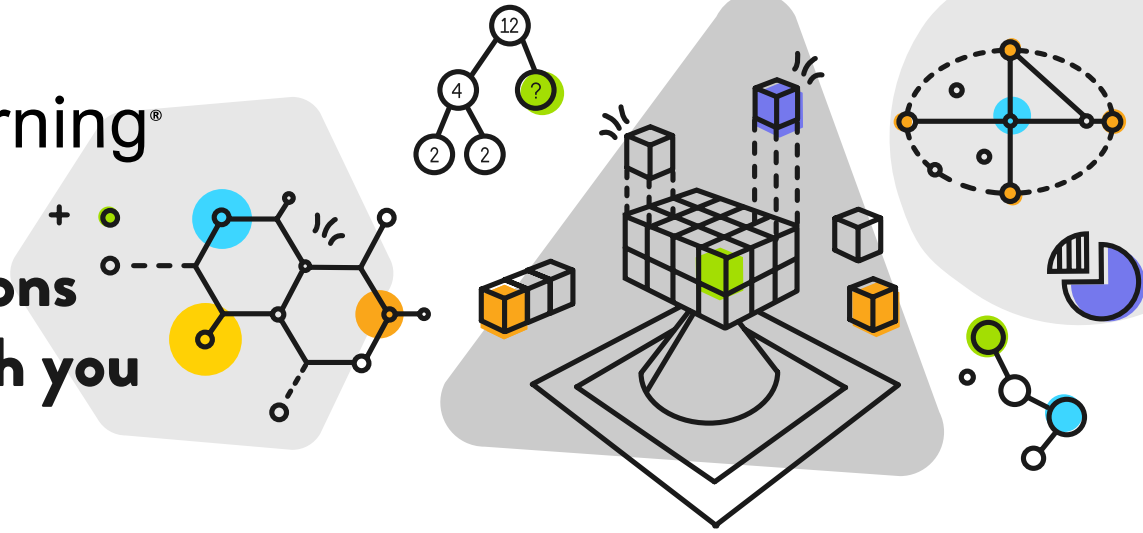


# ExploreLearning®

## Seriously fun STEM Solutions that grow with you



At ExploreLearning, our **K-12 STEM solutions** grow with your students, from Kindergarten and spiraling up to AP 12. With our adaptive, game-based digital programs, students learn by doing in ways that are both fun and effective—and build the critical skills (and confidence!) they need for lifelong success in STEM.

### **S** Science4Us

**It's never too early to learn science!**

With lessons designed for K-2 students, **Science4Us** covers Inquiry, Physical Science, Life Science, and Earth & Space Science. Thousands of online and offline activities teach students using videos, interaction, poems, songs, and digital notebooks.

[www.science4us.com](http://www.science4us.com)

### **R** Reflex

**When they use Reflex, kids love math.**

Adaptive and individualized, **Reflex** is the most effective system for mastering basic math facts in addition, subtraction, multiplication, and division. Full of games that students love, Reflex takes students at every level and helps them gain math fact fluency and confidence.

[www.reflexmath.com](http://www.reflexmath.com)

### **G** Gizmos

**Get hands-on with math and science.**

**Gizmos** help students make connections and draw conclusions through interactive, inquiry-based math and science simulations. Every Gizmo comes with extensive teaching resources that help make planning and teaching easy.

[gizmos.explorelearning.com](http://gizmos.explorelearning.com)

### **F** Frax

**Make fractions finally make sense.**

**Frax** uses the latest research-based instructional methods to create a better way to learn fractions. Fun challenges, personalized instruction, and motivating rewards meet students where they are and help them build their fraction skills and understanding.

[www.fraxmath.com](http://www.fraxmath.com)

### **Gizmos Interactive STEM Cases**



Gizmos Interactive STEM Cases correlate to secondary curricula that put students in the role of a STEM professional trying to solve a real-world problem. Using scientific practices, and collecting and analyzing data, students form and test hypotheses to solve the problem.

**Part of the Gizmos library.**

