

# Edu Quest

See  Hear  Touch  Learn 

Bridging new technology and traditional methods  
to inspire children and enhance learning





- Edu-Consulting is a leading provider of interactive educational systems for young children and children with special educational needs.
- Our first system was launched in 1995, incorporating innovative technology and fundamental educational theory.
- Our dedicated team consists of educators, technology experts, graphic and animation artists and other professional staff to ensure the high quality of our trusted products.
- Our solutions are successfully implemented by private schools, language schools and international chains of schools all over the globe.

## provides

- **A complete integrated learning environment**

Multimedia courseware and a dual-control interactive keyboard together with hands-on didactic materials and complete lesson plans create a total learning package which places the child at the center of the learning experience.

- **Pedagogic content**

Ten topics cover all the major learning areas and key facets of a child's development.

Multiple degrees of complexity allow the teacher to adapt the content to a particular curriculum and specific educational goals.

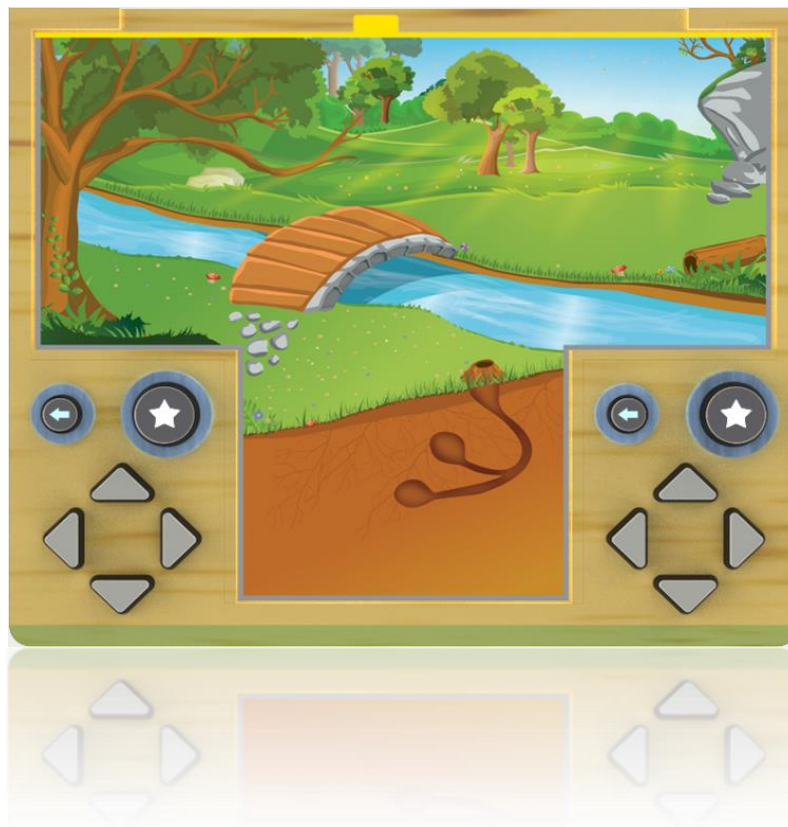
- **Learning Management System**

The user-friendly Learning Management System and Authoring Tool enable each teacher to design and add new activities, tailored to meet the unique needs of his/her classroom.



## Dual-control Activity Table

EduQuest's activity table is designed with two Illuminated Keyboards to enable group work.





## Multimedia Courseware

EduQuest's software library is divided into ten topics with over 200 activities aimed at developing key cognitive, psychosocial and motor skills.



## Didactic materials and accessories

- **Cubes, Shapes and Towers** Colorful wooden blocks, geometric shapes and precision-cut standing towers that are provided with the system allow children to handle objects that appear in the courseware.
- **Activity Mats** Colorful plastic mats supplement many of the software activities.
- **Puzzles** Courseware puzzles are complemented by jigsaw puzzles to be put together on the activity mats or as large floor puzzles.
- **Tens Frame** The sturdy wooden frame containing ten cups and counters allows students to see objects in groups of five and ten as it teaches the foundational skills of counting, grouping, adding and subtracting.
- **Cards** Hundreds of memory, sorting, sequence and picture cards in various sizes reinforce software activities and give children an opportunity to practice matching, sequencing, classifying and grouping activities. The cards can also be used to generate discussion, play games, review vocabulary and reinforce learning.





## Teacher Resource

A complete manual including everything the teacher needs to integrate the courseware with a total educational experience for the students.



## Learning Management System (LMS)

The LMS allows the teacher to customize content and track the students' progress.



## Authoring Tool

Using the Authoring Tool, the teacher can create his/her own software activities according to specific classroom needs and learning goals.



## Teacher Tips

Incorporated into the courseware, the teacher can find helpful tips to facilitate effective use of all the activities.



## Premium Packages

In addition to the full EduQuest kit, this package includes two branded tablets\*, designed specifically to be used by young children.

The tablets provide a great added value for educators, giving the option of working individually with specific student/s.

- Schools that already have their own tablets can contact our sales representatives to check integration options.



## Home Version

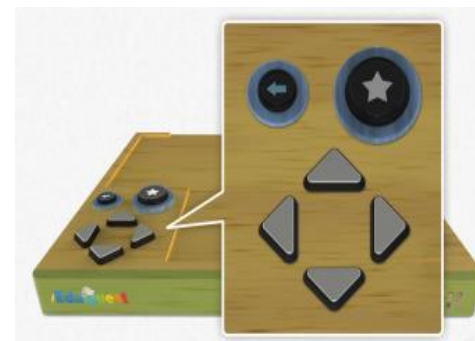
EduQuest includes an optional online version that allows students to continue working on the educational activities from home.

This version enhances school-home connection as well as individual learning at home.



## Meet Spark

Students meet the central characters, Spark and his friends, and learn about the Illuminated Keyboard.



## Children

Through challenging games, puzzles and a variety of activities about parts of the body, senses and feelings, young learners explore both their physical and emotional selves.

## Families and Friends

Identifying family members and their roles through stimulating stories, games and creative activities broadens the children's understanding of what family is. Learning about the value of friendship cultivates social behavior.



## Neighborhood

Students learn about neighborhoods, jobs, transportation and more. Matching and sorting activities broaden vocabulary and develop logical and associative thinking.

## Nature

Students are exposed to the concept of living and non-living things. They also begin to differentiate between needs and wants, learn about animals and their habitats as well as how the seasons influence animals, plants and people.



## In the Garden

Exploring gardens and taking a close-up look at trees, their leaves and seeds piques children's curiosity about the world around them. Vocabulary enrichment, mathematical skills, logical thinking and memory are some of the goals of the challenging activities in this topic.



## Carnival of Colors

Students learn the colors, how they mix to form new colors and where they are in a rainbow. Logical and creative thinking, memory and attention are developed through patterning and creative activities.

## Magical Math

Numbers, counting, sorting, shape recognition, measuring, comparing, adding and subtracting are just some of the skills that students develop through numerous fascinating activities, stories and art.



## Building Blocks

Using cloud shapes, household items, beautiful gems and interaction with real wooden shapes, children explore the rich world of geometry. Visual-spatial ability, visual discrimination and imagination are just some of the competences developed in this topic.



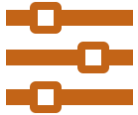
## Early Language

Language competence is developed through stories, exploring, identifying and classifying items that surround young learners in real life. A variety of activities including sentence completion, riddles and word building games, encourage the children's developing language proficiency.



## Easy to Use

- Plug & Play USB keyboard with a one-step setup.



## Full Control

- Schools and teachers have full control over the content that students can access.
- Teachers can assign specific activities to particular students and/or groups.
- Using the user-friendly assessment tool, teachers can track the students' activity and progress.
- The Authoring Tool enables each teacher to design and add new activities tailored to meet the unique needs of his/her classroom.

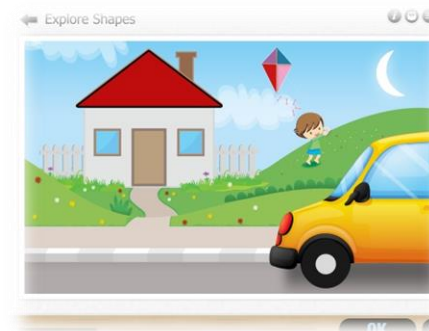
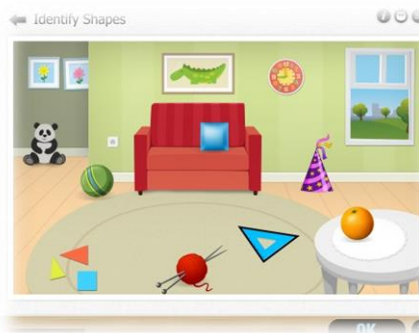


## Peace of Mind

- Edu-Consulting's professional and friendly training team makes sure teachers learn how to use the system quickly and easily. They receive the personal attention and ongoing help they deserve.
- The system includes a wide variety of ready-to-use tools, lesson plans and resources.









Thank You !

[www.educonsulting.co.il](http://www.educonsulting.co.il)