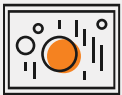


Unleash the "power of doing" with Gizmos

Build deep conceptual understanding in STEM

Gizmos bring powerful new learning experiences to classrooms with hundreds of opportunities for students to explore, discover, and apply new math and science concepts.



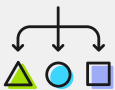
Interactive and engaging. Highly visual, interactive design fosters active learning by doing.



Standards-aligned. Correlated to NGSS, state/provincial standards, and 300+ leading textbooks.



Classroom-ready. Inquiry-based lessons, assessments, and reporting for every Gizmo.



Flexible. Great for whole class, small group, 1:1, or individual instruction from anywhere.



Research-based. Studies show simulations are powerful tools for effective STEM instruction.

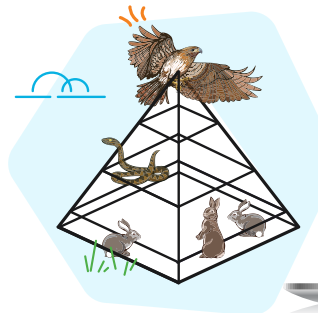
ExploreLearning Gizmos are interactive online simulations and case studies for math and science that power inquiry and understanding through hands-on learning and experimentation.

With more than 450 Gizmos covering STEM topics for grades 3-12, students can dig deeper into subjects and really understand challenging concepts as they form, analyze, and test ideas to find solutions, just like real mathematicians and scientists.

Excite curiosity and invite interaction in STEM

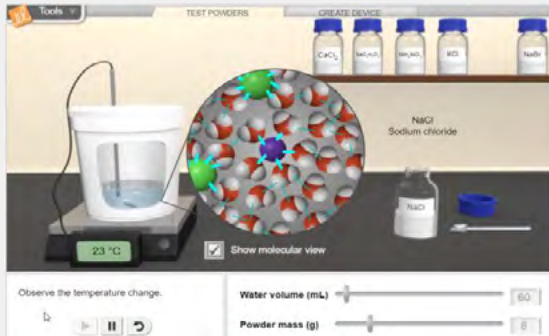
Gizmos uses an inquiry-based instructional approach that promotes investigation and discovery.

Interactive "what-if" experimentation allows students to learn by doing as they explore a concept or phenomena and then apply it to new situations and problems. And Gizmos are more than just labs, covering both real-world and abstract scenarios. All Gizmos come with extensive teaching resources that help make classroom implementation easy, and are flexible and customizable to support all learners.



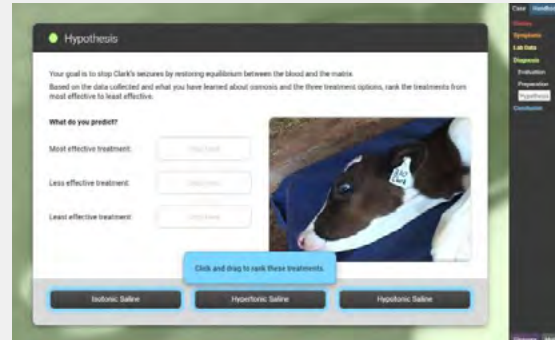
Get more “ah-ha!” moments with Gizmos

450+ virtual simulations, labs, and case studies offer students hundreds of opportunities to act and think like mathematicians and scientists!



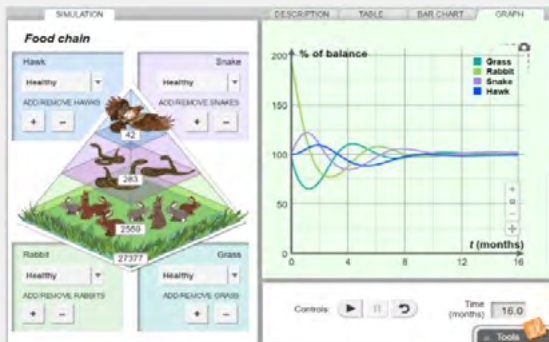
Inquiry-based exploration

Gizmos uses a proven “structured inquiry” approach. In a typical activity, students perform specific actions and record the results. They then make predictions about new situations and verify answers using the Gizmo.



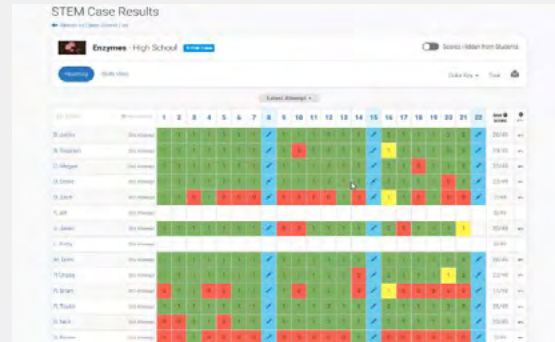
Real-world experiences

Interactive case studies put students in the role of STEM professionals tasked with solving a real-world problem. Students learn foundational knowledge and use virtual guided-inquiry activities to solve it.



Visualizations and data

Extensive visualization and data analytics tools help students easily see and experience phenomena and concepts, capture and compare results from experiments, and share findings and outcomes with others.



Instant insights

Reporting tools help assess and manage student progress. Embedded formative assessments evaluate student progress as it happens. And real-time data heatmaps immediately uncover student problem areas.