

Literacy | Maths | Digital Technologies | Social & Emotional Learning



Complete digital reading solution offering levelled and decodable libraries and reading management system

K-6



Unique spatial-temporal maths program for K-8 proven to show results

K-8



Control virtual robots in virtual worlds with block and text coding

Yr 3-9



Award-winning social and emotional literacy and wellbeing platform

Pre K-3



Class Connect coding and robotics platform including Dash's Neighbourhood

K-5



Hands-on digital teaching aids and mixed reality simulations

Yr 3-10



A one-stop solution for all types of knowledge assessment

Yr 5-12



Create and share immersive 360° immersive experiences – a tool for both teachers and students

Yr 5-12



Find out more at [teaching.com.au/onlinelearning](https://teaching.com.au/onlinelearning)

[teaching.com.au](https://teaching.com.au)



# Digital Reading Program for Beginning to Fluent Readers

Wushka is an Australian-developed, cloud-based digital reading program, accessible from all common browsers and devices.

Wushka offers two specialised digital reading libraries:



## Levelled Library

660+ levelled digital readers



## Decodable Library

400+ decodable digital readers\*

\*348 readers live now and 400+ by mid 2021

Within our libraries, our reading boxes organise readers for students and teachers in the same way readers would be organised within classrooms – by reading level or by phonics phase – and books can be selected and assigned to students and reading groups. As is usual literacy practice, students can be assigned readers within the ‘just right’ reading boxes and levels for home reading, providing supports such as optional highlighted text and narration.



# Wushka's Reading Management System

Teachers can manage their own class and set individual student reading profiles for school and home reading, easily editing settings such as reading levels, phonics phases, reading groups, access permissions and quiz and narration options.



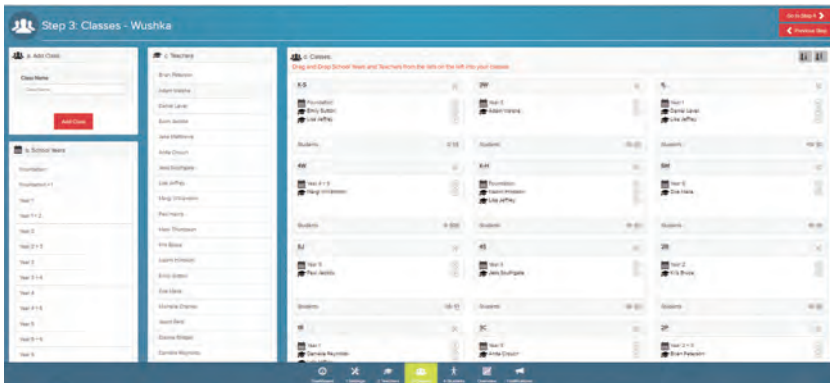
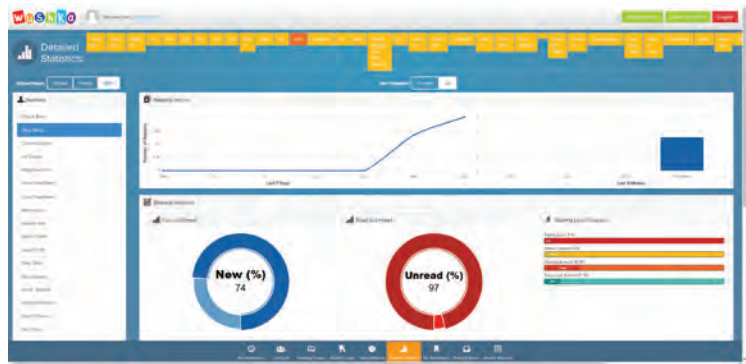
## Reading Groups

Wushka allows teachers to set up reading groups for independent and instructional reading for the students in their class. The teacher decides when students can access the groups - at school, at home or at any time. In a few steps, teachers can set up a new reading group, allocate the appropriate levelled readers and assign students to the group.

## Class & Student Statistics

Ongoing reading statistics are available at individual student and whole-class level and provide detailed insights into students' level of interaction, comprehension and progression, both at school and at home.

Via the statistics pages, teachers can see which readers students have read, how long they read for and at what time they read. Detailed quiz results are also available for each student showing the score for each quiz and highlighting which questions they answered correctly or incorrectly. Quiz reports can be downloaded for each student, or the whole class.



## Whole School Management

The Literacy Program Coordinator has access across all classes so can monitor usage and engagement, and track progress and achievement across year-level cohorts. Program Coordinators can assign multiple 'teachers' to any class to enable literacy support teachers and aides to have access for small-group and one-on-one teaching.

To request your free trial, go to [teaching.com.au/wushka](https://teaching.com.au/wushka) today!





# Digital Reading Libraries for Emergent to Fluent Readers



## About the Wushka Levelled Library

Our levelled library consists of over 660 fiction and non-fiction readers carefully levelled to support primary school students who are learning to read. The Wushka Levelled Library coloured reading boxes align with all common reading systems and provide coverage from Kindergarten through to Year 6.



Every levelled reader is supported by comprehensive student and teacher support materials including



Lesson Plans



Follow-Up Activity



Assessment Records



Printable Take-Home Books



Online Comprehension Quiz





## Decodable Library

# About the Wushka Decodable Library

Our decodable library consists of 348 readers and supporting resources with 60 more decodable readers to follow in 2021. The readers provide students with text-based context to practise emerging reading skills and build confidence to master the phonics code. Our decodable reading boxes are organised into six Phonics Phases, with fiction and non-fiction for each, and specialty science readers.



## The Scope and Sequence

Each story has been written with a strictly controlled text, so that children are only exposed to those letter sounds that they have previously learned and tricky words feature only after they have been introduced. There are some words considered tricky that are introduced alongside the progression as many of these are high frequency words and help with the story.

The Scope and Sequence starts with Phonemic Awareness which also includes Speaking and Listening (language development) and pre-reading. It then progresses through Phases 2-5 covering phonics patterns systematically. Finally spelling structures like suffixes are taught at Phase 6.

<b>Phase 1: Phonemic Awareness Speaking &amp; Listening – Wordless Books</b>	<b>Phase 4: Blends - st, nd, mp, nt, nk, ft, sk, lt, lp, lf, lk, pt, xt, tr, dr, gr, cr, br, fr, bl, fl, gl, pl, cl, sl, sp, sw, tw, sm, pr, sc, sn, nch, scr, shr, spr, str, thr</b>
<b>Phase 2: Letter Sounds - s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, ff, l, ll, ss</b>	<b>Phase 5: Vowel Sounds - ay, ou, ie, ea, oy, ir, ue, aw, wh, ph, ew, oe, au, ey, a-e, e-, e, i-e, o-e, u-e, /zh/</b>
<b>Phase 3: Phonics - j, v, w, x, y, z, zz, qu, ch, sh, th, ng, ai, ee, igh, oa, oi, oo, ow, ar, air, ear, er, ur, or, ure</b>	<b>Phase 6: Fluent - Spelling: -s, -es, -ing, -ed, -ful, -er, -est, -en, -y, -ly</b>

## Every decodable reader is supported by comprehensive student and teacher support materials including



Lesson Plans



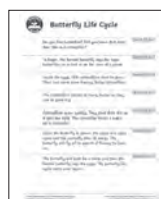
Follow-Up Activity



Printable Take-Home Books



Online Comprehension Quiz



# What Is ST Maths?

ST Maths is an award-winning, web-based visual maths program that builds a deep conceptual understanding of maths for primary students through rigorous learning and creative problem solving. ST Maths has a mission to ensure that all students are mathematically equipped to solve the world's most challenging problems.



Play to LEARN maths. Learn to LOVE maths.  
Research Based. Patented Approach.

## Why Does This Approach Work So Well?

With visual learning, students are better equipped to tackle unfamiliar maths problems, recognise patterns and build conceptual understanding. Without language barriers, the problem is accessible to all students, regardless of skill level or language background.



## A Patented Spatial-Temporal Approach

ST Maths' patented approach – manipulating objects in space and time – is a totally unique approach to teaching maths. The program starts by teaching the foundational concepts visually, then connects the ideas to the symbols, language and robust discourse.

## Deep Conceptual Understanding for a Strong Maths Foundation

ST Maths is mastery based, which means students must pass each level with a score of 100% (all puzzles correctly solved) before the next level in a sequence becomes available to them. Each student has their own personalised journey and takes as long as they need to achieve mastery. This ensures that students are building and demonstrating a strong conceptual foundation.



## Informative Feedback

In ST Maths, action is critical and mistakes are the perfect opportunity for learning. Animated informative feedback offers an intrinsically motivating learning experience that shows students the mathematical consequences of each answer. Students don't just guess at multiple choices, or worse, get a question wrong and wonder why.

## Curriculum-Aligned

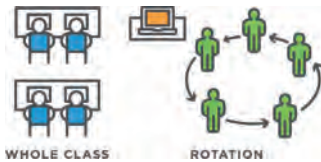
ST Maths games include more than 35,000 puzzles with interactive representations of maths topics that align to Australian curriculum outcomes, with learning objectives that target key grade-level concepts and skills.





# Flexible, Curriculum-Aligned Web-Based Maths for K-8

ST Maths is a flexible instructional tool that can fit easily into many different learning environments. In a whole-class setting, during small-group stations or centres, or at home - as long as students are using ST Maths for 60-90 minutes per week, you will see gains in their maths achievement.



## Implementation

Schools can design rich, blended learning experiences that leverage the individualised visual software in a variety of ways.



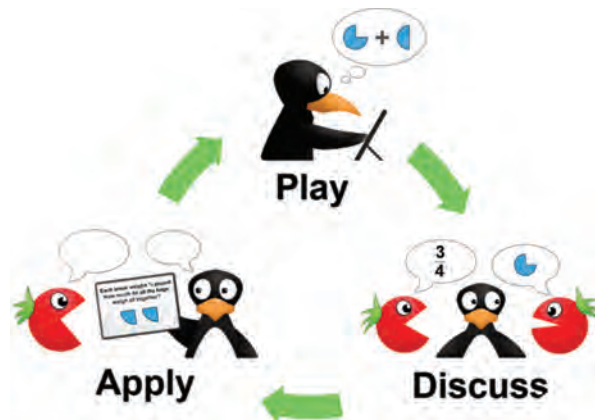
## Content Mapping

Objectives can easily be aligned to match classroom pacing and to differentiate what students play at home and at school.



## Digital Manipulatives

Teachers have access to all of the visual models within ST Maths to supplement classroom lessons for preview or review of maths standards.



## Play-Discuss-Apply

Unique lesson structure, designating time for students to play an ST Maths game, participate in a discussion and apply what they've learned on a conclusion problem.



## Embedded Assessments

Each objective in grades 2 through 6 contains pre- and post-quizzes available. Ideal for progress monitoring and results tracking.



## Reporting

Powerful reports facilitate impactful decisions based on curriculum coverage, productivity and usage. For teachers, ST Maths progress reports and student detail information show clear, actionable data that provides insights into productivity, usage and areas of struggle - effectively informing instruction. For administrators, it's reporting at scale that helps optimise usage and track tangible results.

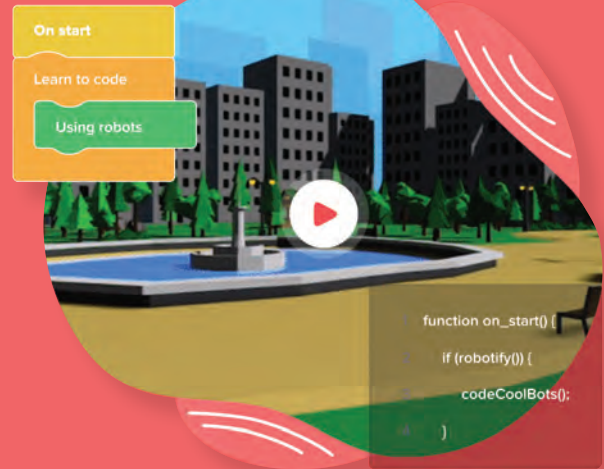


To request your free trial, go to [teaching.com.au/st-maths](https://teaching.com.au/st-maths) today!

# Robot Coding for Kids

Learn to code by controlling virtual robots. Choose from drones, submarines, space robots and more. Works in a web browser - no downloads needed.

Ages 7 - 17



## Why Virtual Robots?



Cost Effective



Accessible



Efficient

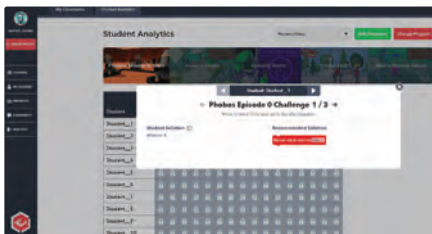


Engaging for Students

### A Comprehensive Coding Curriculum

Unlock your students' coding superpowers with gamified coding courses and a self paced coding platform. Let them control fully virtual robots in fully virtual worlds - explore Martian caves, pilot vehicles, dive deep underwater and race drones.

Robotify lets students learn at their own pace while also enjoying the gamified experience. The curriculum features over 60 hours of robotics, STEM and programming courses with new courses being released every month.



### Automatic Assessments

Our automated system will save you time assessing your students, providing solutions for coding challenges so teachers can easily identify where students are having problems and support their progress.

### Classroom Management

Our classroom management dashboard lets you easily create and manage classes, create student assignments, view student projects and course progress and access course solutions.







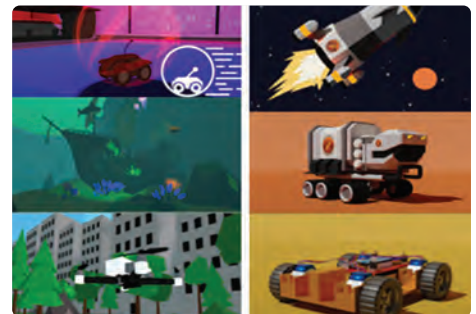
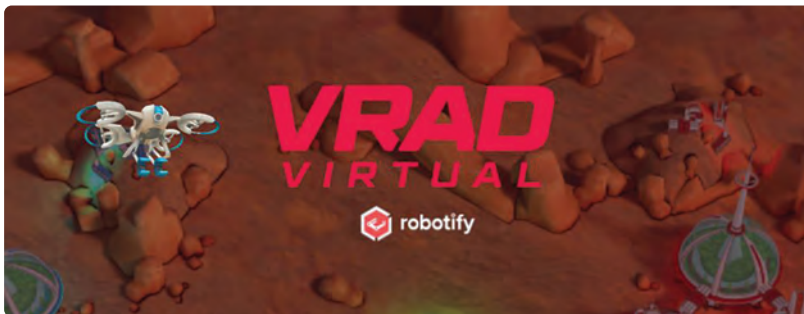
## Built by Educators for Educators

### Online international competitions

The REC Foundation in partnership with Robotify has created the world's first global multiplayer virtual aerial drone competition. Robotify's Roboduel platform allows registered VRAD teams the ability to compete anywhere in the world with any device. VRAD combines the excitement of Esports and the educational value of computer science with a competition focused on real-world programming skills and gaming strategy.

### Coming soon

- New Mars Rover missions
- Text coding with javascript
- Robot duels



Join the world's most innovative solution for teaching your students coding with robots using Robotify!

To request your free trial, go to [teaching.com.au/robotify](https://teaching.com.au/robotify) today!

# Social & Emotional Learning & Literacy

Peekapak is a unique Social and Emotional Learning program integrated through a literacy teaching approach. Developed by education experts, Peekapak's innovative curriculum combines teaching skills like gratitude, empathy and self-regulation with English Curriculum outcomes.



Peekapak explores ten Social and Emotional Learning themes with each theme being explored through one story presented at four different reading levels. Digital books with audio, lesson plans and supplemental content support teachers, and the myPeekaville app for students offers a personalised online learning experience to practise concepts through a game-based approach.

## Teaching social-emotional learning skills like Self-Regulation, Teamwork and Empathy has never been more fun!

Peekapak are committed to helping children become successful, compassionate, caring and empathetic citizens of the world!



### Curriculum-Aligned

Peekapak aligns with English curriculum learning objectives and outcomes.



### Demonstrated Effectiveness in Schools

Peekapak's lessons are developed using evidence-based practices and have been validated through extensive research and practice in North American schools.



### Engages & Inspires Students

Fun experiences that are thematic and personalised, leveraging game-based learning principles. The myPeekaville app gives students agency to explore a personalised learning experience where they can practise lessons learned in class.



### Accessible & Easily Modified

Use all Peekapak units and resources for ongoing classroom support or select the pieces that fit within your existing curriculum.



### Promotes Diversity & Inclusion

With myPeekaville, educators, parents, and students all play a role in the learning process by celebrating the diversity in each other's backgrounds, talents and interests.

Recognised and established worldwide as a leader in social-emotional learning



## Read Aloud & Story Projection

- Read alouds foster young children's emerging language and literacy skills while visual storytelling and big, bright and bold illustrations keep young children engaged.
- Illustrations and characters designed specifically to encourage children to point to the facial expressions and body language they see and learn the emotional vocabulary that goes along with different feelings. Later, they practise these words in 'real life' classroom activities.

# Choice of Digital Packages

## Introductory Teacher Package

- Embedded teacher professional development for each social emotional learning topic
- Embedded teacher professional development on each SEL topic
- 10 original interactive stories at 4 reading levels including audio
- 80 classroom lesson plans with step by step guides and digital templates
- 10 illustrated printable posters on each SEL topic
- Back to School Series: Features a new story about a return to school after the 'Peekafu' lockdown. Includes lessons covering topics such as dealing with the anxiety of the new rules and helping make sense of this new 'normal'.
- Remote Learning Presentations: To guide video lessons, ready-to-use slideshow presentations to guide lessons will be available

12 months for only  
**\$99.95**  
 PEEKTCH20

## Introductory Classroom Package – up to 30 students

### Unlimited Access to Peekapak

- All Introductory Teacher Package features, plus...
- Student access to interactive levelled storybooks with audio and myPeekaville, Peekapak's interactive, digital learning activities
- Student access to a 'feelings check-in' tool to practise self-awareness
- 80 home updates and activities for students to do at home with their family
- Student, Teacher and Parent Analytics:
  - Track student-specific engagement (i.e. number of logins, duration in storybooks, games played)
  - Track Literacy Standards practised from each classroom lesson
  - Track the number of units and at-home activities completed
  - Parent data (i.e. email opens, clicks on books)
  - Data security and student privacy safeguards
  - School-wide analytics

12 months for only  
**\$199.95**  
 PEEKCLSS20



To request your free trial, go to [teaching.com.au/peekapak](https://teaching.com.au/peekapak) today!





# Class Connect – Dash’s Digital Learning Platform

Designed for the award-winning Dash robot and the student-friendly Blockly programming app, Class Connect gives teachers a tool to understand where students are succeeding and struggling in real time. Gather all your students’ progress in one place, and discover the right lessons and resources for teaching every subject. Class Connect is a one-year subscription to an online portal. There are multiple subscription models, suitable for your needs.

## What’s Included?

### Dash’s Neighbourhood

Dash’s Neighbourhood is an online simulator to practise with programming in a 3D online environment when students don’t have access to a real Dash. Create projects with Dash’s Neighbourhood using the same drag-and-drop programming language, Blockly, designed for Dash.



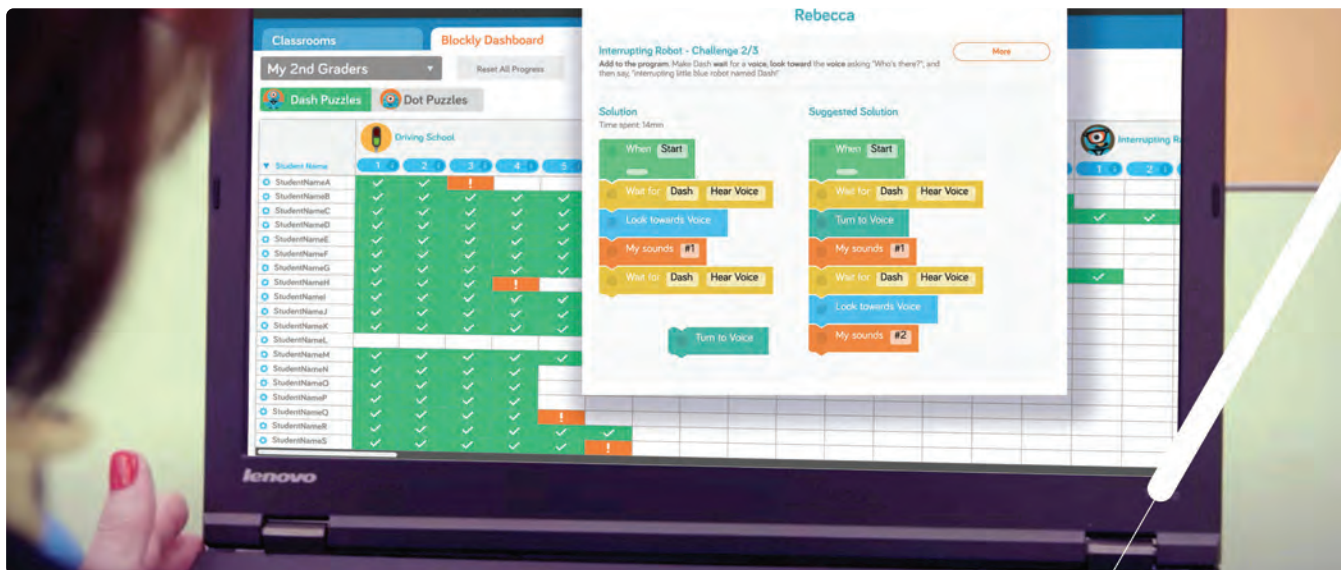
### Class Connect

With Class Connect, you can view solutions, curriculum, and teacher resources all in one place. Capture students’ progress instantly and understand exactly where they get stuck. Guide students through activities for every concept.

### Lesson Library

Discover turnkey activities and lesson plans that can be applied across core subject areas. Search by subject, grade level, and robot/accessory to find the right cross-curricular content for your students’ needs.





# Wonder Workshop Class Connect

## Teacher Success Pack

The Teacher Success Pack gives one teacher access to all of our premium educator tools to ensure a successful classroom implementation.

The 12-month subscription includes:

- 1-teacher/35-student access to Class Connect.
- 1-teacher access to our premium cross-curricular lesson library.
- 1-teacher access to the Teach Wonder professional development course, "Intro to Coding and Robotics with Dash."
- 1-teacher access to exclusive quarterly webinars

**\$499.95**

DW013

## Team Teaching Success

The Team Teaching Success Pack gives 2 teachers access to all of our premium educator tools to ensure a successful implementation led by multiple educators.

The 12-month subscription includes:

- 2-teacher/all-student access to Class Connect
- 2-teacher access to our premium cross-curricular lesson library.
- 2-teacher access to the Teach Wonder professional development course, "Intro to Coding and Robotics with Dash & Dot."
- 2-teacher access to exclusive quarterly webinars.

**\$2,399.95**

DW015

## School Success Pack

The School Success Pack gives all your teachers and students access to all of our premium educator tools to ensure a successful school-wide implementation.

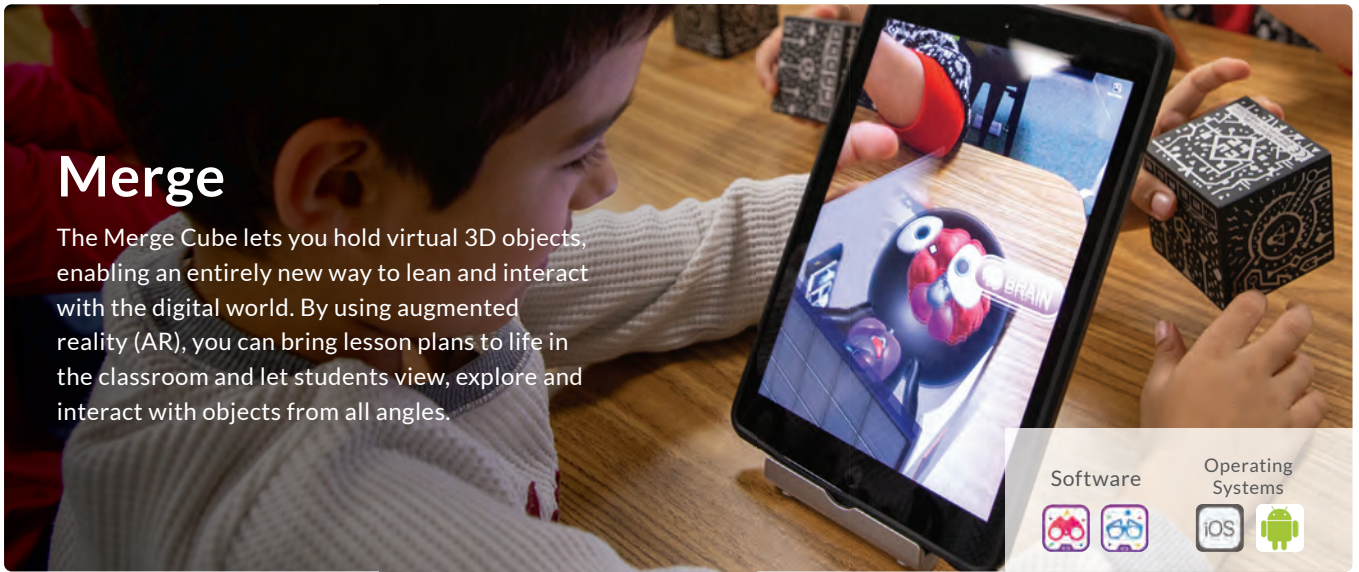
The 12-month subscription includes:

- School access to Class Connect and Dash's Neighbourhood.
- School access to our premium cross-curricular lesson library.
- School access to the Teach Wonder professional development course, Intro to Coding and Robotics with Dash & Dot.

**\$4,999.95**

DW014

To find out more go to [teaching.com.au/wonderworkshop](https://teaching.com.au/wonderworkshop)



# Merge

The Merge Cube lets you hold virtual 3D objects, enabling an entirely new way to learn and interact with the digital world. By using augmented reality (AR), you can bring lesson plans to life in the classroom and let students view, explore and interact with objects from all angles.



## Why Merge?

- Use Merge Cube to teach lessons or create activities
- Convert 3D files to digital objects to illustrate complex concepts
- Merge allows students to "experience" history and science
- Convert Paint 3D and Tinkercad designs into virtual objects
- Code in CoSpaces Edu and hold creations as virtual objects
- Scan real-world objects with Qlone and convert into virtual objects



### Merge Cube

Learn through virtual reality! With the Merge Cube you can hold virtual objects in your hand and learn about anatomy, maths, science, engineering and more. The use of the Merge EDU Platform is recommended and sold separately.

MRG01	Each \$27.95
MRG01-6	Set of 6 \$145.95
MRG01-12	Set of 12 \$279.95
MRG01-24	Set of 24 \$539.95
MRG01-100	Set of 100 \$2,129.95

### Things you can do with Merge Cube:

STEM Learning; Create Virtual Objects; AR Gaming; iOS Android & Windows

### Merge Headset

Awarded best VR Headset for Big Kids and Tweens by CNN! The Merge Headset allows you to turn your iOS or Android smartphone into an immersive virtual reality headset - no controller necessary. The Headset is made of soft, lightweight foam with adjustable lenses to fit virtually any face. It has over 300 apps, games and virtual reality experiences available on the Merge Miniverse portal. Includes: AR/VR Goggles, Getting Started Guide & Lens cleaning cloth.

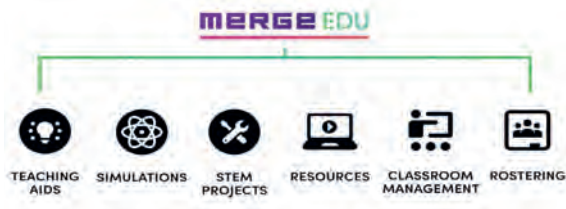
MRG02	Each \$79.95
MRG02-6	Set of 6 \$432.95
MRG02-12	Set of 12 \$789.95
MRG02-24	Set of 24 \$1,539.95
MRG02-100	Set of 100 \$5,999.95





# Merge EDU Platform

Inspire and engage students in STEM and develop 21st Century Learning skills with MERGE EDU, an active-learning platform that provides AR tools, VR learning experiences, a wealth of content and immersive lesson activities designed for the award-winning MERGE Cube. With different subscription models, there is always an option suitable for your school. For a full list of inclusions for each subscription model, please refer to our website.



## Hands-On Digital Teaching Aids & Simulations

Equip your students with essential tools for effective (hybrid) learning. The Merge EDU platform includes full access to the Merge Explorer and Merge Object Viewer app and all lesson plans and activities, as well as access to the teacher dashboard to manage student accounts and see progress. Also included are assessment options and quizzes.



### Science

Teach science with powerful, hands-on digital teaching aids and interactive simulations

- Over 1000 digital teachings aids for every student in the Merge Object Viewer app
- Over 100 multi-sensory, interactive simulations in the Merge Explorer app
- Engaging activities for remote or in-class learning



### STEM

Teach STEM beyond the classroom

- Expand your STEM program with mixed reality
- Upload your own 3D creations onto the platform
- Collaborate remotely with hybrid STEM projects
- Iterate faster, save time and cost before 3D printing
- Enhances the engineering design process

## Included in the platform subscription:



### Merge Explorer

Interact with complex models, perform virtual dissections, and observe virtual phenomenon



### Lesson Activities

Find a starter collection of lesson activities ranging from 15 minutes to full class length to get started with Merge Explorer or Object Viewer



### Object Viewer

Object Viewer allows you to convert 3D models and digital designs into virtual objects you can hold on the MERGE Cube



### Teacher Dashboard

Provision and manage student accounts, monitor completion tracking of individual Explorer learning modules and administer student virtual object collections

To find out more go to [teaching.com.au/merge](https://teaching.com.au/merge)

# Dugga

digital assessment

- Easy-to-use
- Effective
- Secure
- Fair
- Integrable
- Collaborative teaching



## Dugga is a digital assessment system for all levels of education

Dugga helps teachers to assess student learning, provide feedback to students on their learning, moderate across students and classes and report on student achievement. Teachers can create and manage all types of tests, assignments and exams all in one place!



## Dugga's easy-to-use interface makes exam creation easy!

Dugga provides features such as auto-grading, plagiarism analysis, text-to-speech and measurable results integrated with your school's learning platform. The system is platform and operating system independent and can be used with PC Windows, Mac IOS, iPad and Chromebook.

Create and schedule exams, tests and assignments with text, audio, video and other material. Mark, grade and publish the results right back to your students or use our variety of automated question types for instant results!

Use integrated maths applications such as GeoGebra and Latex to seamlessly deliver mathematical and scientific assessment.



2020 Partner of the Year Winner  
Education Award



Stand-alone or integrated with Office 365, School Data Sync and various learning management systems

## Why schools use Dugga



- Anonymous assessment
- Safe and secure; even works off-line
- Different security level for all types of exams
- Easy to use, easy to get started
- 20 different question types of which 14 are automatically corrected
- Flexible feedback options
- Plagiarism control, text-to-speech
- Integrate with your school's learning platform
- Exam library, auto-save, drawing tool, spell check
- Single sign-on and school data sync
- Keyword operator
- Auto-correct and grading, measurable results

## Dugga Platform Options

### ★ Basic

- Create lessons, assignments and conduct different tests and exams
- Use essay as well as auto-correcting question types such as single-choice questions and multiple-choice questions
- Accessibility tools
- Basic enables use of the assessment module for the implementation of marking and grading with rubrics

### ★★ Advanced

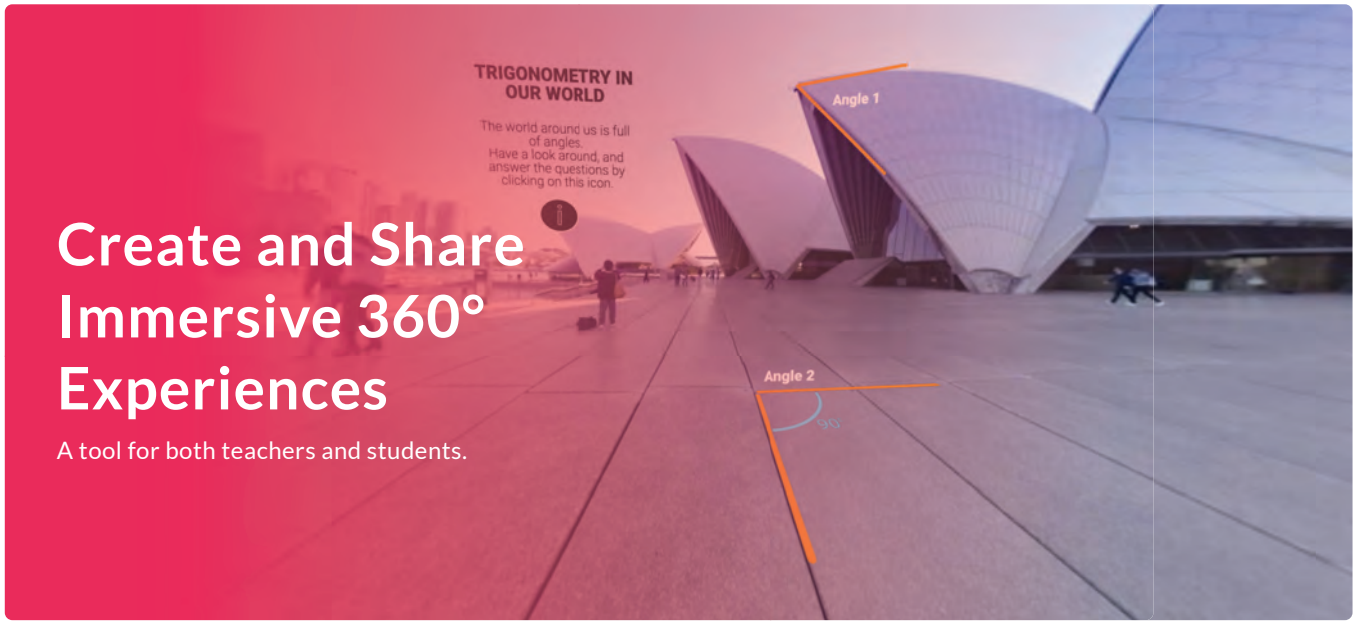
- All features as in Basic
- Various accessibility tools
- Suitable for all types of exams
- Many different auto-correcting question types including:
  - Essay
  - Single-choice question
  - Click text
  - Order
  - Mark
- GeoGebra for maths
- Marking and grading with points
- Assessment matrices for marking and grading with rubrics and many more
- Advanced enables upgrade to Premium

### ★★★ Premium

- All features as in Advanced
- A total solution integrated with your school's LMS
- Access for all students to all accessibility tools
- Plagiarism analysis
- Membership of Dugga's pedagogical forum
- Microsoft Teams integration

To request your free trial, go to [teaching.com.au/dugga](https://teaching.com.au/dugga)





# Create and Share Immersive 360° Experiences

A tool for both teachers and students.

## Immerse. Engage. Create.

Unleash children's creativity and learning potential with this simple but powerful immersive learning tool. Teach students with lessons you have developed for them, or let them play with the interactive software as they learn how to build virtual reality experiences.



### Teachers

As a teacher, SITU360 is a tool which lets you quickly and easily put your own immersive lessons together. You can pick a 360° scene from our library (or shoot your own if you have a 360° camera), annotate it to illustrate your lesson's purpose, add engaging media, and immediately share it with your students to immerse them in the lesson. Using interactive 360° tools and environments (photos and videos), educators can help to increase knowledge retention by up to 75%, leading to better learning outcomes.

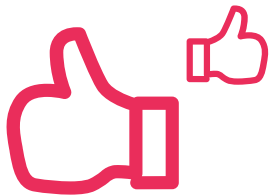
### Students

We know these days that most children respond best to learning through real-life experiences. SITU360 simulates these experiences in a way that is the next best thing to really being there. New technologies are becoming a huge part of the educational process for many students. SITU360 has been designed to be extremely easy to use, meaning students can put together interactive tours, 'choose your own adventure' style stories, or simply add images and text to 360° scenes like they would a Google Slide.

**Built for both teachers and students**



## Benefits



- Take students on immersive virtual field trips.
- Illustrate difficult mathematical concepts through examples.
- Create branching stories for kids to explore.
- Build virtual escape rooms to challenge students deductive reasoning.
- Kids using SITU360 learn spatial awareness, design aesthetic and new technologies.
- Create immersive Geography or History lessons.
- Introduce kids to the natural world in new and exciting ways.

## It's as easy as...

1

Shoot your own 360° photos or videos, or choose some from our library.

2

Log in, create a project and add your 360s.

3

Simply drag and drop interactive graphics, text, forms, waypoints and other rich media to complete your experience.

4

Copy the URL and share the experience with your class.

## No need for technical know-how or experience

### Viewing experiences

Although SITU360 projects are Virtual Reality, you don't need any fancy gear to view them. Experiences can be viewed on desktop, mobile app or in VR headsets.



To request your free trial, go to [teaching.com.au/situ360](https://teaching.com.au/situ360)



# Coming soon!

New login and user management system



## The new School Information System developed by Modern Teaching Aids

will allow you to manage all classes, teachers and users across the multiple licences your school is subscribed to.



Add or remove teachers and students at the school level and see those changes reflected across different platforms



Add students by bulk using a single file upload



Move students and teachers from class to class



Create different classes for different software and assign the same student to multiple classes

*easy login process* →



↪ *user-friendly interface*

