

Hi-Impact Educational Software

Super Star

by Help Me 2 Learn™



Objective #1:
"Be a Super Star!"

www.helpme2learn.com

Super Star Hi-Impact Educational Objectives - Objective #1: "Be a Super Star"

The key to the success of the Super Star by Help Me 2 Learn software is its ability to set goals, track progress and recognize achievements along the way. This simple hi-impact learning method breaks reading and math problems into smaller tasks and interactive exercises, building confidence with each goal achieved. Students are cheered on to reach the ultimate achievement: A silver or gold Super Star Certificate. We call this the "Super Star Motivational and Data Tracking System" - a proven formula for turning your students into a Super Stars!

Objective #2: Make Learning Fun and Easy - "My kids don't realize they are learning, they're having so much fun!"

It is a phrase we hear often from our **Super Star** teachers and parents. Because of the wide variety of unique games, attention-grabbing animations, rich sounds, songs and compelling stories incorporated into our **Super Star** software, your child's attention is engaged from the moment they open the program, making learning fun and easy.



Super Star Motivational and
Data Tracking System



Objective #3: Get Everyone Engaged

How do you know your student is succeeding with the **Super Star** software program? Through our advanced learning management system, which allows everyone involved in the teaching process: school administrators, teachers, students and parents to track time spent in each lesson, and to track progress and mastery of each goal. This information is valuable in pinpointing students who may need additional help.

Go for greatness!
Go for Super Star!



Objective #4: Provide the Best Teaching Tools Available For Teachers

As with any profession, the road to success includes effective use of the best tools available. We believe that the Super Star software is one of the most powerful teaching tools available because of its unique approach to providing complementary and supplementary lessons. As a complementary teaching tool it can be incorporated into a teacher's curriculum easily, providing engaging and interactive and research based lessons that entire classrooms find memorable and fun. As a supplementary teaching tool, it can be used to augment and enrich classroom lessons already in place. Super Star provides hi-impact lessons that benefit teachers and students.



LETTERS & NUMBERS by Help Me 2 Learn

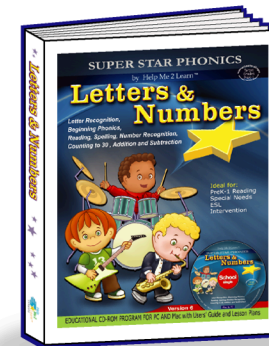
This content-packed interactive program builds the foundation for success in reading and math. Letters and Numbers features 11 sing-along songs and 15 two-level activities to teach children the basic reading and math skills.

TOPICS COVERED:

- Recognizing the alphabet letters (big and small)
- Recognizing the alphabet letter names
- The order of the alphabet
- Recognizing a letter in a name
- Letter sounds
- Beginning spelling
- Recognizing numbers up to 30
- The order of numbers up to 30
- Counting up to 30
- Adding up to 10
- Subtracting up to 10

PROGRAM FEATURES:

- ★ The Super Star Motivational and Data Tracking system, which encourages students to earn silver and gold stars by completing each song, activity, or game.
- ★ Over 8 hours of play and learning.
- ★ Winner of the National Parenting Center Seal of Approval.
- ★ Optional Instructions in Spanish
- ★ Appropriate for ages 2 - 7
- ★ Targeted for grades K - 1



PHONICS 1a - VOWEL SOUNDS by Help Me 2 Learn

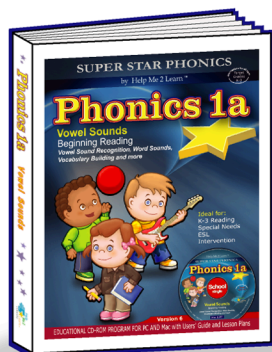
Phonics 1a is a beginning Phonics and Reading program that thoroughly covers the short and long vowel sounds, providing the foundation for reading success. This interactive educational software program includes 10 songs with 16 activities. Phonics 1a features songs from Twin Sisters Productions and activities such as the "Talking Vowel Sounds", the "Cat on the Mat" game, and the Seal Made a Deal" game. The "Learn the Words" section allows the student to see and hear how over 600 words are formed using phonics sounds.

TOPICS COVERED:

- Recognizing short vowel sounds
- Recognizing long vowel sounds
- Helper vowels
- Sometimes vowels
- Vowel rules
- Vowel differentiation
- Recognizing short vowel words
- Beginning Reading

PROGRAM FEATURES:

- ★ The Super Star Motivational and Data Tracking system, which with variations is a standard feature in all of our course titles. This system allows students, teachers and parents to track the progress of the student as the student strives to earn a "Gold Star Certificate of Completion"
- ★ Over 8 hours of play and learning
- ★ Winner of the Children's Software and New Media "All Star Award"
- ★ Includes print pages for activities and songs
- ★ Appropriate for ages 4 - 7
- ★ Targeted for grades K - 2





PHONICS 1b - Consonant Sounds by Help Me 2 Learn

Phonics 1b thoroughly covers one-sound consonants, sight words, and sounds in the middle of words. This interactive education software program includes 5 songs and 20 activities. The "Learn the Words" section allows the student to see and hear how over 200 words are formed using phonics sounds.

TOPICS COVERED:

- Recognizing the one-sound consonants and their sounds
- Recognizing multi-sound letters and their sounds
- Recognizing words by their sounds, phonemes, and pictures
- Recognizing sounds in the middle of words
- Recognizing sight words
- Reading words and sentences
- Vocabulary building
- Story building
- Beginning Spelling

PROGRAM FEATURES:

- ★ The Super Star Motivational and Data Tracking system, which encourages students to earn silver and gold stars by completing each song, activity, or game.
- ★ Over 12 hours of play and learning.
- ★ Winner of the Children's Software and New Media "All Star Award"
- ★ ESL: Optional Instructions in Spanish
- ★ Appropriate for ages 4 - 7
- ★ Target Grades: K - 2



PHONICS 2a - Intermediate Level by Help Me 2 Learn

Learning intermediate phonics becomes a finger-snapping experience with this musical multimedia program!

Phonics 2a begins with a review of basic phonics concepts and sounds. The "Learn the Words" section allows the student to see a picture of the word, see and hear the word, and then see and hear how the word is formed phonetically. Exciting and challenging spelling and review games give students a jump-start on reading and spelling.

TOPICS COVERED:

- Blends
- Digraphs
- Antonyms
- Synonyms
- Homonyms
- Diphthongs
- Compound Words
- Rhyming
- Spelling Words
- Reading Words
- Vocabulary

PROGRAM FEATURES:

- ★ The Super Star Motivational and Data Tracking system, which encourages students to earn silver and gold stars by completing each song, activity, or game.
- ★ Over 12 hours of play and learning.
- ★ Winner of the Children's Software and New Media "All Star Award"
- ★ Optional Instructions in Spanish
- ★ Appropriate for ages 4 - 7
- ★ Targeted for grades K - 1



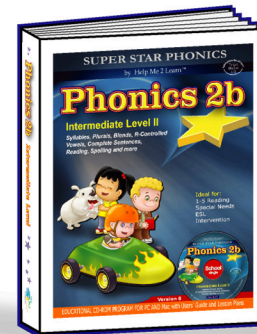


PHONICS 2b - Intermediate Level II by Help Me 2 Learn

Phonics 2b is designed to work on problem areas of the English language, building the skills that students will need to be more comfortable with reading. The lessons are presented as animated and interactive stories starring the "Super Star Kids". The "Learn the Words" section transitions students from word sounds to syllables and sentences, followed by a Speed Round. Interactive activities and challenging games help students understand and apply the concepts while keeping them engaged. Phonics 2b features the Super Star Motivational and Data Tracking system, which encourages students to earn bronze, silver and gold stars by completing each story presentation, activity, or game.

TOPICS COVERED:

- Open and closed syllables
- R-controlled vowels
- Vowel spellings
- Three-letter blends
- Ending blends
- Regular and irregular plurals
- Complete and incomplete sentences
- Story building
- Letter writing
- Reading comprehension

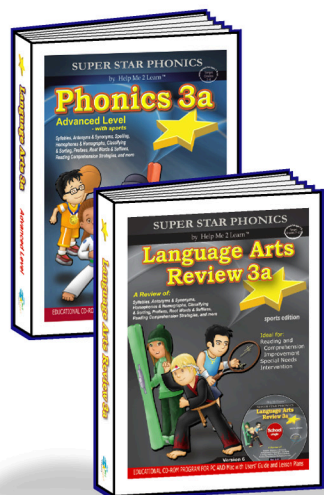


PHONICS 3a/Language Arts Review 3a Advanced Level - with Sports by Help Me 2 Learn

Phonics 3a and Language Arts Review 3a are identical courses, except that Phonics 3a features Elementary age characters and Language Arts Review 3a features young adult characters appropriate for older students who are still struggling with reading.

Both titles helps students learn to read and have a wonderful time doing it! These courses features sports-inspired tutorials led by the "Coach"; "Learn the Words" sessions; challenging Speed Rounds; and adrenaline-charged, fun-filled games to make learning a true journey. In Phonics 3a and Language Arts Review 3a, students will master syllables, spelling, word families, antonyms, synonyms, homographs, homophones, prefixes, root words, suffixes, and reading comprehension strategies.

Phonics 3a and Language Arts Review 3a feature the Gold Medal Motivational and Data Tracking system, which encourages students to earn bronze, silver, and gold medals by completing each lesson.



TOPICS COVERED:

- Word Families and Patterns
- Syllables
- Antonyms and Synonyms
- Homophones and Homographs
- Classifying and Sorting
- Prefixes, Root Words, and Suffixes
- Spelling
- Reading Comprehension Strategies

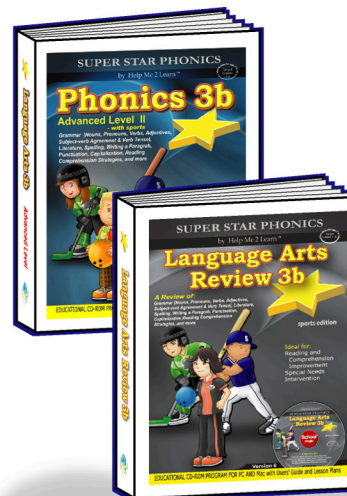


PHONICS 3b/Language Arts Review 3b Advanced Level II - with Sports by Help Me 2 Learn

Phonics 3b and Language Arts Review 3b are identical courses, except that Phonics 3b features Elementary age characters and Language Arts Review 3b features young adult characters appropriate for older students who are still struggling with reading.

Both titles are based on third-grade standards, but the scope of topics and level of challenge make it appropriate for fourth, fifth, and sixth-grade students as well. Subjects covered include types of literature, writing a paragraph, nouns, pronouns, adjectives, verbs, subject-verb agreement, verb tense, punctuation, capitalization, spelling strategies, reading comprehension strategies, and more. Phonics 3b will appeal to both boys and girls, and is especially helpful for students who require lots of action and activity to keep their attention.

Phonics 3b and Language Arts Review 3b feature the Gold Medal Motivational and Data Tracking system, which encourages students to earn bronze, silver, and gold medals by completing each lesson.



TOPICS COVERED:

- Types of literature
- Writing a paragraph
- Grammar: Identifying nouns, pronouns, adjectives, and verbs
- Grammar: Subject-verb agreement and verb tense
- Punctuation and capitalization
- Spelling strategies
- Reading comprehension strategies



Spanish 1a with Phonics / Inglés 1a con Fonética by Help Me 2 Learn

Spanish 1a with Phonics / Inglés 1a con Fonética is a unique educational program presented in the context of enjoyable games and activities. This bilingual program teaches Spanish to English-speaking students and Inglés to Spanish-speaking students. The focus is not on how many words you can memorize, but on the process of learning new words through recognizing the letter sounds and patterns. Rich in pictures, sounds, and animated illustrations, Spanish 1a with Phonics is sure to be the best way to begin to learn Spanish or Inglés.



TOPICS COVERED:

- Recognizing the alphabet
- Numbers up to 20
- Colors
- Days of the week
- Common greetings and basic conversation
- Connector words and accents
- Animals
- Food items
- Ocean words
- Weather words
- Spelling

PROGRAM FEATURES:

- ★ The Super Star Motivational and Data Tracking system.
- ★ Beginning level Spanish and English
- ★ Features the "Learn the Words" section with both Spanish and English phonemes.
- ★ Winner of the Film Advisory Board Award of Excellence
- ★ Teaches English to Spanish and Spanish to English
- ★ Great for ESL
- ★ Appropriate for ages 4 and up
- ★ Target Grades: K - 3



Games of Math 1 - Addition & Money (with pets) by Help Me 2 Learn

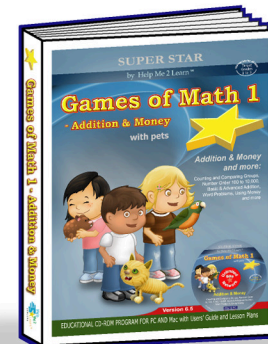
Games of Math 1 was designed specifically for 1st, 2nd and 3rd grade. It features 3 stages and each stage covers addition and money appropriate for that grade. There is a practice area where students can design their own set of problems and work in a timed or untimed "flash card type" game. The real fun begins as students select their character for the games and design a pet to accompany them through all of the exciting games.

TOPICS COVERED:

- Stage 1 - 1st Grade**
- Count groups of objects to 12
 - Know the numbers up to 30
 - Compare groups of objects to 30
 - Compare numbers to 100
 - Put numbers in order up to 100
 - Add 1-20 (3 numbers)
 - Add to a sum of 10 with numbers
 - Add with sums up to 20 with three single digit numbers
 - Word problems using adding and algebra
 - Name of penny, nickel, dime, quarter, half dollar, dollar
 - Value of penny, nickel, dime, quarter, half dollar, dollar
 - Combining different coins to come up with the value

- Stage 2 - 2nd Grade**
- Know the numbers up to 1,000
 - Place value with numbers up the thousands
 - Compare numbers to 1,000
 - Put numbers in order up to 1,000
 - Expanded forms for numbers to 1,000
 - Add 1-50 (both 2 digit numbers no regrouping) to Add 1-500 (one 3 digit one 2 digit number with lots of regrouping)
 - Add with sums up to 25 (one double digit number and a single digit number) to Add with sums up to 100 (two double digit numbers, with regrouping)
 - Combining different coins to come up with the value (higher values)

- Stage 3 - 3rd Grade**
- Place value with numbers up the ten thousands
 - Compare numbers to 10,000
 - Order numbers to 10,000
 - Expanded forms for numbers up to the ten thousands
 - Rounding numbers up to 10,000
 - Add 1-500 (3 digit and 3 digit no regrouping) to Add 1-10,000 (4 digit number and a 4 digit number)
 - Sums up to 20,000 (5 digit number and a 4 digit number)
 - Add with sums up to 100 (two double digit numbers) to Add with sums up to 10000 (two 4 digit numbers. regrouping with help)
 - Combining different coins to come up with the value (still higher values)
 - Making change
 - Using estimation





Games of Math 3 - Multiplication by Help Me 2 Learn

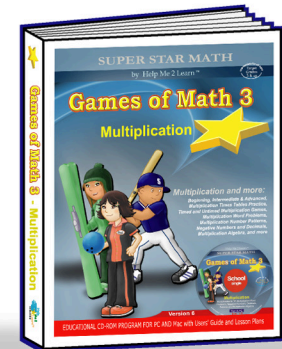
Learning multiplication is now a truly exciting game! Students begin at the appropriate level: beginning, intermediate or advanced. There is a practice section to work on specific multiplication problems, then the student builds skills while playing challenging games such as baseball, long jump, ballooning, basketball, skiing, and bowling. Each of these games is engaging and fun with 11 levels of play. The objective is to complete each level and earn the gold star certificate while building multiplication skills and fluency.

PROGRAM FEATURES:

- ★ Designed for beginning, intermediate and advanced students
- ★ Exciting graphics and animations provide feedback and interactivity
- ★ Practice section allows the student to choose the problems they want to work on and print a report with those problems they miss
- ★ Features the Super Star Motivational and Data Tracking system
- ★ Appropriate for ages 6 and up
- ★ Targeted for grades 2 - 4

TOPICS:

- Multiplication Facts from 2×10 and below and up to 12×12
- Multiplication Word Problems
- Multiplication Number Patterns
- Negative Numbers and Decimals
- Multiplication Algebra



Games of Math 4 - Division and Fractions by Help Me 2 Learn

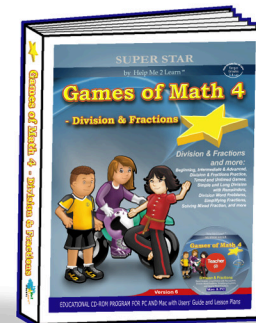
Practicing division and fractions has never been so engaging and so much fun! Students begin at the appropriate level: beginning, intermediate or advanced. There are two practice sections to review specific division and fraction problems. Then the student builds math skills while playing challenging games such as car racing, hurdles, newspaper delivery, motocross, karate, and a game show. Each of these games features 11 levels of play. Complete each level to earn the gold star certificate!

TOPICS COVERED:

- Simple Division
- Long Division with Remainders
- Division Word Problems
- Divisors from 1 to 12 and quotients from 1 to 12
- Simplifying Fractions
- Solving Mixed Fractions
- Equivalent Fractions
- Comparing Fractions
- Adding Fractions

PROGRAM FEATURES:

- ★ Designed for beginning, intermediate and advanced students
- ★ Exciting graphics and animations provide feedback and interactivity
- ★ Practice section allows the student to choose the problems they want to work on and print a report with those problems they miss
- ★ Features the Super Star Motivational and Data Tracking system
- ★ Appropriate for ages 8 and up
- ★ Targeted for grades 3 - 6





Objective #5: Building Stronger Bonds with Schools, Students and Families

CD-ROM, network and online versions of Super Star software are available for your convenience. Please note that that most powerful learning experience is gained from online access to the Super Star family of programs. Why? Online access extends the learning experience to student's families at home, allowing flexibility in scheduling lessons on weekends, vacation, school break, etc. Also, by offering parents the opportunity to work in the privacy and relaxation of their own home, learning is easier and more convenient. Even parents can improve their reading and math skills in a non-threatening, self-paced way. Super Star software brings schools, teachers, students and parents together as one cohesive team, which means only one thing: **success of the student!**

Pricing:

Home Edition - Jewel Case: \$24.95 each

Full educational course program

Student Edition - Jewel Case: \$32.95 each

Full educational course program plus the following teacher features:

- Assessment - Student Reporting - User Guide and Lesson Plans

- Teacher Management Controls

Teacher (2) Edition - with printed Users' Guide with Lesson Plans (in a 3 ring binder)

Two Student Edition CD-ROMs. May be installed on 2 computers.

Includes all Teacher Features from the Student Edition.

Lab 5 (license for 5 computers): \$139.95 each,
Lab 15 (license for 15 computers): \$349.95 each,
Site 30 (license for 30 computers) \$599.95 each,
Unlimited Site/Network (license for network or installation on all the computers at the school site): \$699.95 each, **Bundle packages also available**

Includes a stand-a-lone CD ROM and a Network CD-ROM along

with a printed Users' Guide with Lesson Plans.

Super Star Online (web based):
 prices starting at \$4 per student per year

Super Star Online

System Recommendations:

Windows 7/Vista/XP/2000/98
 Pentium 500 or higher, 256MB RAM
 Firefox 2 or Internet Explorer 6 SP1
 Adobe Flash Player 9 or higher
 sound card, mouse

Macintosh

OS X version 10.2 or higher
 G3/G4/G5 processor 500 MHz or higher
 256 MB RAM or higher
 Firefox 2 or Safari 1.3
 Adobe Flash Player 9 or higher
 sound card, mouse and speakers

- with at-home use!

CD-ROM & Network

System Recommendations:

Windows 7/Vista/XP/2000
 Pentium 300 or higher, 256MB RAM
 CD-ROM drive, sound card, mouse

Macintosh

OS X version 10.3 - 10.6 with Universal
 Binaries for Intel Core for PowerPC
 G3/G4/G5 processor 500 MHz or higher
 128 MB RAM or higher, CD-ROM drive,
 sound card, mouse and speakers

Award Winning Educational Software

- ★ Family Learning Software Award 2008 - CFY
- ★ Teachers' Choice Award for the Classroom
- ★ Parents' Choice Gold Award
- ★ National Parenting Center Seal of Approval
- ★ Film Advisory Board "Award of Excellence"
- ★ Children's Technology Review "All Star Award"
- ★ Children's Software & New Media Revue "All Star Award"

"I love the way it keeps track of what the children have done. It is **easy to use** and requires very little teacher help."

- Jan Flowers, *The Joy School*

"I know the 'gold star' achievement award became a **big motivating factor** for my students."

- Mrs. Nilsen, *Palm Avenue Elem*

Research Correlations

National Reading Panel, National Research Council, California
 50 States - Correlations for Language Arts, ELL, Math

www.HelpMe2Learn.com/school/standards

7 day & 30 day
 Trials available!



Contact or Order from:

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 Toll free: 800-460-7001
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