, keyboarding, creativity, inquiry and research, writing, and organizational skills.



### **Kidspiration**, *Inspiration Software, Inc.* (K–5)

Using Kidspiration, students build graphic organizers that combine text, pictures, and spoken words for problem-solving and written expression.



### **netTrekker**, *netTrekker* (K–12)

netTrekker, the leading educational search tool for K–12 students and educators, connects you to the most relevant, standards-aligned digital resources to personalize learning for every student.



### **Type To Learn 4**, *Sunburst Technology* (K–12)

Moving from basic keyboard awareness to typing selected words into short sentences, students gain keyboard skills essential to computer-based productivity.



### **Timeliner XE**, *Tom Snyder Productions/Scholastic* (K–12)

Timeliner XE is the powerful and intuitive software program students use to organize data—on multimedia timelines, sequences, and cycles—to see the connections and transform a world of information into real knowledge.

## Language Arts and Social Studies



### **ReadAbout**, Scholastic Inc. (3–8)

ReadAbout is an adaptive, leveled, nonfiction reading system. ReadAbout uses the power of technology, high-interest nonfiction, and continuous assessment to improve reading achievement for all students.



### **Stationery Studio**, FableVision (K–5)

This creative program supports writing across the curriculum by providing customizable and printable writing paper for stories, reports, letters, minibooks, and more.



### **3D Weather Globe & Atlas**, Software MacKiev (3–12)

With this program, real-time cloud cover, temperatures, and seven-day forecasts give students “weather on their desktops.” Using the highest resolution NASA satellite maps, students can locate cities, plot travel routes, identify time zones, and more.



### **2010 World Book**, Software MacKiev (K–12)

This comprehensive encyclopedia includes thousands of new and updated articles, maps, and photos; a collection of kid-safe, continuously updated webcams from around the world; content that can be viewed on an iPod; and more.



### **WriteBrain**, Sunburst Technology (2–12)

This standards-based program provides guidance for all steps of the writing process. WriteBrain guides students through writing narrative and expository papers in an open, exploratory manner.



### **WriteToLearn**, Pearson Education (4–12)

This innovative tool is designed to develop writing and reading comprehension skills. Students practice essay writing and summarization skills, and their efforts are measured by the Knowledge Analysis Technologies engine, which automatically evaluates the meaning of text.

## Math and Science



### **FASTT Math**, Tom Snyder Productions/Scholastic (2–8)

FASTT Math helps students develop fluency with basic math facts. This program automatically differentiates instruction based on each student’s individual fluency levels in customized, 10-minute daily sessions.



### **GO Solve Word Problems**, Tom Snyder Productions/Scholastic (3–8)

Students work at their own pace to learn to recognize mathematical situations in word problems; comprehend problems with the aid of graphic organizers; and plan solutions with addition, subtraction, multiplication, and division.



### **Ice Cream Truck**, Sunburst Technology (2–6)

Students become entrepreneurs with this simulation program that teaches numbers and operations, develops data organization and analysis skills, enhances problem-solving techniques, and cultivates money sense.



### **Key Skills for Math**, Sunburst Technology (1–6)

Designed to meet developing needs, students master number fact basics, place value concepts, single and multidigit operands, and other math skills through standards-based, progressive, multilevel practice and reinforcement activities.



### **Math and Science Gizmos**, ExploreLearning (3–12)

ExploreLearning Gizmos are award-winning, online simulations that drive conceptual understanding of mathematics and science.



### **PASCO Elementary SPARKscience Bundle**, PASCO scientific (3–6)

PASCO’s Elementary SPARKscience bundle is designed to guide elementary school students through meaningful, hands-on science activities. Bundle includes SPARKvue software, SPARKlabs (standards-based electronic workbooks that seamlessly integrate content with data collection and analysis), teacher instructions, and necessary sensors.

## Math and Science (continued)



### **ProScope HR USB Microscope and CSI Lab**, *Bodelin Technologies (K-12)*

This high-resolution, handheld USB microscope gives students the ability to investigate science phenomena at a microscopic level. Students can easily capture electronic images and video of their investigations. The lab includes the ProScope HR, a variety of lenses, lens tube and C-mount adapters, a precision stand, and a carrying case.



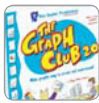
### **SmartMath by Britannica Digital Learning**, *Encyclopaedia Britannica Inc. (K-6)*

SmartMath is an advanced formative assessment and math practice system. With 35,000 math problems covering 91 topics aligned with NCTM standards, SmartMath is the perfect companion to an elementary math program.



### **Starry Night Elementary**, *Simulation Curriculum Corp. (K-4)*

With lesson plans and activities correlated to standards, this program is an effective way to introduce students to space science. The adventure-based activities enable students to construct their own knowledge of the world around them.



### **The Graph Club**, *Tom Snyder Productions/Scholastic (K-4)*

The Graph Club is an easy-to-use instructional tool for creating, exploring, interpreting, and printing graphs. Students learn how to construct graphs and how those graphs relate to the data they represent.

## Comprehensive Curriculum Products



### **Accelerated Reader and Accelerated Math**, *Renaissance Learning (K-12)*

Accelerated Reader is the most popular reading software, and Accelerated Math is the premier math management software. With these programs, teachers can personalize reading and math practice for every student and get valuable information to guide students' reading activities and math progress.



### **Destination Reading and Destination Math**, *Houghton Mifflin Harcourt Learning Technology (K-8)*

With Destination Reading, students master skills in comprehension and vocabulary through explicit instruction, modeling, guided practice, and application. Destination Math provides a comprehensive approach to teaching fractions, decimals, and other key upper elementary math skills.



### **READ 180**, *Scholastic Inc. (4-12)*

READ 180 is an intensive reading intervention program that helps educators confront the problem of adolescent illiteracy and special needs reading on multiple fronts, using technology, print, and professional development.