3Rs + 4Cs Makes A Complete Education

SOLU7ION

Reading
w**R**iting
a**R**ithmetic
+
Communication
Collaboration
Critical Thinking
Creativity
=
SOLU**7**ION
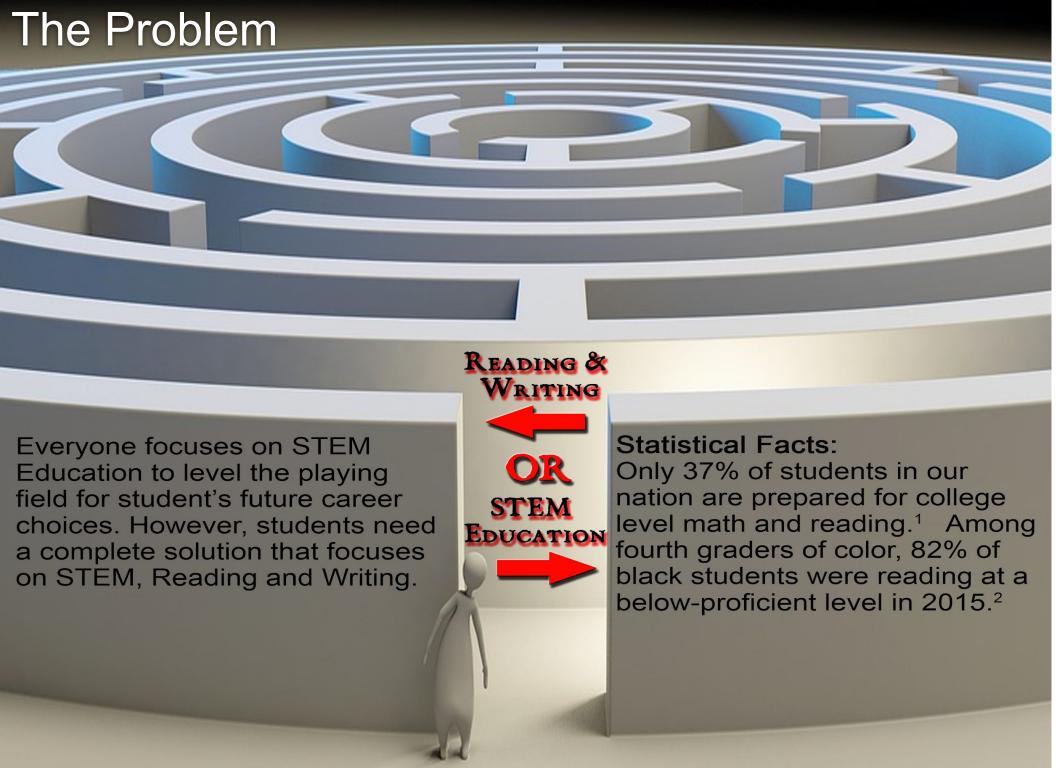
The Problem

READING & WRITING

OR

STEM EDUCATION

Everyone focuses on STEM Education to level the playing field for student's future career choices. However, students need a complete solution that focuses on STEM, Reading and Writing.

Statistical Facts:
Only 37% of students in our nation are prepared for college level math and reading.[1] Among fourth graders of color, 82% of black students were reading at a below-proficient level in 2015.[2]
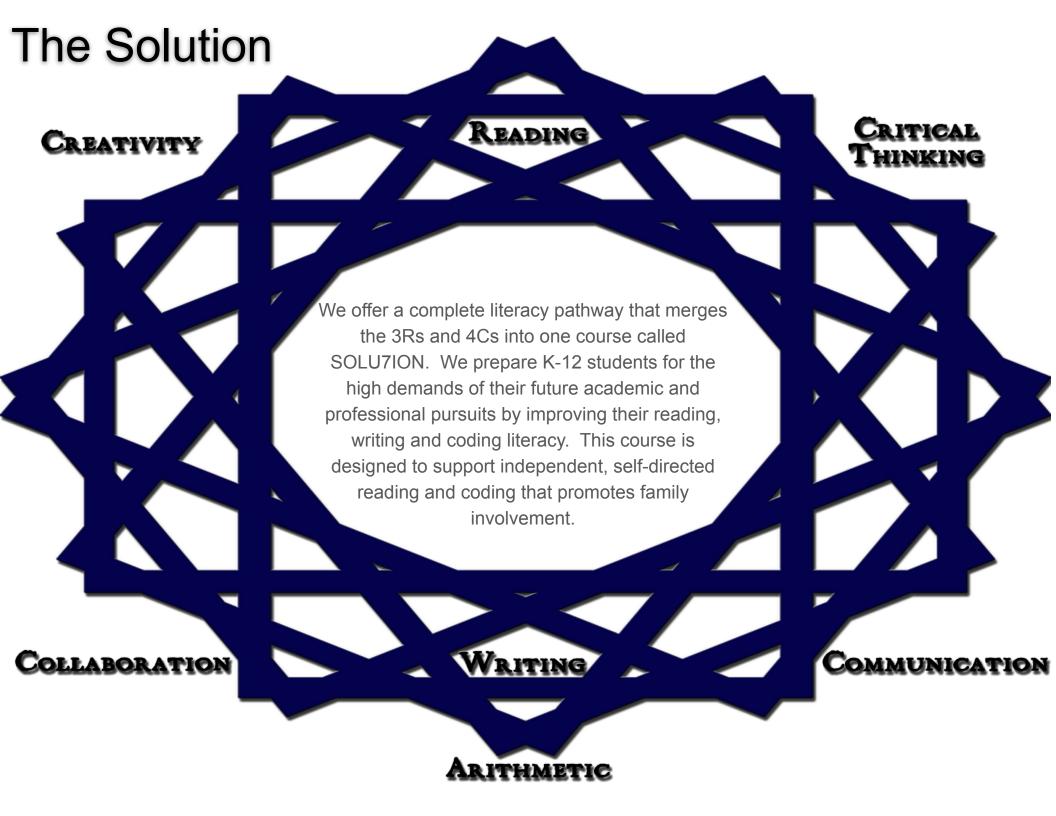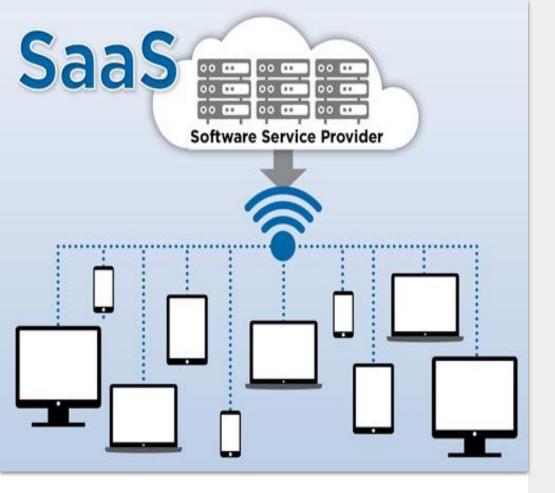
Resources:
[1] www.usnews.com/news/articles/2016-04-27/high-school-seniors-arent-college-ready-naep-data-show
[2] www.datacenter.kidscount.org/updates/show/109-young-readers-still-arent-making-the-grade

The Solution

CREATIVITY READING CRITICAL THINKING

We offer a complete literacy pathway that merges the 3Rs and 4Cs into one course called SOLU7ION. We prepare K-12 students for the high demands of their future academic and professional pursuits by improving their reading, writing and coding literacy. This course is designed to support independent, self-directed reading and coding that promotes family involvement.

COLLABORATION WRITING COMMUNICATION

ARITHMETIC

SOLU7ION

The SOLU7ION course is built on a Software As A Service (SAAS) platform to meet the needs of students and the demands they potentially face when continuing with their education or career pursuits.

- Built-In Machine Learning & Artificial Intelligence
- AI Dashboard
- Submit
  - Book Reports
  - Reading Book Logs
  - Coding Level Logs
- Points
  - Track Points Earned
  - Redeem Points In Prize Store
- Access Unlimited Accounts
  - Reading Portal
  - Coding Portal
- Under 1 Student License
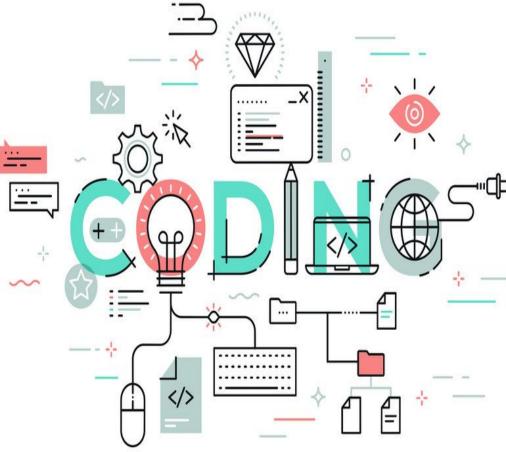 - Parents access Parent Portal

SOLU7ION: 2 Elements

Literacy = Read your way to SUCCESS!

Our SAAS connects with a mobile and online Reading Portal that includes a growing core library of over 5,800 authentic texts, with a personalized recommended reading engine for each student based upon their individual Lexile® level, grade level, and reading interests.

Coding = A new type of LITERACY!

We want to prepare students to not only be reading literate, but also coding literate while using math. We help students develop powerful ways to creatively solve problems, think outside the box and acquire the tools they need to become future innovators.

Virtual Annual Cohort

October 1st - September 30th
or
September 1st - August 31st

Grade Level: Kindergarten to 12th Grade

Cost: $499 - *(12 Month Access)*
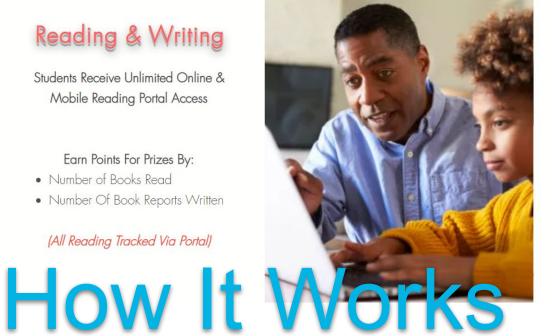
Program Runs: Annually

$499

Reading & Writing

Students Receive Unlimited Online & Mobile Reading Portal Access

Earn Points For Prizes By:
- Number of Books Read
- Number Of Book Reports Written

(All Reading Tracked Via Portal)

Coding

Students Receive Unlimited Online Access To Learn Coding & Computer Science While Playing A Real Game

(Coding Languages: Python, JavaScript, HTML, CSS and jQuery)

How It Works

1 - Parents, schools and organizations register their students.

2 - Each student receives their own SOLU7ION Hub login to keep track of books read and submit book reports / coding logs. This is also were students access points earned, submit prize redemptions, and access their individual reading / coding portals.

We recommend students spend 4 hours a week (2 hours - reading; 2 hours - coding) in our course.

3 - Reading Portal: Students start with a reading assessment to determine their Lexile score and the portal recommend books to read. Students use the journal area to draft their book reports to work on their writing skills, take short quizzes at the end of books, and have their reading progress monitored.

Coding Portal: Students explore a web-based sword-and-sorcery game by programming characters with Python or Javascript coding languages. Students create their own games and websites. Students also write coding level reflections using coding vocabulary that has been gained through different levels of the game.

Once students reach a certain level, we will open the "Arena" where students use code to battle each other.

4 - Reading Portal: We recommend that students repeat this course annually until they graduate high school. This way students stay on top of their literacy / Lexile score; and since we are going to be adding more to the coding portal, students will also graduate high school with the knowledge of and how to use the latest technology for either the development of their own business or to use in their higher education.

Measure Reading With Reading

Use Real Time Data, Not Just Quiz Scores

While traditional methods of measuring reading rely on quizzes and end-of-year results, the Reading Portal incorporates new technologies that enable seamless measurement to monitor student engagement and reading growth as they occur, all year long.

How it works

The Reading Portal provides answers to commonly-asked questions about student reading engagement that offer insights into whether students are on the path to reading proficiency and growth. Data such as the number of books browsed and read, the types of books students are reading, the number of words and pages read, time spent reading and whether reading occurs during out of school hours, is seamlessly captured within the Reading Portal while students are reading.

Digital Library

The Reading Portal includes a core library containing thousands of engaging non-fiction and fiction titles from Capstone's strong family of imprints in a variety of genres and formats that engage students

- Capstone Imprints
- Compass Point
- Stone Arch Books
- Picture Window Books
- Heinemann-Raintree
- Black Rabbit Books
- National Geographic Society
- Britannica Digital Learning
- Saddleback Educational Publishing
- Classics Area
  - Mark Twain, Victor Hugo, Jane Austen, etc.
- ...and more

Tools

Reading Portal

Since learners have their own copies of the books within the Reading Portal, they can use built-in literacy tools to interact with the text in ways that would not be permitted or even possible with shared physical texts or e-book subscriptions. We can review and respond directly to each student's book report within the Reading Portal.

- **Highlighter**
  - Students practice reading skills while responding to and interacting with the text, and easily show evidence in the digital text
- **Drawing Tool**
  - Students identify important concepts in photos and illustrations throughout the book.
- **Sticky Notes & Shapes**
  - Students annotate and add symbols while reading to mark passages, ask questions, remember connections or respond to the text. Students create on-page shapes and reposition, resize, change the color or remove them.
- **Journal/Notebook**
  - Students create long text notes within the book reader that can be accessed within their account journal, and used to complete their book report writing projects.
- **Citation Creator**
  - Students learn the importance of citing sources and proper formatting, helping avoid plagiarism.
- **Essay Writer**
  - Helps students build upon authentic literature and targeted reading practice by allowing them to respond to the text and monitor their work, down to word count for their entries.
- **Peer Reviews**
  - This optional setting within the student essay section allows students to see and comment on each other's work.
- **12 Graphic Organizers**
  - Help readers create a mental picture of the information in a text and can be used for a variety of purposes, including enabling students to organize their thoughts before, during and after writing.

Book Reports

In addition to giving students the ability to explain, interpret, and synthesize what they have read, we virtually work with students and offer personalized tutoring and mentoring to help students to improve their writing literacy through their book report submissions.

Out Of The Box Book Reports

Book Report Types:

Movie Pitch - Students create an "elevator pitch" (i.e., a pitch delivered in the time it would take to ride an elevator) that explains to a producer why the book would make a good movie. Students give suggestions about who should play the characters and identify an element that might need to change for the movie version. *(This option is available for books that have not already been made into movies.)*

Book/Movie Comparison - If students read a book that has already been made into a movie, they can write a comparison between the book and the movie. They should include information about key changes from the book and develop ideas about why these changes were made and how effective they were.

New Character Introduction - Students introduce a new character into the book they read. They explain who the character is, which book characters the new character would interact with, what role the new character would play, and how the new character would affect the rest of the book.

Interview With A Character - Students write questions they would ask a character in the book they read. When they have finished writing the questions, they then answer these from the perspective of the character. *(Great for non-fiction books)*

Another Point Of View - Students retell a part of the book they read from a different point of view. They may choose to use first-person point of view or third-person narration to switch to the perspective of a different character.

Alternate Ending - Students rewrite the ending of the book they read and explain why they made the change they did.

Comic Strip - Students condense the book they read into a comic strip/graphic novel. We challenge them to tell the whole story in the new format, not just one section of the book. *(Great for non-fiction books)*

The Reading Portal Also Includes

To track a student's understanding of the books read and the status of their Lexile Score , we incorporate small 5 question quizzes at the end of each book and embed Lexile assistments throughout the year.

The Lexile Framework for Reading

Lexile Framework

- 20 Years of Research
- Measures Reading Ability
- Measures Text Complexity

- Embedded Lexile Assessments
- End Of The Book Quizzes

Gaming Medium

Coding Portal

Gaming is a medium that encourages interaction, discovery, and trial-and-error. A great game is more than just badges and achievements - it's about a player's journey, well-designed puzzles, and the ability to tackle challenges with agency and confidence. The Coding Portal contains a robust typed code engine, which helps beginner and advanced students alike write proper, valid code.

Basic Syntax To Advance Concepts

Coding Portal

Introduction To Computer Science
Basic Syntax, Arguments, Strings

Game Development 1
Place game objects, Construct mazes, Create a playable, sharable game project

Web Development 1
Basic HTML, Basic CSS, Alter existing web pages

Computer Science 2
If Statements, Functions, Parameters

Game Development 2
Basic Input Handling, Basic Game AI

Web Development 2
Basic Web Scripting, Advanced HTML, Basic JavaScript

Computer Science 3
Arithmetic, Input Handling, Boolean Logic

Game Development 3
Event Data

Computer Science 4
Object Literals, For Loops

Computer Science 5
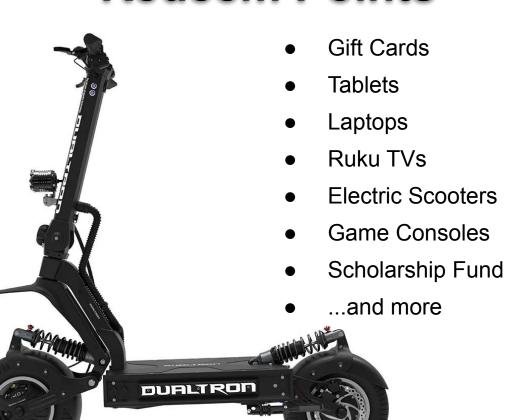Math Library Operations, Graphics

Computer Science 6
Vectors, Recursion

Point System: Books Read with Book Report Submissions

- 5 Points   - Minimum 50 Page Book
- 10 Points - Minimum 100 Page Book
- 15 Points - Minimum 250 Page Book
- 25 Points - Minimum 500 Page Book
- 35 Points - Minimum 1000 Page Book

START EARNING POINTS

Redeem Points

- Gift Cards
- Tablets
- Laptops
- Ruku TVs
- Electric Scooters
- Game Consoles
- Scholarship Fund
- ...and more

System Requirements

Reading Portal Recommend:

- **High Speed Internet**; 25mbps download speed or higher
- **On PC or Mac**, a modern web browser with JavaScript enabled
- **For iPads**: the current iOS version, or last two versions.
- **For Android Tablets**: the current OS version, or last two versions.
- 1024 x 768 minimum resolution.
- **For Chromebooks:** Running the current Chrome OS, or last two versions and the current version of Chrome or the last two versions.

Coding Portal Recommend:

- Runs best on computers with at least 4GB of RAM
  - Chromebooks with less RAM may have minor graphics issues in later courses.
- A modern browser such as Chrome, Safari, Firefox, or Edge.

We do not currently support iPads or Android Tablets at this time.