



THINKING JOURNEY PROGRAM

Give your students a winning edge





We specialize in the development and assessment of thinking skills through games.



Creativity



Decision making



Critical analysis



Mathematical thinking



Flexible thinking



Resilience



Planning



Problem solving



Scientific thinking



Learning aptitude



Teamwork



Strategic thinking



Accelium

Quick facts

- Accelium was founded in 1994
- More than 10,000 certified Accelium facilitators
- More than 4M Accelium learners worldwide
- Accelium programs are implemented in more than 40 countries
- Accelium methodology effectiveness was researched and verified by universities and research institutes around the world
- The methodology is employed in a variety of sectors: schools, educational institutions, private companies, military and defense organizations, government ministries and universities
- Accelium's programs are approved by the Ministry of Education in Israel and in other countries worldwide



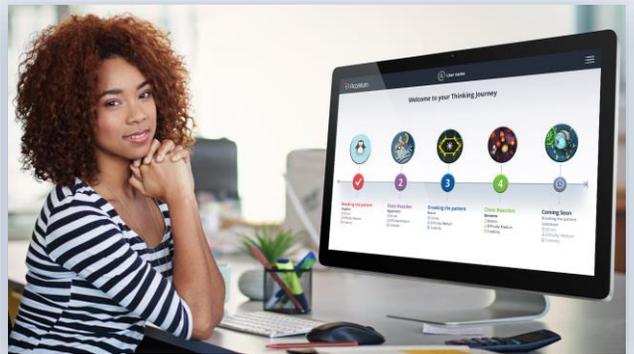
Accelium Platform

Accelium's platform reflects its methodology, and its innovative approach leads to an engaging and challenging learning experience.

- Encourages independent learning
- Allows continuity in learning over time
- Availability 24/7
- Progress at a personal pace
- Immediate feedback
- Create a learning profile for every student

1. A fascinating journey of learning

An online game-based learning process. With the immediacy and enjoyment of the game experience, learners will enhance their skills set: thinking, planning, analysis, problem solving, creativity skills etc.





Platform

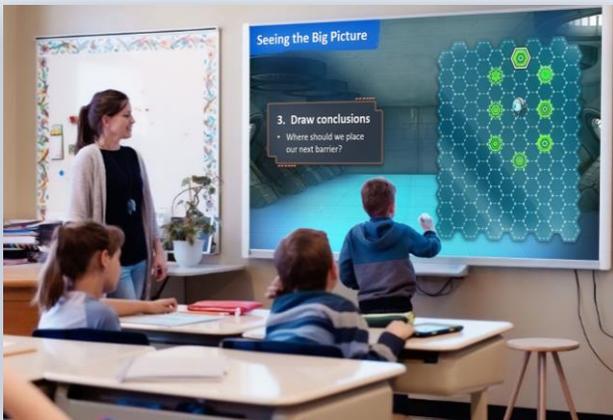


2. Effective methodology

The learning process begins with an engaging and challenging game experience. It ends with acquiring and practicing tools, thinking concepts and valuable insights.

Play

- Challenges with increasing difficulty
- Engaging game experience
- A variety of strategy and puzzle games
- Developing diverse skills



Learn

- Strategies, thinking concepts and meta cognitive method
- Diverse multimedia materials
- Learning in small "bites"
- Videos, riddles and fun activities

Make it a habit

- Lots of levels to practice
- Transfer examples to everyday life
- Real-time feedback from the system
- Repetition of concepts within diverse contexts





Accelium Platform

- Rich, concise report including skills assessment and a strength finder
- Interesting insights, feedback and recommendations both for the group and personal profile
- Accelium Data Center- detailed usage reports for students, classes and schools
- Interesting BI data for decision makers

3. Game-based assessment

Accelium technology is tracking, giving meaning to the players moves. The system is collecting a rich data to build a deep thinking profile for each student.





Implementation model



School Management

- Detailed reports on usage
- Guidance and advice on implementing the program
- Ongoing support



Accelium Consultant

Responsible for coordinating the Accelium activities at the school



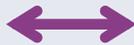
Students

- Opening the system with the relevant content
- On going support
- Monitors usability



School Teachers

- Teachers training
- Pedagogical & technical support
- Providing lesson plans, activities and learning maps





Thinking Journey Programs

An annual learning program designed for elementary school students in grades 1-6. The Thinking Journeys program develops thinking skills through games, combining independent work on an Accelium platform with teachers' activities in the classroom.

Program structure

- Content for 24 weeks of implementation
- Adaption of the Content and the difficulty level to age groups
- Continuous assessment of students

Objectives

- To expose students to innovative methods for problem solving, decision making, analysis and deduction etc.
- To promote reflection and foster better thinking habits
- To stimulate "out-of-box" divergent thinking

Benefits

- Reducing Gaps
- Providing students with a toolbox for improving academic achievement
- The program is adaptive, motivates learners, and encourages independent learning



The Thinking Journey Programs - Syllabus

learning units	Grade 1-2
<p>Learning strategies</p>	 <p>Main topics:</p> <ul style="list-style-type: none"> • Planning your time • Basic deductions • A familiarity with resources
<p>Mathematical Thinking</p>	 <p>Main topics:</p> <ul style="list-style-type: none"> • Step-by-step dismantling of the problem and its solution • Solving problems by asking questions • Sort operations according to their order
<p>Scientific Thinking</p>	 <p>Main topics:</p> <ul style="list-style-type: none"> • To learn by trial and error • Using questions to solve problems • Identify the solution patterns
<p>Flexible Thinking</p>	 <p>Main topics:</p> <ul style="list-style-type: none"> • A commitment to the task • Adapting to surprises and changes • Identify different points of view when solving problems

The Thinking Journey Programs - Syllabus

learning units	Grade 3-4
<p>Learning strategies</p>	 <p>Main topics:</p> <ul style="list-style-type: none"> • Advanced techniques for planning • Differentiated use of resources • Identifying and blocking threats
<p>Mathematical Thinking</p>	 <p>Main topics:</p> <ul style="list-style-type: none"> • Identify the order of operations • "Start small" • Step-by-step solution
<p>Scientific Thinking</p>	 <p>Main topics:</p> <ul style="list-style-type: none"> • Solving problems by eliminating • Identification of Anchors • Problem-solving based on the scientific method
<p>Flexible Thinking</p>	 <p>Main topics:</p> <ul style="list-style-type: none"> • Understanding of the concept of resilience • The ability to persist in the face of change and surprise • Identify different points of view when solving problems

The Thinking Journey Programs - Syllabus

learning units	Grade 5-6
<p>Learning strategies</p>	 <p>Main topics:</p> <ul style="list-style-type: none"> • Solving problems from end to beginning • Dismantling tasks into small components • Identify the resources needed to achieve a goal
<p>Mathematical Thinking</p>	 <p>Main topics:</p> <ul style="list-style-type: none"> • Defining the problem • The use of thinking trees to solve problems • Assuring a correct sequence of actions
<p>Scientific Thinking</p>	 <p>Main topics:</p> <ul style="list-style-type: none"> • A familiarity with the scientific method of solving problems • Using patterns for solving problems • Identify the small details and their importance
<p>Flexible Thinking</p>	 <p>Main topics:</p> <ul style="list-style-type: none"> • Resilience • Adaptability and Dealing with change • Change of perspective



Thank You

For more information Visit us at:
www.accelium.com



Thinking concepts: breaking the problem down

- What is the main objective?
- What are the obstacles on the way?
- Where should we move them to?
- What are the secondary goals we need to set?

