



T·IME Education

Company Introduction Brochure





T·IME Education

Totally Integrated Multiplatform Education

Company General Profile

Company : Stock Company; T-IME Education

Establishment : September 28th, 2007

Representative Contact Number : 82-2-590-6900

Employees/Developers : 500, Teachers : 1,500

Trainees (Attending Lectures) : Approximately 30,000 (340 Academies Nationwide)

Representing Korea through Education, T-IME Education

T-IME(Totally Integrated Multiplatform Education) endeavors to allow students to succeed through provision of not only offline classes, but combined online student centered support. At T-IME, rather than merely following educational trends, we research and adapt to the educational climate prior to changing trends. For this reason, T-IME Education's student programs are not aimed towards 'Reaching a Goal', but to showing students the process of 'How to achieve a goal'. This is why we never stop researching and testing. T-IME provides a natural learning environment, where teachers and students have mutual understanding in the classroom.

We lead students to understand their learning goals in a long term program with an educational model that integrates multimedia learning and offline classes. We are not a Korean Company developing contents that simply follow global standards. At T-IME we are guided by world education to build our business. At present, in 2020, we have grown to employ more than 500 in our offices, including researchers and developers, 1,500 teachers for over 30,000 students, and possess virtually the best national specialty education business. In addition, we have 180 special IT advanced technology and skilled researchers developing educational contents not for only one-sided traditional education, but for student and teacher/student to student discussion and learning using a our new experimental paradigm of real-life learning that is changing the education industry.



CEO
Dongjin Lee



CEO of Publishing
Kilho Lee



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- ☑ The workbooks meet the needs of all students.
- ☑ Hands-on activities are ideal for understanding the fundamentals of mathematics.
- ☑ Preparatory activities come before the main activities.
- ☑ Harmony between individual and group activities.

Study the **Fun** Way and Understand with **Precision**



1

**Mathematic
manipulatives**

2

**Links to
curriculum**

3

**Workbooks for
different levels**

4

**Game-based
activities**

5

**Systematic
teaching**

For Students



Workbook



Manipulatives

For Teachers



Teacher's Guide



Multimedia
Materials



Teaching Tools

Workbooks



PlayFACTO K, 12 Books
Ages 5-6
Korean / English / Chinese



PlayFACTO P, 12 Books
Ages 7-8
Korean / English / Chinese



PlayFACTO A, 12 Books
Ages 8-9
Korean / English / Chinese



PlayFACTO B, 12 Books
Ages 9-10
Korean / English / Chinese



PlayFACTO S, 6 Books
Ages 11-12
Korean / English / Chinese

Curriculum

	K	P	A	B	S
01	Numbers and Operations - Number Battle - Hund.Board	Numbers and Operations - Number Battle - Hund.Board	Numbers and Operations - Number Battle - Hund.Board - Arith.Match	Numbers and Operations - Number Battle - Hund.Board	Numbers and Operations - Number Battle - Arith.Match - Measurement Kit
02	Plane Figures - Puzzles	Plane Figures - Puzzles	Plane Figures - Puzzles	Plane Figures - Puzzles	Plane Figures - Puzzles - Measurement Kit
03	Patterns/Classification - Pattern Finder - True-False	Patterns/Classification - Pattern Finder - True-False	Patterns/Classification - Pattern Finder - True-False	Patterns/Classification - Pattern Finder - True-False	Patterns/Classification - Arith.Match - Pattern Finder - True-False
04	Numbers and Operations - Number Battle - Arith.Match	Numbers and Operations - Number Battle - Arith.Match	Numbers and Operations - Hund.Board - Arith.Match	Numbers and Operations - Arith.Match	Numbers and Operations - Number Battle - Hund.Board - Arith.Match
05	Solid Figures - Geometric Solids - Cube Tower	Solid Figures - Geometric Solids - Cube Tower	Solid Figures - Geometric Solids - Cube Tower	Solid Figures - Geometric Solids - Cube Tower	Solid Figures - Geometric Solids - Cube Tower
06	Measurement - Measurement Kit	Measurement - Measurement Kit	Measurement - Measurement Kit	Measurement - Measurement Kit	Numbers and Operations /Plane Figures - Number Battle - Hund.Board - Arith.Match - Mosaic Blocks
07	Numbers and Operations - Number Battle	Numbers and Operations - Hund.Board	Numbers and Operations - Number Battle - Hund.Board - Arith.Match	Numbers and Operations - Number Battle	
08	Plane Figures - Mosaic Blocks	Plane Figures - Mosaic Blocks	Plane Figures - Mosaic Blocks	Plane Figures - Mosaic Blocks	
09	Patterns/Classification - Pattern Finder - True-False	Patterns/Classification - Pattern Finder - True-False	Patterns/Classification - Pattern Finder - True-False	Patterns/Classification - Pattern Finder - True-False	
10	Numbers and Operations - Hund.Board - Arith.Match	Numbers and Operations - Hund.Board - Arith.Match	Numbers and Operations - Hund.Board - Arith.Match	Numbers and Operations - Number Battle - Arith.Match	
11	Solid Figures - Geometric Solids - Cube Tower	Solid Figures - Geometric Solids - Cube Tower	Solid Figures - Geometric Solids - Cube Tower	Solid Figures - Cube Tower	
12	Measurement - Measurement Kit	Measurement - Measurement Kit	Measurement - Measurement Kit	Measurement - Measurement Kit	

PlayFACTO

Numbers and Operations



1 Number Battle

Understand the base-10 numeral system by placing number chips in different positions and enhance number recognition by comparing and estimating the chips. Through activities that involve completing the correct expression, you can master the concepts and understand the relationships among the four fundamental arithmetic operations: addition, subtraction, multiplication and division.



2 Hund. Board

Through the process of finding patterns of numbers up to 100, you can enhance number recognition and learn numbers and number sequences up to 100.



3 Arith. Match

This game is designed to foster players' competitiveness so that they will voluntarily participate in learning mental calculation and numeracy skills.

Patterns, Classification, Measurement



4 True-False

True-False is a game where you guess the condition of the mission cards after observing the characteristics of the sorted chips. Develop your intuition, thinking ability, and logical reasoning ability.



5 Pattern Finder

Build your critical thinking skills and logical reasoning skills by discovering rules in various patterns.



6 Measurement Kit

This kit helps you to learn measurements and to compare length, width, areas, weight, and volume, as well as improve your problem-solving skills.

Plane Figures



7 Puzzles

Create endless objects with pieces of various shapes without possessing a sophisticated knowledge of math by engaging in continuous fitting activities, which help to develop a rich imagination, as well as spatial perception. You can also enhance your thinking, reasoning skills and aesthetic perception through the repeated process of constructing new shapes.



8 Mosaic Blocks

Enhance your sense of space by observing plane figures from different angles and recognizing changes in shape and size. Creating shapes in many different ways helps to develop spatial reasoning and spatial perception.

Solid Figures



9 Cube Tower

Increase your intuition and sense of space by building with blocks and observing and understanding the shape. Play more than ten different games using building blocks and three types of mission cards.



10 Geometric Solids

Through the process of assembling small pieces of solid figures to create various new shapes of solid figures, you can develop your reasoning skills and sense of space.

PlayFACTO is more than just a fun manipulative for brain development.

1. It provides an integrated math program that incorporates educational manipulatives and math workbooks.
2. It is a thought-provoking course-related program that maximizes learning outcomes.
3. The rational structure of the program minimizes the cost.
4. It provides an objective way to measure a child's level of improvement.

PlayFACTO Kids

[Ages 3~6]

- ☑ PlayFACTO Kids is a professionally developed mathematics program that focuses on the basic concepts and principles of mathematics using high quality wooden manipulatives and workbooks for children.

Learn with fun and excitement!
 Extend **creativity** and the **thinking process**
 with **PlayFACTO Kids**.



1

Mathematics manipulatives linked to common core

2

High quality wooden manipulatives and workbooks

3

Teaching materials- Big Books and teaching plans

4

Systematic and professional curriculum of mathematics

For Students



Workbook



Manipulatives

For Teachers



Teacher's Guide



Multimedia Materials



Teaching Tools

Workbooks



PlayFACTO Kids Step 1, 12 Books
Ages 3-4
Korean / English / Chinese



PlayFACTO Kids Step 2, 12 Books
Ages 4-5
Korean / English / Chinese



PlayFACTO Kids Step 3, 12 Books
Ages 5-6
Korean / English / Chinese

Curriculum

	Step 1	Step 2	Step 3
01	Numbers and Operations	Numbers and Operations	Numbers and Operations
02	Geometry	Geometry	Patterns
03	Measurement	Classification	Measurement
04	Numbers and Operations	Numbers and Operations	Numbers and Operations
05	Geometry	Geometry	Geometry
06	Patterns	Patterns	Classification
07	Numbers and Operations	Numbers and Operations	Numbers and Operations
08	Geometry	Geometry	Geometry
09	Measurement	Classification	Measurement
10	Classification	Measurement	Classification
11	Problem Solving	Geometry	Problem Solving
12	Problem Solving	Problem Solving	Problem Solving

STEP 1

PlayFACTO Kids Step 1
Ages 3-4
Korean / English / Chinese



Number and Operations

1 Number Puzzles

Model, read, and write the numbers 0 to 5.



Geometry

2 Shape Blocks

Identify circles, squares, rectangles, and triangles.



Number and Operations

7 Number Kit

Compare quantities of objects.



Geometry

8 Animals

Learn the positions front, back, side, top and bottom.

STEP 2

PlayFACTO Kids Step 2
Ages 4-5
Korean / English / Chinese



Number and Operations

1 Bear Set

Count ten objects and identify quantities.



Geometry

2 Geometric Solids

Identify solid figures and learn the properties of solid figures.



Number and Operations

7 Train Puzzles

Learn ways the numbers are used in everyday life, for example numbers and ordinal numbers.



Geometry

8 Tangram

Make various shapes using basic shapes.

STEP 3

PlayFACTO Kids Step 3
Ages 5-6
Korean / English / Chinese



Number and Operations

1 Ten-Ten Board

Count twenty objects and identify quantities.



Patterns

2 Pattern Chips

Describe a pattern and extend the pattern or make a simple pattern rule.



Number and Operations

7 Operation Set

Understand a change in quantity through adding and subtracting a number of objects.



Geometry

8 Building Blocks

Look at an object from different directions and find differences in the view.



Measurement

3 Puzzle Pairs

Compare the size of two objects and use words such as bigger and smaller.



Numbers and Operations

4 Counting Cubes

Count and determine one to one correspondence.



Geometry

5 Cube Puzzles

Investigate the shape of an object and complete the puzzle.



Patterns

6 Hanger Set

Learn the pattern parts that repeat again and again and make the same pattern.



Measurement

9 Colored Rods

Compare the length of two objects and use words, such as longer and shorter.



Classification

10 Fruit Chips

Look at the properties of various objects and sort by attributes.



Problem Solving

11 House Set

Use various shapes and develop an interest in using them.



Problem Solving

12 Farm Dominoes

Look at the objects and match the same pictures.



Classification

3 Sort it Out

Sort and describe by shape, size or color.



Numbers and Operations

4 Ten Frame Board

Compare the quantity of up to ten objects and use words, such as more and fewer.



Geometry

5 Playground Set

Show location and direction in various ways.



Patterns

6 Pattern Pencil

Describe patterns.



Classification

9 Clothes Set

Collect and classify data.



Measurement

10 Balance Set

Compare the weight of two objects and use words, such as heavier and lighter.



Geometry

11 Mirror Set

Find a symmetrical figure when looking at a reflection in the mirror.



Problem solving

12 Path Puzzles

Recognize the direction and location of objects and make a path to connect them.



Measurement

3 Dot Tiles

Compare length or area using random unit lengths or unit areas.



Numbers and Operations

4 Dot Dominoes

Decompose and compose numbers that are less than 10.



Geometry

5 Pattern Blocks

Make various shapes and understand parts and the whole.



Classification

6 Sorting Set

Sort objects by different attributes when the objects are already sorted by one attribute.



Measurement

9 Clock Set

Tell the time and set the time.



Classification

10 Graph Set

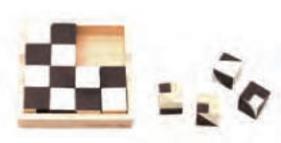
Make a graph using pictures, symbols or numbers based on classifying data.



Problem Solving

11 Logic Puzzles

Understand the relationship between situations and problems and develop basic thinking and reasoning skills.



Problem Solving

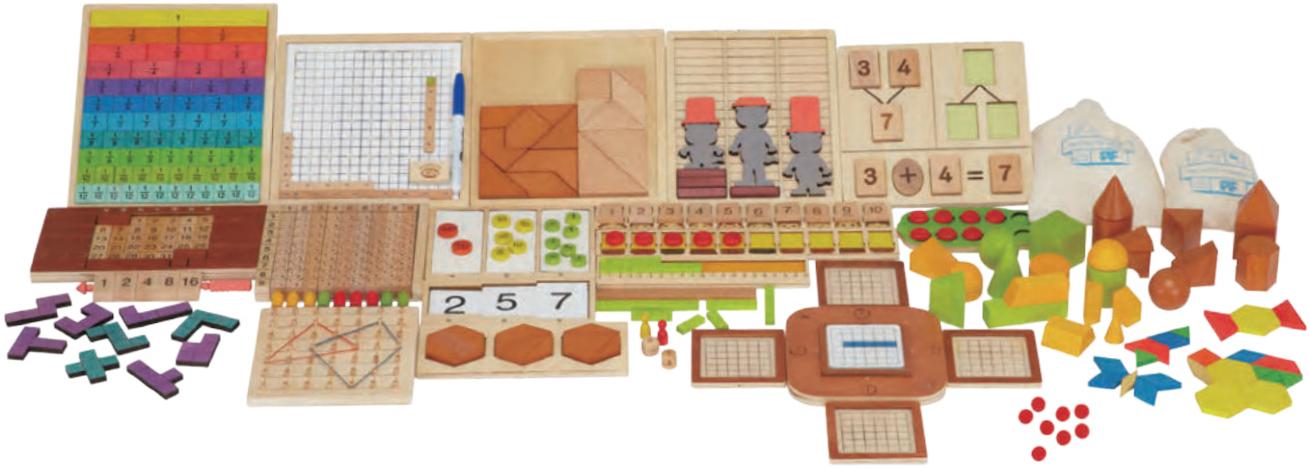
12 Magic Cubes

Recognize the pattern, find the simple pattern rule and then make a new pattern rule.

PlayFACTO Monthly

[Ages 7~10]

- ✓ A monthly hands-on learning program that makes it fun and easy to learn math concepts.
- ✓ With individual manipulative sets provided monthly, you can enjoy using PlayFACTO Monthly at home.



"STEAM MATH"



Science



Technology



Engineering

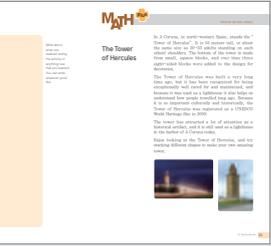


Arts

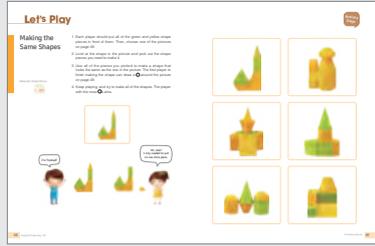


Math

"Storytelling-Based Math"



"Enjoy Learning Math With Manipulatives and Games"



For Students



Workbook



Manipulatives

For Teachers



Teacher's Guide

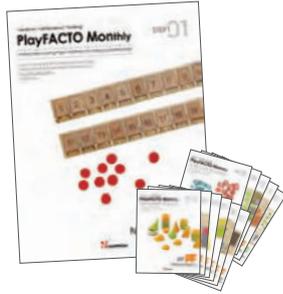


Multimedia Materials

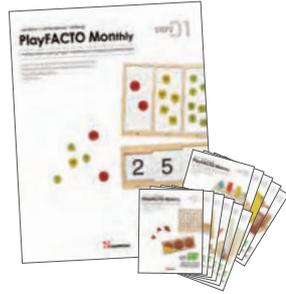


Teaching Tools

Workbooks



PlayFACTO Monthly Step 1
12 Books, Age 7
Korean / English / Chinese



PlayFACTO Monthly Step 2
12 Books, Age 8
Korean / English / Chinese



PlayFACTO Monthly Step 3
12 Books, Age 9
Korean / English / Chinese



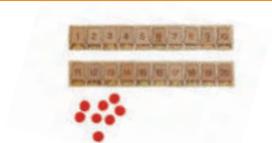
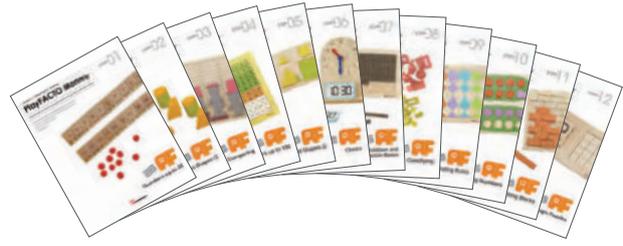
PlayFACTO Monthly Step 4
8 Books, Age 10
Korean / English / Chinese

Curriculum

	Step 1	Step 2	Step 3	Step 4
01	Numbers up to 20	3-Digit Numbers	Multiplication and Division 1	Large Numbers
02	Different Shapes 1	Different Kinds of Plane Figures	Basic Figures	Multiplication and Division
03	Comparing	Measuring Length	Moving Figures	Angles and Triangles
04	Numbers up to 100	Adding and Subtracting	Fractions and Decimals	Fractions and Decimal Operations
05	Different Shapes 2	Shapes Puzzles	Tessellation	Mixed Calculations
06	Clocks	Information and Graphs	Balance	Polygons
07	Addition and Subtraction Basics	The Multiplication Table	Multiplication and Division 2	Estimating/Rules and Responses
08	Classifying	4-Digit Numbers	Circles	Graphs
09	Finding Rules	Mirrors	Capacity	
10	Making Numbers	Time	Number Puzzles	
11	Stacking Blocks	Calendar Pentomino	3-Dimensional Shaper from the Top, Front, and Side	
12	Logic Puzzles	Building Cubes	Matchstick Puzzle	

STEP 1

PlayFACTO Monthly Step 1
12 Books, Ages 7
Korean / English / Chinese



Number and Operations
1 Twenty



Geometry
2 Geo & Sand



Number and Operations
7 Basic Operation Set



Probability and Statistics
8 Doughnut Set

STEP 2

PlayFACTO Monthly Step 2
12 Books, Ages 8
Korean / English / Chinese



Number and Operations
1 3 Digits



Geometry
2 Geo Puzzle



Number and Operations
7 9 By 9



Number and Operations
8 4 Digits

STEP 3

PlayFACTO Monthly Step 3
12 Books, Ages 9
Korean / English / Chinese



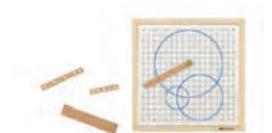
Number and Operations
1 Napier Rods



Figures
2 Angle Sticks



Number and Operations
7 MD Generator



Geometry
8 Circle Stick

STEP 4

PlayFACTO Monthly Step 4
8 Books, Ages 10
Korean / English / Chinese



Number and Operations
1 Large Numbers

< None >

< None >

Measurement/Rules and Responses
7 -

Number and Operations
2 -

< None >

Probability and Statistics
8 -



Measurement
3 Compare With



Numbers and Operations
4 Hundred



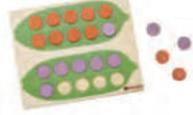
Geometry
5 Plane Figure



Measurement
6 Clock



Patterns
9 Basic Pattern Set



Numbers and Operations
10 Make Number



Geometry
11 Bricks



Problem Solving
12 Logic Puzzles



Measurement
3 Measure Kit



Numbers and Operations
4 Arith



Geometry
5 Polygon Puzzle



Probability and Statistics
6 Graph



Geometry
9 Mirror



Measurement
10 Time



Problem Solving
11 Calendar Pentomino



Geometry
12 Building Cubes



Figures
3 Trans Figure



Numbers and Operations
4 FD Tiles



Geometry and Patterns
5 Tessella



Measurement
6 Balance



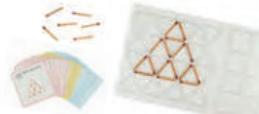
Measurement
9 Capacity Set



Problem Solving
10 Number Puzzle



Geometry
11 Different Views



Problem Solving
12 Match Match



Figures
3 Angles & Triangles



Numbers and Operations
4 FD Operations



Numbers and Operations
5 Order of Operations



Figures
6 Polygon

☑ Learn and Play : Have your Cake and Eat it Too!



NUMINO 1A-6A / NUMINO 1B-6B
Grade 1-6, English

Preview

Unit 03 Animal Race

Animals are having a race. There are 3 paths. Each animal has to choose a separate path. If all the animals run at the same speed, in what order will the animals arrive at the finish line?

Finishing order: _____ → _____ → _____

Chat

• How can you find the shortest path? Discuss with your classmates.

Lead-In Activity

Challenge Inch Rectangles

Use 1 or 2 inch rectangles to measure from 1 inch to 4 inches.

1 Use 1 or 2 inch rectangles to measure different lengths. Cross out lengths that you cannot make.

What you need: with Rectangles (Students 10/12)

a 1 in. _____

b 2 in. _____

c 3 in. _____

d 4 in. _____

e 5 in. _____

Practice Activities

July Comparing Numbers

1 Count the number of items. Compare the numbers and write $>$ or $<$ in the \odot .

a

b

2 Compare the 2 numbers marked with dots on the number lines.

a

b

c

d

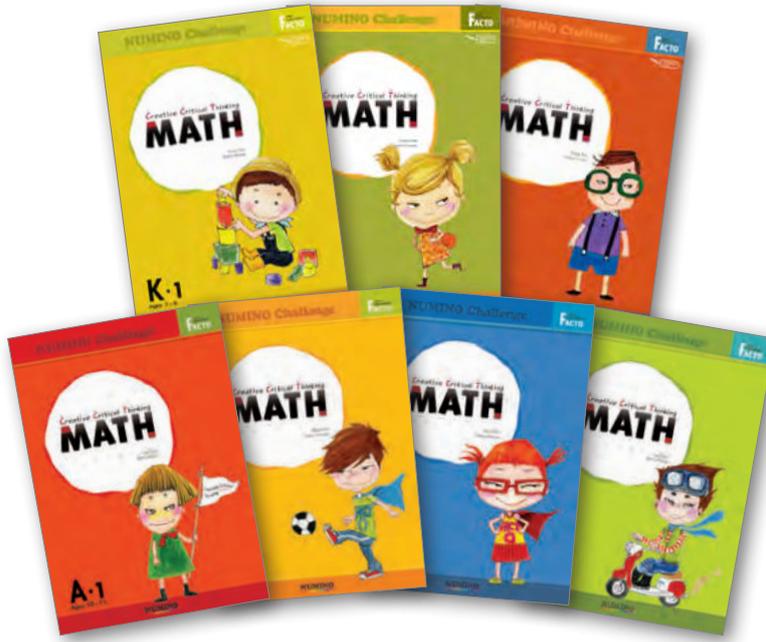
Challenge Activity

Yes, it's really true. You can have fun while learning math. Traditional math classrooms are teacher-centered and involve rote learning. With NUMINO Learn, students learn through discovery learning. This platform is an innovative and effective elementary math curriculum for the classrooms. It consists of interactive textbooks with colorful lesson designs and helpful manipulatives to solidify abstract concepts.

NUMINO Challenge

[Ages 7~14]

Think Creatively, Reason Logically, and Challenge Yourself



NUMINO Challenge K, L, M 1, 2 / Grade 1~3, English
 NUMINO Challenge A, B, C, D 1, 2 / Grade 3~6, English

Preview

<p>1 Number Arrange</p> <p>Basic Concepts How Many Numbers Are There</p> <p>Six number cards are arranged as follows. One number card is placed between the 1's, between the 2's, and three number cards are placed between the 3's.</p> <p>In a puzzle like this, the greater the number, the more space the number takes. Therefore, you also need to think about the number of spaces.</p> <p>Placing 1's → Four possible ways Placing 2's → Three possible ways Placing 3's → One possible way</p> <p>[Example] Two 1's, 2's, 3's, and 4's are given. Numbers with the rule given above.</p> <p>□ □ □ □ □ □ or □ □ □ □ □ □</p>	<p>1-1 Number Puzzle</p> <p>The numbers in the □ are the sum of the numbers connected to the □ by lines. Find the numbers in the □ and natural numbers from 1 to 5, in order.</p> <p>1 Look at the diagram on the right. If 4 + 4 = 8, what are the numbers in F and H?</p>	<p>1 Fill in the □ and ○ with numbers from 1 to 6. Use each number only once. The numbers in the □ are the sum of the numbers in the ○ on both sides.</p> <p>2 Fill in the □ with numbers from 1 to 6, such that two consecutive numbers □-□ and □-□ are adjacent by lines.</p>	<p>Creative Thinking</p> <p>1 Mark wants to make the sum of each pair of adjacent numbers equal to the sum of the pair of adjacent numbers on the opposite side. Fill in the correct numbers from 1 to 6 according to the conditions below.</p> <p>[Example]</p> <p>A = B + D + E F = A + C + D B = C + E + F</p> <p>2 Using numbers from 1 to 5, write the appropriate numbers in the □ to make the arrows start at a smaller number and end at a greater number. (Include the solution shown in the example.)</p>
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Basic Concepts

Types

Problem Solving

Creative Thinking

NUMINO Challenge is an advanced elementary math workbook series for mathematically gifted students. It challenges and encourages elementary students to strengthen their logical thinking. NUMINO Challenge enables students to physically explore the math world by solving exciting puzzles with the powerful tools of creativity and logic.

PlayFACTO Board Games

[Ages 4 and up]

- ☑ Board games that make it fun and easy to develop creative thinking through games for the whole family and groups of friends.

Numbers and Operations



■ Number Puzzles

* Ages 4 and up, Size : 440*332*85(mm)

A number puzzle that allows you to recognize numbers and their amounts from 1 to 10 in various ways such as pictures, numbers, and number names. You can recognize amount by counting animals and learn about number order by arranging number pieces by size. Through the process of stacking puzzle pieces that gradually increase in number and size, you can intuitively understand and form the basic concepts of numbers and arithmetic operations.

■ Five Dice

* Ages 5 and up, Size : 256*336*63(mm)

A calculation board game in which a given number is used as much as possible through addition and subtraction to create a target number. By using the numbers rolled from the 5 dice and experiencing trial and error through addition and subtraction exercises, you can naturally develop a sense of computation and strategic thinking.



■ Missing Numbers

* Ages 5 and up, Size : 256*336*63(mm)

A board game that teaches two-digit and three-digit operations. By understanding how the numbers change depending on the position of the number chips, completing the equation, and solving the equation, you can fully experience the operation process and develop arithmetic skills.

■ Minimize

* Ages 5 and up, Size : 256*336*63(mm)

A board game based on number size comparison, addition and subtraction. By trying to make the smallest possible calculations by exchanging and replacing number chips, you can experience strategic thinking and develop computational skills.





■ Make Numbers

* Ages 5 and up, Size : 256*336*63(mm)

In this game we practice one of the most basic elements of mathematics : adding and subtracting. Through this game children become familiar with operations and, by playing, improve number sense and intuition.

■ Target Number

* Ages 5 and up, Size : 256*336*63(mm)

This board game is to practice mixed-calculation. Based on the given conditions, find the best answer and use strategy to improve number sense and problem solving skills.



Shapes



■ Tangram Battle

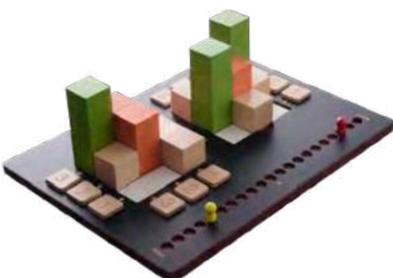
* Ages 5 and up, Size : 256*336*63(mm)

A game where you can make many different shapes using a tangram, which is a large square cut into 7 pieces. You will be able to understand, observe, and develop a sense of space in a plane by rotating the tangram pieces to fit the shapes drawn on the cards under the given conditions.

■ Speed Pentomino

* Ages 6 and up, Size : 256*336*63(mm)

A pentomino is a shape made up of 5 congruent quadrilaterals connected to each other. Using the 12 unique pentomino pieces make quadrilaterals and improve your spatial sense.



■ Cubes

* Ages 6 and up, Size : 256*336*63(mm)

In this game use building blocks and cuisenaire rods to make shapes that are connected. Observe the shapes on the cards and make the same shapes using building blocks from the top, front, and side views while making sure each figure has the same number of floors. Improve spatial perception and understanding of plane figures through games and activities.

Data and Probability



■ Shapes

* Ages 5 and up, Size : 256*336*63(mm)

A game where you find the shape chip that matches with the three shapes you rolled on the dice. Finding shape chips is easier if you understand the rule that certain shape chips represent certain shapes that are drawn on the dice. By following the rules and finding the shape chips you can develop faster reflexes, concentration, and logical thinking skills.

■ True-False

* Ages 6 and up, Size : 256*336*63(mm)

Using the conditions on the card and activity chips, use logic to find true and false chips. Distinguish between true and false chips by looking at the conditions on the chips. Make a guess and find the answers while improving problem solving, and logical thinking skills.



■ Bingo Set

* Ages 5 and up, Size : 256*336*63(mm)

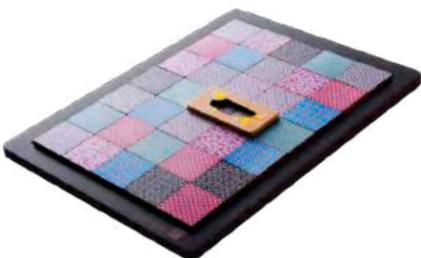
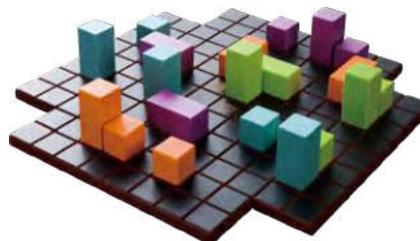
A more complex bingo set that uses circular, triangular, and square chips. If you make three in a row with your color, regardless of shape, you get a bingo. This game will help you develop your strategic thinking, analytical, and logical thinking skills.

Strategy

■ Rolling Sticks

* Ages 5 and up, Size : 256*336*63(mm)

A game where you roll the dice, roll the sticks, and try to get your game piece to the other side of the board. By rolling the dice you can either move your piece closer to the other side of the board or roll a stick to block your opponent. This game will help you develop analytical and strategical thinking skills.



■ Fashion Puppy

* Ages 6 and up, Size : 256*336*63(mm)

In this game place the Puppy Chip on top of various chips with patterns to make clothes for the puppy! Look at the picture of the puppy on the card, and find the same pattern on the activity board. Then, put the puppy chip in the correct place. Through this game improve your skills of observation, concentration, intuition, and improvisation.

■ The Circle

* Ages 6 and up, Size : 280*280*63(mm)

In this game connect the red, light green, and purple colored hexagon chips to make a circle all connected by one color. Use the activity chips and follow the rules to make additional circles. Improve your strategic and analytical thinking skills with this game!



■ Six-Sudoku

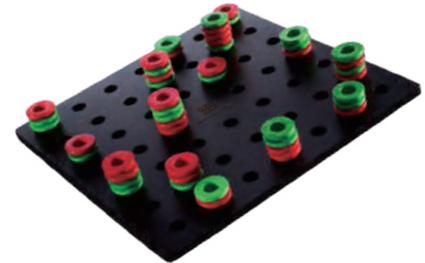
* Ages 6 and up, Size : 280*280*63(mm)

Six-Sudoku is a 6 space quadrilateral game where you use numbers 1 to 6, or 6 different colors that do not overlap to complete the puzzle. This game helps to improve creative and logical thinking skills. Each chip is two-sided and each side has either a number or a color on it. Enjoy numbers and colors with Six-Sudoku!

■ Winning Tower

* Ages 6 and up, Size : 280*280*63(mm)

In Winning Tower use red and green chips to make 5 level towers. Use strategy to make as many towers with your color at the top as you can! Predict your opponent's moves and improve your problem solving skills through this game!



■ Mini-Baduk

* Ages 6 and up, Size : 256*336*63(mm)

Baduk is a game that helps with brain development and helps to grow creative thinking skills. PlayFACTO Mini- Baduk is a game for ages 5 and up and is played on a 4x4 game board.

Components



Manipulatives



Multimedia
Materials



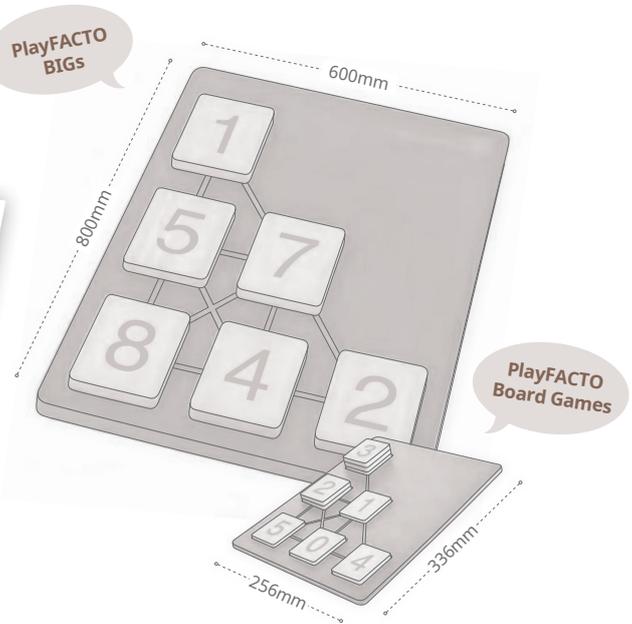
Teaching Tools

PlayFACTO BIGs

[Ages 6 and up]

- ☑ Group activities have been carefully chosen to be suitable for the 10 types of PlayFACTO materials used for activities.
- ☑ They are large (60cmx80cm) learning apparatuses that children can use to think and enjoy at the same time.
- ☑ They induce children's interest and provides deep immersion.

"Play **Big**!
Think **Big**!"





◆ Make Numbers

* Ages 6 and up, Korean / English, Size : 600*800(mm)

The Make Numbers manipulative allows students to practice adding and subtracting single-digit numbers, the most basic unit of mathematical operations. Through game-based activities using the manipulative, students can develop their understanding by carrying out hands-on mathematical operations and develop an intuitive understanding of how math problems are solved.



◆ Target Number

* Ages 6 and up ; 8 and up, Korean / English, Size : 600*800(mm)

The Target Number manipulative allows students to practice mathematical operations by carrying out combined operations on groups of three numbers. Through carrying out a variety of operations in order to find the best solution for a problem based on the given guidelines, students develop their understanding of basic arithmetic as well as their problem-solving abilities.



◆ Cubes

* Ages 6 and up, Korean / English, Size : 600*800(mm)

The Cubes are a building block manipulative, which students can stack up or put together to make shapes. Activities, such as looking at the pictures on the cards provided or building three-dimensional shapes by looking at numbers of levels or pictures of a shape from above, in front, and the side, help to improve students' deductive thinking skills and sense of space.



◆ True-False

* Ages 6 and up, Korean / English, Size : 600*800(mm)

True-False is a manipulative that allows students to move chips according to given conditions in order to infer analogically whether a given proposition is true or false. From simple activities, such as categorizing chips according to specific conditions, to more complex activities, such as using true-or-false propositions to categorize chips or predicting which chips will meet a given condition, this manipulative provides a wide range of activities to increase students' problem solving and critical thinking skills.



◆ Speed Pentomino

* Ages 6 and up, Korean / English, Size : 600*800(mm)

"Pentominoes" are shapes made by connecting five squares of equal size with their edges alligned. With the Speed Pentomino manipulative, students put together twelve differently-shaped pentomino pieces to make rectangles in various ways, increasing their understanding of figures as well as their spacial awareness.

FACTO i Board Games

[Ages 6 and up]

☑ What are FACTO math games?

► Cross Number

Number Board Games

"Cross Number" is a game which allows students to become familiar with numbers up to 100. While playing the game using the chart on the board, learners naturally become aware of the arrangement of the numbers as well as the size and order of the numbers on their own. The board game has both vertical and horizontal moving rods. These rods allow players to find specific numbers on the board. For example, for the number 67, if you put the horizontal rod (light-green) on 6, and the vertical rod (orange) on 7, the two rods will meet at the number 67.

* Ages 6 and up, Korean / English / Chinese



► Let's Spin

Figure Board Games

"Let's Spin" is a game which allows students to become familiar with plane figures and rotation by playing a board game. In the game, players move their pieces and try to make a shape which is the same as the one on one of the four cards on the board. The game encourages students to predict whether the shapes they make will be the same as the ones on the card when they are rotated. "Let's Spin" allows students to learn naturally about plane figures and rotation and to have fun while doing it.

* Ages 7 and up, Korean / English / Chinese



► Dice Plus Dice

Operation Board Games

"Dice Plus Dice" is a board game which allows students to learn about addition of one-digit numbers without carrying. The goal of this game is to help students learn to add numbers without using objects or their fingers. Just like the name implies, "Dice Plus Dice" is played by adding the numbers of dots shown on a pair of dice. Unlike conventional dice, the dice used for the game have between zero and five dots on each side. These dots allow students to associate concrete images with addition rather than abstract numbers, aiding in the learning process. Playing "Dice Plus Dice" allows students to learn naturally about adding one-digit numbers without carrying and to have fun while doing it.

* Ages 7 and up, Korean / English / Chinese

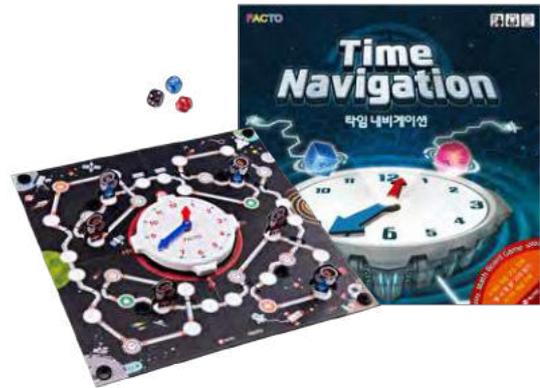


► Time Navigation

Measurement

Time Navigation is a board game used to instill time telling skills. As the minute hand goes around the clock, the relationship to the hour hand can be understood, and the fact that 60 minutes is equal to an hour can be acquired naturally. For example, when showing the time 4:30, the hour hand should be placed on the 4, and the minute hand placed on 30. Through this process, children can learn how to tell time accurately.

* Ages 7 and up, Korean / English / Chinese



► Same Same

Rules

Same Same is a board game that uses 4 different attributes (color, protruding shapes, face shapes, and number of eyes) in combination with 81 cards that are used to study rules. In the "Montage" game, roll the dice, and find cards that match the 2 numbers, then quickly use the hammer to hit the cards. Try to win and find cards faster than your opponent, and improve spatial skills.

* Ages 7 and up, Korean / English / Chinese



► Finger War

Problem Solving

Finger War is a board game that helps to improve problem solving skills. In the "Rock-Paper-Scissors" game, like the Korean game "Changgi" and chess, this game uses a bundled approach, and through observation fosters growth of intellectual skills. As you get used to the game, you will improve your strategic thinking skills through fun and exciting play. In the "Secret Number Game", in order to win, look at your opponent's game pieces and make inferences about how you should be placing your game pieces on the board based on logic.

* Ages 7 and up, Korean / English / Chinese



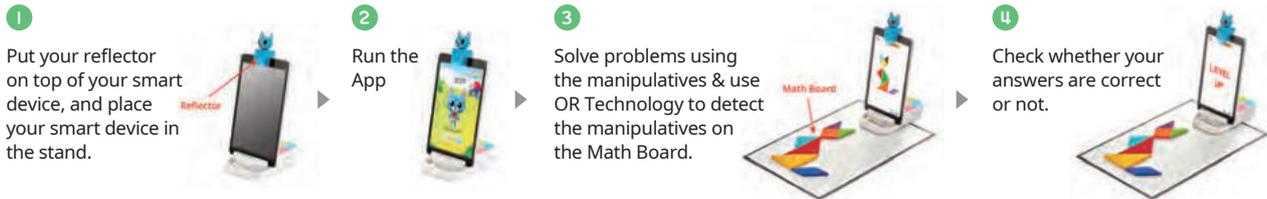
Facto Schule

[Ages 4~7]

- ✓ My Child's First Math Facto Schule
- ✓ For the first time in Korea, enrich creativity by playing with textbooks, learning materials, and apps developed with Augmented Reality (AR) and Object Recognition (OR).



How to use the Manipulatives with the App!



Elementary Mathematics Course

- By linking elementary mathematics courses, Facto Schule provides a balanced study of the five areas of mathematics: numbers and operations, space and shapes, measurements, rules, and problem solving skills.
- In particular, the most important numbers and operations were constructed in each volume to enable deeper learning.

STEAM PLAY MATH

- Facto Schule is designed for teaching mathematics to children ages 4-6.
- Through 30 fun activities, develop creative thinking skills as you cut, paste, and color as if you are playing every day.

Fairytale-Like Friendly Pictures

- Facto Schule added fairytale-like pictures to give a friendlier feel and help children enjoy this math book. It also uses less texts and makes it easier for students to understand the learning content.

For Students



Workbook



Manipulatives

For Teachers



Teacher's Guide



Multimedia
Materials



Teaching Tools

Augmented Reality (AR) and Object Recognition (OR) Technology

Interaction with smart technology can also help solve difficult problems easily and increase your child's focus!



Facto Schule Level 1, 6 Books / Level 2, 6 Books / Level 3, 6 Books
Ages 4-7

Level	Domain	Description
Step 1 (Age 4-5)	Shapes	- Knowing Various Shapes Around Us - Fitting/Combining Shapes
	Numbers	- Counting Numbers 1 to 10/Creating Numbers 1 to 5 - Number Order/Counting 1 to 10
	Patterns	- AB, AABB Patterns - AB, ABC Patterns
	Operations	- The Basics of Collecting and Splitting - Collecting and Splitting 1 to 5
	Measurements	- Understanding the Flow of Time in Your Daily Life - Understanding Basic Measurements
	Problem Solving	- Understanding Different Situations - Exploring Problems in Our Lives
Step 2 (Age 5-6)	Shapes	- Basics of Top View Types - Shape Application Activities/Stacking Wood/Solid Figure/Playing
	Numbers	- Concept and Application of Numbers 1 to 10/Understanding Two-Digit Numbers - Group Counting/10's Model, 1's Model/Increase by 1, Decrease by 1
	Patterns	- AB, AAB, ABB Patterns - ABB, ABC, ABA Patterns
	Operations	- Collecting and Splitting Numbers Less Than 9 - Applications of Collecting and Splitting Numbers Less than 9/Arranging 10's
	Measurements	- Understanding the Concepts of Length, Height, and Weight - Understanding the Concept of Width, Size, and Depth
	Problem Solving	- Finding Common Ground, Correlation - Sequencing/Conjecture
Step 3 (Age 6-7)	Shapes	- Top View Application/Tangrams - Rotation, Symmetry, and Super Position of Top View/Tangrams
	Numbers	- Counting Numbers 1 to 20/Creating Two-Digit Numbers - Counting and Combining Numbers 1 to 50/Increase by 10, Decrease by 10
	Patterns	- ABC, AAB, ABB, AABB Patterns - ABCA, ABBA, AABC, ABCC Patterns
	Operations	- Collecting and Splitting Numbers Less than 9/The Basics of Addition/Adding/Combining - Basics of Subtraction/Comparing, Decreasing/Various Additions and Subtractions
	Measurements	- Looking at the Clock/_o' clock, __:30, __:10 - Comparing and Utilize Weight, Length, and Width
	Problem Solving	- Comparing and Contrasting Materials - Collecting and Classifying Data Features

Curriculum

	Edison	Nobel	Newton	Curie	Einstein	
1	Week1	Prehistory, Making a Pop-up Book	Different Patterns and Fingerprints	A Magnetic Levitating Train	A Levitating Top	Cooking Ramen in a Paper Pot
	Week2	Making a Sturdy Round Mud Hut	Using Marbles to Move Gravity Cars	An Airplane which Uses Electricity	A Wheel That Goes Up a Slope Backwards	A Fire Alarm
	Week3	Growing Vegetables From Seeds	A Dirt Sucking Vacuum Cleaner	Using Grasshoppers to Learn About the Characteristics of Insects	Air Pressure and Atmospheric Pressure	The Reason The Moon Changes its Shape
	Week4	Making Cavity-Fighting Toothpaste	Comparing Weights and Measurable Scales	Making a Camera With Convex Lenses	A Colliding Bead Pendulum	Fire Inside Foam
2	Week1	Chamseongdae, the Finest Observatory in the World	A Floating Hovercraft	Making a Scale with Springs	A Bracelet That Reacts to Ultraviolet Rays	Using a Vitamin Solution to Write a Secret Letter
	Week2	Soldiers With Iron Armor	A Wheel Going Back to Its Original Place	A Butterfly Which Doesn't Fall Down	Switches that Turn the LED On and Off	The Eight Planets of the Solar System
	Week3	A Lightable Candle	Seats That Move a Seated Car	A Car That Moves With Air	A Projector That Shows Bigger Pictures	A Peeing Doll
	Week4	The Reason We can Breathe Wire-Make it Through Without Making a Sound	A System to Remove Moisture and Humidity	Pocket Air Conditioner	A Lift Elevated by Air and Water	Optical Fiber
3	Week1	Making Books Out of Wood	An Alarm System for Earthquakes	An Erupting Volcano	Up and Down Eye Dropper Submarine	A Map of the Night
	Week2	Moving Gamepieces	An Electricity Expert Search for a Conductor	The Reason Pond Skaters Can Walk on Water	A Dehydrator That Removes Water	Magic Flower
	Week3	An Air Rocket You Can Launch With Your Foot	A Wagon Powered by Rubber Bands	Silk and Silkworms	A Touch-Lamp That Turns on When Touched	A Car Which Moves With Compressed Air
	Week4	Buzz Wire-Make it Through Without Making a Sound	A Stand that Turns Off When Tilted	A Transforming Car With a Variable Number of Wheels	Car Remote-Controlled Fan	Electromagnets
4	Week1	Seokgul-am, a Cultural Treasure	Relationships Between Animals, the Food Chain, and the Food Pyramid	Water Purifier-Turning Dirty Water Into Clean Water	Earthquake and Volcano Active Plate Lines	Air-Gun
	Week2	Soenoe, Another Kind of Korean Bow	Automatic Transmission of Power by Rubber Bands in a Car	A Car with Variable Speed	Magnet Power Made from Electricity	A Flying Ship
	Week3	A Moving Car	A Kite Floating in the Air	Separating Different Kinds of Plastic	A Liquid Tower Made of Sugar Water	Making a Roller Coaster
	Week4	A Figure Which Won't Fall Down	A Hair Band Made from Natural Rubber	Growing a Chemical Garden in Water	A Brightness Adjustment Stand Using Electric Resistance	Moving Elevator
5	Week1	Catapulting Stones	An Electrostatic Rocket	A Hot-Air Balloon Rising Up Into the Sky	Reasons to Fill A Ship with Ballast Water	The Reason Why Popcorn Is Yellow
	Week2	A Column Which Makes an Optical Illusion	Citronella Mosquito Repellent	Natural Dyes	A Wood-Rock Carving Machine Using Nichrome Wire	DNA-Encoding Genetic Information
	Week3	Moving a Car With Air	A Car Which Moves by Spring Elasticity	Supporting Heavy Objects With an Arch Bridge	A Movie Theater Using Fresnel Lenses	The Da Vinci Helicopter
	Week4	Making Noise With a Vuvuzela	A Heat-Sensor Screen Film Condition Check Card	Tightrope Bicycle	An Automata Doll That Moves Up and Down	Moving a Carousel With Static Electricity
6	Week1	The Storehouse of the Tripitaka Korean	Nutrients That Have Entered the Body	The Requirements for a Sprouting Seed	A Water Pump That Draws Water Upwards	Spy Periscope
	Week2	A Turning Waterwheel	High and Low Sounds of a Fan Pipe	Measuring Heavy Objects With Small Weights	Electric and Magnetic Powered Swings	A Ball Which Climbs Stairs
	Week3	Fishing With Magnets	A Piggy Bank That Separates Coins on Its Own	A Bird With Flapping Wings	Wingless Fans that Changed Airflow	Electrical Circuit
	Week4	The Bones That Support Our Bodies	A Rocket Launched by the Pushing Force of a Magnet	Measuring Wind	A Snowy Village with a Temperature Difference	Generating Electricity With Wind
7	Week1	Without Needing a Megaphone	Carbon Dioxide Fire Extinguisher	A Boat which Moves with Steam	A Lava Lamp Made of Foam	A Light Which Turns on When It's Dark
	Week2	Patterns in Porcelain	A Reed Switch Turned on and Off with a Magnet	Fossils-Traces of Life	A Haunted House Made of Mirror Film	Measuring Air Pressure
	Week3	Making Animation	A Non-Slip Hand-Wound Car	Magic Piggy Bank	Using the Flow of Water to Tell Time	A Sundial Which Tells the Time and Season
	Week4	A Car That Moves with a Rubber Band	A Density Clock Made of Water and Oil	Kayageum-Making Sound With Strings	An Airplane that Adjusts to the Left, Right, Up, and Down	A Moving Robotic Arm With Joints
8	Week1	The "Turtle Boat"-the World's First Ship With Iron Plating	Undersea Exploration Using Ultrasonic Waves	Spinning LEDs	A Compass Made of Ring Magnets	The Cause and Effect Car
	Week2	A Water Cannon Made From Hollow Bamboo	Piezoelectric Elements That Turn on the Lights Without Batteries	A Rocket Powered by Burning Alcohol	The Synthesis of Light and the Three Primary Colors	Making Electricity With Charcoal, Foil, and Saltwater
	Week3	A Car Which Moves With Vibration	A Monkey Kicking a Book Using the Power of a Magnet	Electrical Circuit LED	A Variable Resistor to Adjust Brightness	Killing Bacteria With UV Rays
	Week4	The Reason for Day and Night	Making a Model that Looks Like a Real Tooth	Heat-Retaining Bottle	Enclosed Garden, Terrarium	Using Induced Current to Make a Wireless Charger
9	Week1	The Shingijeon-Firing Arrows With Rockets	A Convex Lens Eye Model	Making a Flute	Rocks Made of Volcanic Matter	A Ball and Pencil Which Can Go Through a Wall
	Week2	Beacon Fire	A Loudly Quacking Mother and Baby Duck	Lantern	A Blackboard That Changes Color as Electricity Flows	A Ringing Alarm
	Week3	Making Pearls for Self-Protection	A Thermometer Using Volume Change of Gas	3D Hologram	Emergency Smart Phone Charger	Using a Telescope to View Distant Objects
	Week4	A Moving Mobile	Detectors for Metals Found on Magnets	Remote-control Crocodile	A Polar Bear Walking Down a Slope	Principles of Front Wheel Revolution
10	Week1	Measuring Rainfall With a Rain Gauge	A Music Box that Plays with Trembling Metal	Making Art With Shadows	A Parachute with Air Resistance	Making Soap Bubbles With Surface Tension
	Week2	Making an Adhesive With Flour	A Smart Phone Touch Pen with Electricity	Moving Gyroscope	Propellers Operating with Thermal Sensors	A Brake Which Uses Metal and Magnets
	Week3	Kaleidoscope-Making Shapes With Mirrors	A Puppy Whose Eyes Light up When Pressed	A Cup Which Can't Be Filled	The Cells That Make Up Our Body	Geolung-Gi-The Culmination of Joseon-Era Science
	Week4	Telling Time With a Sundial	An Air Purifier to Filter Dust	Spinning Swing	Computer Generated Virtual Reality, VR	A Speaker Which Makes Electrical Signals Into Sound

Special textbooks for school vacations (August summer vacation and January winter vacation)

Imaginative Play Series

[Ages 6 and up]

- ☑ It might look like a regular book, but once you take it off the bookshelf and open it the world comes alive!

"Make yourself smarter through play!"



Magic of Mirror Series

: A book where thinking and imagination meet



*Ages 6 and up, English

Using the magic of mirrors, spread your wings and let your imagination soar!



What shape is it? Use the mirror to play and change a heart into a circle!



What animal is hiding in the picture? Use the mirror to play and change a rabbit into a fox!



Use the mirror to learn phonics! What letter of the alphabet is hiding on the page? Use the mirror to find out! Here we see the letter H. Can you find letter A?



Is there a transformer on the page? Use the mirror and change an octopus into a peanut, and a snail into a butterfly!

Let's Series

: A book where thinking and imagination meet



*Ages 8 and up, English

Pull, twist, and turn the book to play!

Let's Dance



Do you want to dance with me? Open your book and look in the mirror to see yourself! Dance with the little girl in the story!

Let's Boo



What should the frog do when he's scared? Say "Boo!" and scare the animals. Pull, twist, and turn to change shapes and see new things.

Let's Mix



If you mixed blueberry juice with mango juice what color would you get? All the pages are filled with colorful fruits and vegetables. Learn about new colors and how to mix!

Let's Fly



Where are the balloons? Look at the printed letters and the reflection of the letters in the mirror! Take a trip around the world with the balloons!

Around the Word Series

: Story Telling meets 3D through imagination and play!



*Ages 8 and up, English

New York



Open the book and unfold the pages and a city pops up!

Make the symbol of New York : the yellow taxi! Zip through the streets of New York and go on a new adventure!

Africa



Make the roads and go on a trip!

Make a jeep and go on a trip in Africa. What kinds of animals are hiding in the savanna?

China



Make a traditional Chinese boat and go on a trip around China! What are the similarities between the scenery and buildings in your country and China?

The Alps

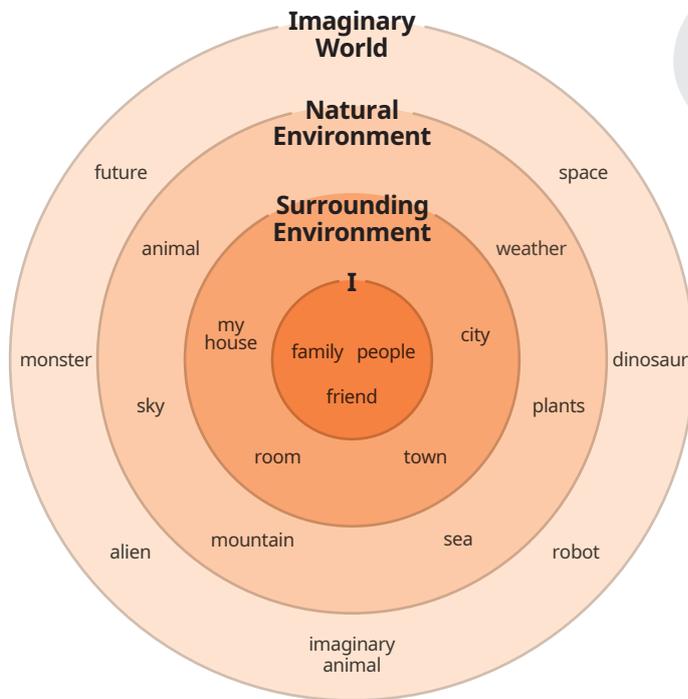


Make a red train and take a trip to The Alps! Make your own story!

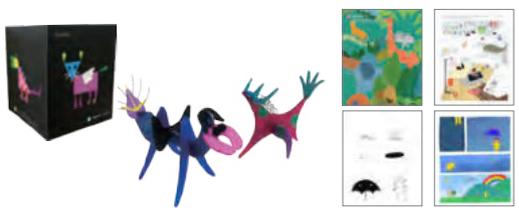
Articolle Smart Art Fusion Program

[Ages 4~6]

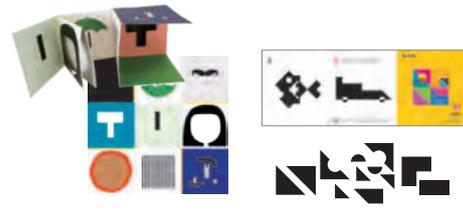
- ☑ 'Articolle' is a combination of 'art' and 'collaboration', which means 'the fusion of various fields with art'. Articolle is a project class for each package that explores and teaches, in depth, one topic. Experience Articolle's systematic curriculum. You can see how classes connect organically during a class.



The range from 'I' to 'Imagine World' is expanding.



Design stimulates sensitivity and imagination.



Grow the power to think in art.



Easy and fun to learn math and science.



Learn by yourself and express differently.

ArtiColle Configuration



Drawingbook

Drawbook is a drawing textbook. Learn the language of sculpture and express your thoughts in pictures.



Ideabook

Ideabook is a thought-intensive textbook. Develop creative ideas and the power to think.



3D Making

3D Making is a creative writing textbook. Create problem solving skills through making.



Artistbook

Artistbook is an art appreciation textbook. It appreciates the works of artists and develops artistic sensibilities.



Components



Creation Package



Teacher's Guide



Multimedia Materials

Do Engineering with Art!

[Ages 7 and up]

- ☑ "Do Engineering with Art" is a creative project which combines science and art. Enjoy learning and applying the principles of mechanical engineering through artistic creation. I generate new things with my own ideas. 'Do Engineering with Art' is a project class where a step-by-step design is based on basic engineering principles.



Textbook Basic Configuration



Main Materials & Manual



Additional Materials



- 'Do Engineering with Art' is made up of crafting materials.
- Additional materials are provided separately along with the main materials for the creation.
- Additional materials are used during applied creative classes.

Project : Each project consists of 'Basic Exploration Class' and 'Application Creation Class'.



Turn on the Light

Understand and practice the principles of a circuit. Learn how to connect power and turn on lights. Use the circuit to create a lighted house.



A Messy Playground

Experiment with various power units. Create moving objects using power units.



Let's Change the Movement.

Learn the operating principles of a crank, pulley and gear. Explore rotary and straight reciprocating movements as well as employ operating principles to control various movements.



Let's Generate Electricity.

Understand the principles of generators and creating electricity. Participate in finding ways to use solar power, wind power, and other sources to create and utilize electricity.

Components



Creation Package



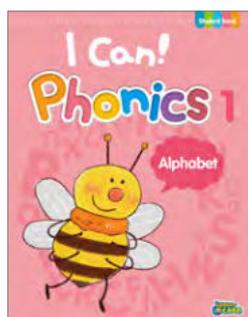
Teacher's Guide



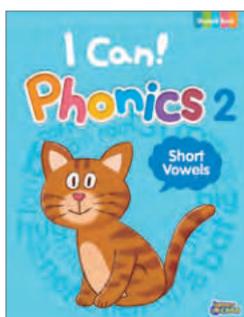
Multimedia Materials

I Can! Phonics

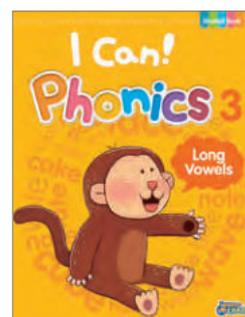
[Ages 3~7]



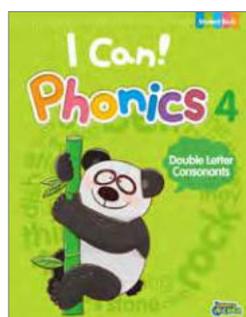
I Can! Phonics 1
Ages 3-7
English



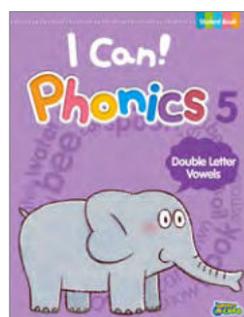
I Can! Phonics 2
Ages 3-7
English



I Can! Phonics 3
Ages 3-7
English



I Can! Phonics 4
Ages 3-7
English



I Can! Phonics 5
Ages 3-7
English

I Can! Phonics Series is for young students just beginning to learn English. It is comprised of five books starting from alphabet letters to short and long vowels, then double letter phonemes. Each book is carefully designed to guide students step by step from learning target phonemes, combining sounds to make a word, to understanding the meaning of words through sentences and stories. Review units are included every two units to ensure students' learning while various activities enable students to focus on the lessons. A test is provided at the end to check students' learning. I Can! Phonics will take students one step further from just learning phonemes to applying phonics sounds in actual English.



- Interesting phonics activities carefully designed for children
- Chants, stories, physical activities, and art activities to boost learning
- Phonics stories and chants with sight words
- Easy-to-follow lessons

Preview

Target Letters

Word Study

Chant

Target Phonemes

Activities

Workbook

Review Words

Maze

Story

Components

(www.linguaforum.com)



Workbook



Audio CD



Teacher's Guide



Engler



Activity Sheet

I Love English Starter

[Ages 6~7]



I Love English Starter 1
Ages 6-7
English



I Love English Starter 2
Ages 6-7
English

I Love English Starter Series is a two-level series course book designed to introduce English to newcomers with fun and interesting activities. Although the series focuses on speaking, it teaches all four skills of English by including listening, speaking, and writing exercises. While practicing exercises about topics of interest, students are able to acquire language naturally throughout the series. The easy but systematic curriculum provides an easy-to-follow learning program for students and convenient teaching tools for instructors.

- Easy-to-learn and easy-to-teach
- Real photos and colorful illustrations
- Fun-to-follow chants
- Age appropriate and developmentally paced contents
- Focuses on the spiral curriculum, which is optimized for long-term memory
- Includes various activities; drawing, coloring, sticking, matching, board games, etc

Preview



Talk



Chant



Board Game

Components

(www.linguaforum.com)



Workbook



Audio CD



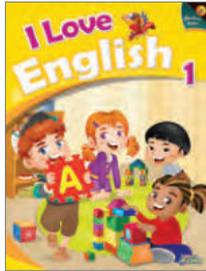
Teacher's Guide



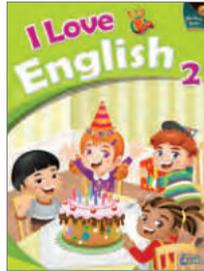
Englighter

I Love English

[Ages 7~10]



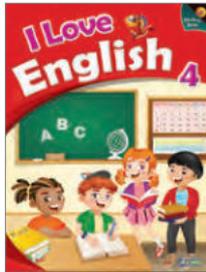
I Love English 1
Ages 7-10
English



I Love English 2
Ages 7-10
English



I Love English 3
Ages 7-10
English



I Love English 4
Ages 7-10
English



I Love English 5
Ages 7-10
English



I Love English 6
Ages 7-10
English

I Love English Series is designed for elementary school students, primarily structured to help in basic linguistic ability. Although focused on speaking, the series includes listening, reading, and writing practice to help students learn English. Because the series contains interesting subjects and increases in difficulty with each book, students can learn English with ease. Also, the easy but systematic curriculum provides an easy-to-follow program for students and convenient teaching for instructors.

- Easy-to-learn and easy-to-teach
- A steady increase in difficulty at each level
- Focuses on the spiral curriculum, which is optimized for long-term memory

Components

(www.linguaforum.com)



Workbook



Audio CD



Teacher's Guide



Englider

eBasic TOEFL TOEFL STEP 1

[Target Score 60]



Ages 12-16, English



Ages 12-16, English

TOEFL iBT® eBasic Reading

eBasic Reading is aimed at middle school students as well as TOEFL first-timers. The book is specifically developed to include almost all types of TOEFL grammar and vocabulary questions at the beginner level, in order to meet the level of the students.

TOEFL iBT® eBasic Listening

eBasic Listening is designed for middle school students who are planning to take the TOEFL test for the first time. Like the actual test, the book is divided into three parts to teach comprehensive listening more effectively.

e TOEFL TOEFL STEP 2



Ages 12-16, English



Ages 12-16, English

TOEFL iBT® e Reading

e Reading is a beginner level TOEFL reading comprehension study guide for middle school students. This book uses beginner level grammar and words in the format of the actual TOEFL reading test to attract students and to easily and naturally get them used to the TOEFL test.

TOEFL iBT® e Listening

e Listening is a beginner level TOEFL listening study guide designed for middle school students. Students receive training and preparation through the introduction of fundamental concepts and question types.

Components

(www.linguaforum.com)



MP3 File

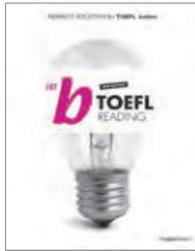


Word list

b TOEFL Series

TOEFL STEP 3

[Target Score 60~70]



Ages 12-16, English



Ages 12-16, English

TOEFL iBT® b Reading

b Reading is a TOEFL reading comprehension study guide for beginner and intermediate level students. The format of the book follows the actual TOEFL iBT test, and all 11 question types used in the test are thoroughly analyzed and divided into three parts.

TOEFL iBT® b Listening

b Listening is a TOEFL listening comprehension study guide for beginner and intermediate students. Each of the 8 different chapters covers distinct topics and question patterns of the TOEFL iBT.

b+ TOEFL Series

TOEFL STEP 3~4



Scores 12-16, English



Scores 12-16, English

TOEFL iBT® b+ Reading

b+ Reading comes after b Reading for students approaching intermediate level with more skill building to match the ETS rising complexity in order to measure the examinee's level with more care.

TOEFL iBT® b+ Listening

b+ Listening is a TOEFL iBT listening study guide designed for use after completing b Listening for students progressing toward intermediate levels.

Components

(www.linguaforum.com)



MP3 File



Word list



Word Test

M TOEFL Series

TOEFL STEP 4

[Target Score 70~80]



TOEFL iBT® M Reading



TOEFL iBT® M Listening



TOEFL iBT® M Writing



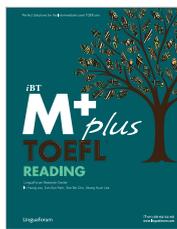
TOEFL iBT® M Speaking

- M Reading is a TOEFL iBT reading comprehension study guide, designed for intermediate students in pursuit of TOEFL. Each chapter gives students practice for each pattern, going through the Overview and Basic Drills to provide learners a strong foundation to progress onto customized practice and actual TOEFL problems.
- M Listening is a guide to listening comprehension skills for intermediate learners in preparation for TOEFL iBT. Along with the training for proper English usage that TOEFL provides, the book puts emphasis on basic listening comprehension.
- M Writing is a TOEFL iBT writing study guide for intermediate learners planning to take the TOEFL Test. This book provides general tips and advice on basic points that will help students improve their writing skills.
- M Speaking is a TOEFL iBT speaking study guide designed for intermediate level students. This book has thoroughly analyzed and divided the newly introduced TOEFL speaking section's patterns into 4 different parts.

M+ TOEFL Series

TOEFL STEP 5

[Target Score 80]



TOEFL iBT® M+ Reading



TOEFL iBT® M+ Listening

- M+ Reading is the next level of TOEFL for the learners who have completed M TOEFL. The book consists of TOEFL passages about the latest topics by genre and type.
- M+ Listening is the next level of TOEFL for learners who have completed M TOEFL. The book also includes various native-speaker English accents just as the actual tests have included since 2014.

Components

(www.linguaforum.com)



MP3 File



Word list



Word Test

i TOEFL Series

TOEFL STEP 6

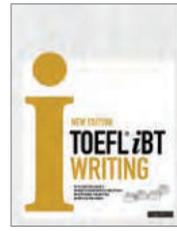
[Target Score 80~90]



TOEFL iBT® i Reading



TOEFL iBT® i Listening



TOEFL iBT® i Writing



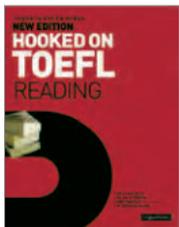
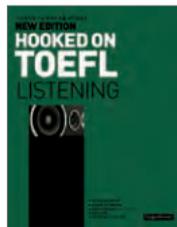
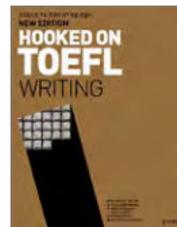
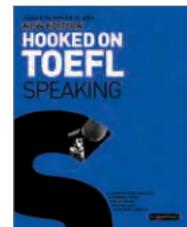
TOEFL iBT® i Speaking

- i Reading strengthens the foundational reading comprehension skills before the final preparation for the TOEFL test. The book reviews the TOEFL's basic question patterns and trains students on topics, then reviews the topics via two Actual Tests, all in the hope of getting the students familiarized with TOEFL.
- i Listening is organized to give focused training on the patterns and various topics picked from the current TOEFL iBT trends, resulting in a curriculum that is designed to systematically fit the intermediate to advanced students taking a real test.
- i Writing is a stepping stone that high-intermediate students will need to go over in order to get a high score on the TOEFL iBT writing.
- i Speaking provides the guide that high-intermediate students need to achieve higher scores in TOEFL iBT.

Hooked On TOEFL Series

TOEFL STEP 7

[Target Score 90~100]

Hooked On
TOEFL® ReadingHooked On
TOEFL® ListeningHooked On
TOEFL® WritingHooked On
TOEFL® Speaking

- Hooked On TOEFL Reading is for those who are aiming for a higher score on TOEFL or are pursuing a certain score in a short time.
- Hooked On TOEFL Listening provides a realistic TOEFL testing experience to the students, so that students can practice different question patterns and improve their reading pace.
- Hooked On TOEFL Writing is structured for those who are preparing for the writing section of TOEFL iBT before the real test.
- Hooked On TOEFL Speaking is designed to guide speaking study and to help the students get a higher score on TOEFL iBT. In order to meet learner needs, the book is structured, based on the analysis of TOEFL iBT, to give a fast paced training in conjunction with the series of TOEFL iBT problems.

Components

(www.linguaforum.com)



MP3 File

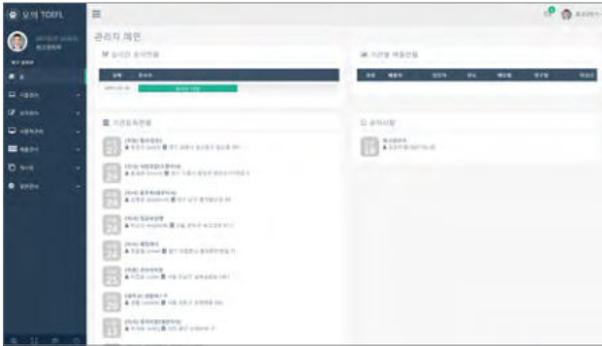


Word list

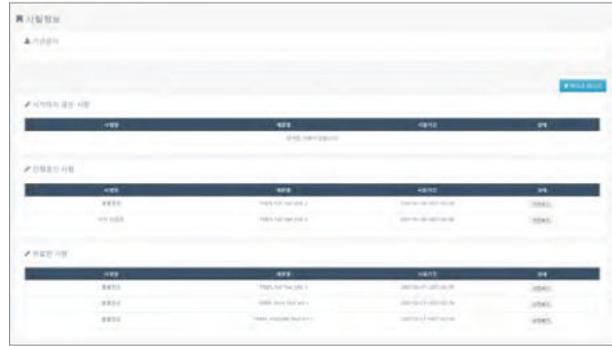


Word Test

- The TOEFL test is the most widely respected English-language test in the world, recognized by more than 9,000 colleges, universities and agencies in more than 130 countries, including Australia, Canada, the U.K. and the United States. Wherever you want to study, the TOEFL test can help you get there.



Administrator



Student

What's Special about Final iBT

- Difficulty level is identical to the ETS ibt TOEFL
- The user screen is identical to the ETS ibt TOEFL
- Grading is done according to the same standards as the ETS ibt TOEFL
- Tests are provided at three levels-advanced, intermediate, and beginner
- Based on scores and leveling, TOEFL tests are provided

The convenience of the Final iBT

- Tests can be taken anytime and anywhere via the internet
 - Developed with HTML5 (usable on Chrome or Safari)
 - Can be used online without downloading any additional programs
- Education content is provided after the test is taken
 - Content including an analysis is provided free of charge

Service for Final iBT

- Human grading (provided within 5 business days)
- CS service
- Tests are provided at a variety of levels (Advanced, High Intermediate, Beginner)
- Newly Developed Contents are provided
- Concrete Analysis of Contents also provided

Preview

1. Reading



This section measures your ability to understand academic passages in English.

2. Listening



This section measures your ability to understand conversations and lectures in English.

3. Speaking



In this section of the test, you will be able to demonstrate your ability to speak about a variety of topics.

4. Writing



This section measures your ability to use writing to communicate in an academic environment.

5. Score Report



When you finish each TOEFL practice test, you will receive an estimated score. Speaking and writing passages will be graded by Final IBT teachers.



englider [Ages 7-15]

<http://www.englider.com>

Englider is available for playing on any online devices : computers, tablets, and smart phones.

Korean / English / Chinese / Japanese / Thai / Vietnamese

Extrinsic Motivation

Rewards after studying with englider



> Reward



After completing your missions, you can get rewards like items, cards or points. This helps students to be motivated.

> Shop



When you study with englider, you earn points. You can use these points to buy items that can be used in future modules and battles, as well as level up cards.

Easy Management of Learning Contents with englider



Speech Recognition

Through the englider speech recognition system, you can find out which parts of your English speaking ability are weak, and which are strong with scores that are easy to interpret.



Text To Speech (TTS)

Use the englider TTS (text to speech) function to make high quality MP3 files.

★ Join englider 2.0 and receive a free membership



Intrinsic Motivation

Features of englider functions

> Mission

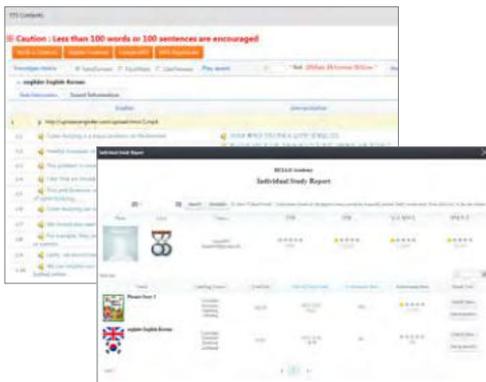


Through missions, teachers can track student progress, and students can set their own goals for studying English.

> Battle



Compete with your friends and check and review your answers together!



Learning and Contents Management

Great results come from great classroom management! Build your class and make your own textbooks with a simple tap and a click!

englider

Don't Study English!

: englider stimulates both brain hemispheres when you study!



The real English learning program englider will finally make you remember!

Are you having a hard time remembering the English words you studied?

- Try englider's effective learning method and you will remember those any time.



Studying English will become as fun as playing games!

Do you find it boring to study English?

- As you do battle and complete missions happening with no breaks in between, your English ability will improve naturally.



Amazing contents are ready for you!

From preschoolers to adults! About 500 textbooks!

- It is reliable to study with the specialized English contents made by the group of education experts.



Can't stop studying English even for a moment?

With a computer at home!
With a tablet PC on the subway!
With a mobile while walking!

- Whenever and wherever you want, englider remembers your history and allows you to study accordingly on whatever device.



Breathe in and speak out English!

englider's speaking module will help you sound like a native speaker.

- It scores your pronunciation, intonation, and stress & accent on each word and sentence.

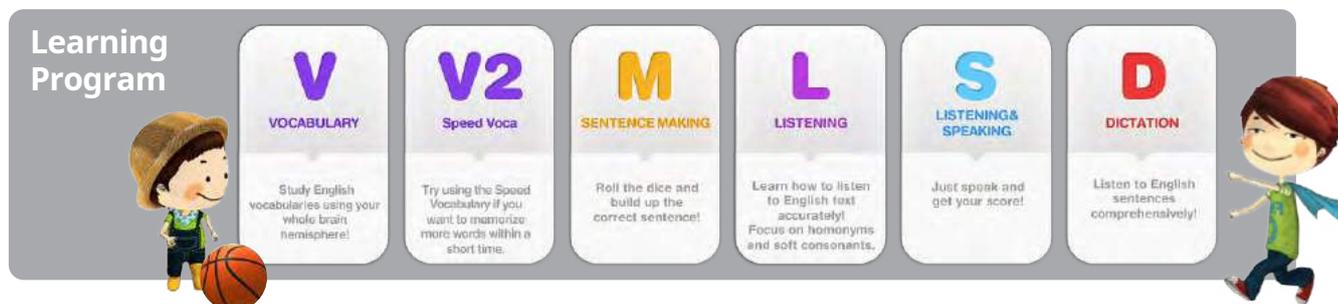


How good is my English?

Let's check my English.

- English study starts with and ends with getting precise results.





Vocabulary

Engliders vocabulary was designed focusing on these four points: quick, numerous, accurate, and useful in a sentence. It consists of carefully selected contents including the study of word roots, which aims for the fundamental understanding of a word rather than simple memorization. The Vocabulary program features the following activities: speaking, listening to native speakers, spelling, images that enable both sides of your brain work, and sample sentences. After experiencing the final speaking stage, you will realize that Englider is stronger than any other vocabulary learning device.

- Study English vocabularies using your whole brain hemispheres.
- You can memorize English easily and continuously.

Speed Voca

Try using the Speed Vocabulary if you want to memorize more words within a short time. It was made to help you remember words correctly and it is different from englider because you can learn more words in a short period of time. Ah! You can also enjoy memorizing words just like in englider.

- Is there a way to memorize more words within a short time?

Sentence Making

englider's Sentence Making is not a typical sentence unscramble activity. You can roll the 3D dice, and understand the components and structure of a sentence. You will enjoy learning grammar and new expressions.

- Roll the dice and build up the correct sentence!

Listening

Before now, English listening training was focused not on listening but on selecting the correct words by analyzing sentences. Now Englider proposes a training method specialized in listening exercises, homonym and soft consonant training based on speed listening, and not on matching answers based on analytical hints.

- Obtain training for accurate English listening!
- Master speed listening, homonyms, and soft consonants!

Dictation

Accurate listening does not mean writing down as many words as you can. engliders Dictation will make sure that you understand not only the words you hear, but the sentences as well.

- Listen to not only the meaning but whole correct words of English sentences with englider dictation program.

Listening & Speaking

You can improve your speaking ability by actually speaking and listening to your conversation with others. You will gain confidence while speaking and having a conversation in the Listen & Speaking. You can see your weakness in speaking from the results that show your pronunciation, intonation, and stress & accent.

- Just speak and get your score. 'englider' informs you what your English speaking weak points are.





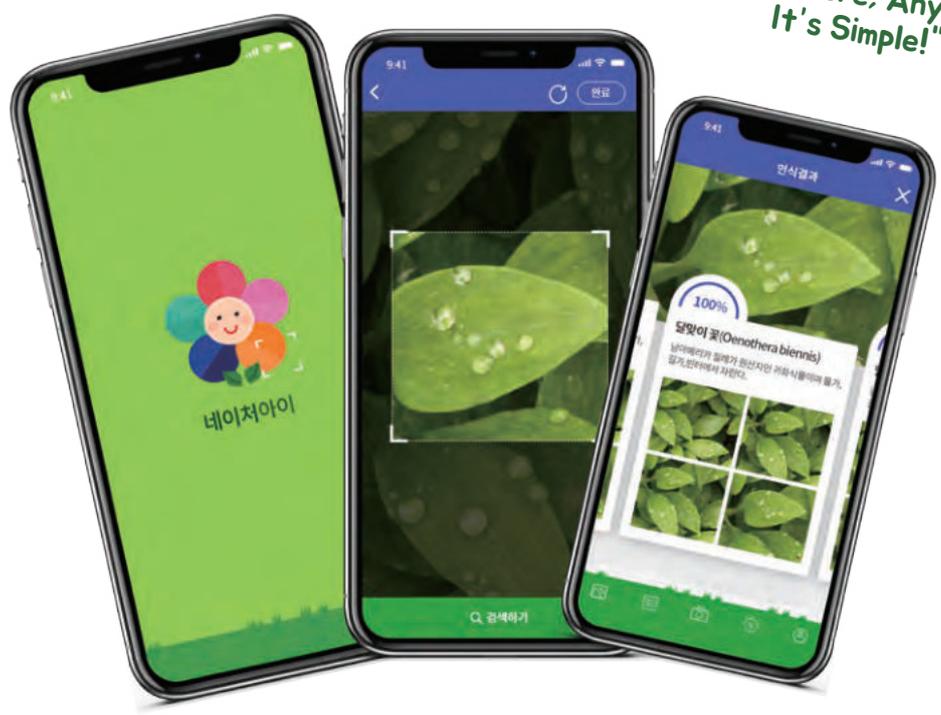
Nature i



"Nature i" is an artificial intelligence-based natural learning service that provides various information about plants and insects around you and provides easy and fun learning with various story-based contents and Augmented Reality (AR).

"Take pictures of plants and insects!"

"Anywhere, Anytime, It's Simple!"



> Main Features



Storytelling

Story-based contents are provided on Video, Animation and Audio about the plants and insects



A.I.

An A.I. engine that is capable of learning and extracting 1,000,000 types of plants.



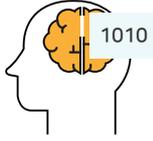
Realistic VR/AR

Real 3D plant and insect modeling lets you experience your own botanical garden firsthand.



Applying A.I. Natural Object Recognition Technology

We have developed an object recognition engine that recognizes characteristics, analyzes, learns, and makes inferences by recognizing color, detail texture, and layer of plant as well as and insect images captured by learners as image preprocessing technology.



Big Data Collection and Analysis

We collected 1 million data of about 180 kinds of plants and 20 kinds of insects that can be seen around us, and extracted fast and accurate feature points by applying neural network-based deep learning technology.

- Continuously expanding collection and analysis

How to Use



Take a Picture View Information Read the Story Experience the AR

Realistic Contents

Story-based contents about the plants and insects around me



Animation Content Audio Content Video Content Description Content

Realistic VR/AR

You can experience the combined technology of VR and AR yourself.

“Feel free to create your own botanical garden anytime, anywhere, and experience realistic VR/AR content through size adjustment, rotation, and movement.”



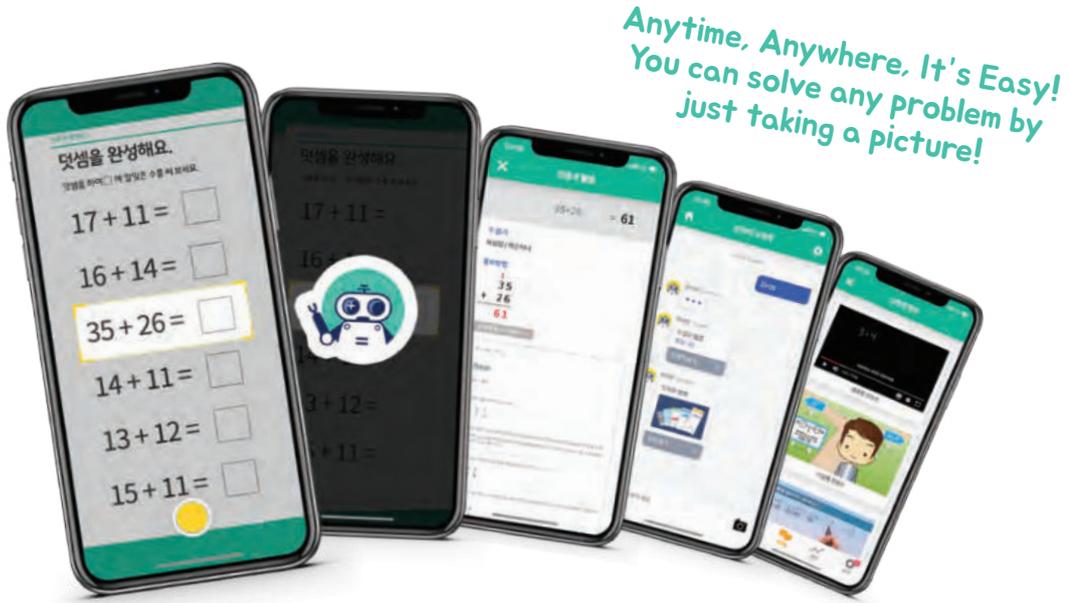
* Real 3D modeling, anywhere, anytime



BOTAMI Math



When you don't know the answer to your math problems, take a picture and A.I. Bot Ami solves the problems and gives the correct answer within 3 seconds.



*Anytime, Anywhere, It's Easy!
You can solve any problem by
just taking a picture!*

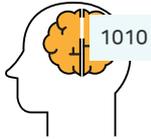
> BotAmi Math Features

<p>Chat Bot Conversation</p>	<p>Problem Recognition</p>	<p>Solve Automatically</p>	<p>Visualization</p>
<p>Chat Bot optimized for mathematics.</p>	<p>Recognition of formulas, sentences, questions, and handwriting.</p>	<p>Give the answer with step-by-step solution</p>	<p>Express in visualization or graph to understand the problem.</p>
<p>Curriculum</p>	<p>Learning Analysis</p>	<p>Learning Recommendation</p>	<p>Personalization</p>
<p>Customized Curriculum offered</p>	<p>Provide learning content through diagnosis of individual's weak points.</p>	<p>Provide customized supplementary learning content.</p>	<p>Provide individual's learning analysis and learning statistics</p>



What is 'A.I. Math Word Problem'?

It is an intelligent learning software that receives a math word problem from the learner in the form of text, image, voice, etc., understands its meaning, grasps the context, solves the problem, and explains the concepts and principles.



A.I. Math Corpus Build Up

Since complex mathematics problems cannot be solved only by corpus-based natural language processing, we have constructed an optimized tag set so that the A.I. can interpret sentences and equations in machine language.



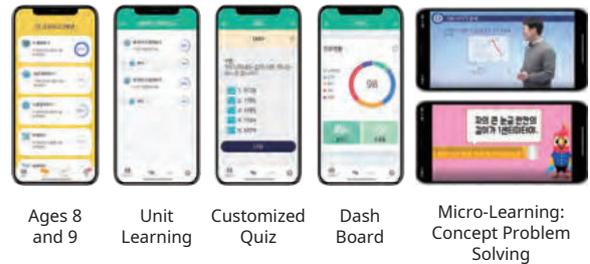
Patent

A.I Math Corpus Ver 1.0 has acquired a domestic patent and is currently applying for international artificial intelligence patents such as Japan and Singapore.

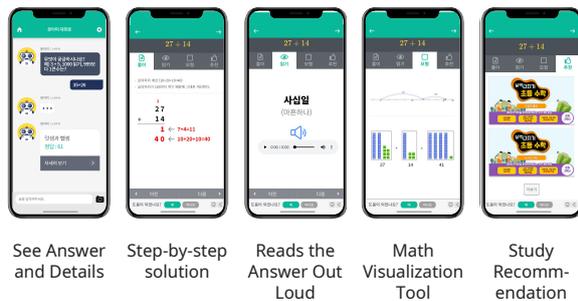
BotAmi recognizes a variety of mathematical expressions.



BotAmi supports formal elementary school education courses.



Bot Ami provides step-by-step solution and visualization information.



BotAmi offers customized learning and math terminology.





Totally Integrated Multiplatform Education

At T-IME we specialize in primary and secondary education, publishing the best educational content, and excellent online education management that overcomes the restrictions of time and place. Not only do our services operate nationally, but they also operate and continue to expand in China, Japan, Taiwan, Thailand, Vietnam, Malaysia, Singapore, and the United States.



- Publishing Company : T-IME Education • Publisher : Kilho Lee
- Address : 75th AVENUE 442, Bongeunsa-ro, Gangnam-gu, Seoul, Korea

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