



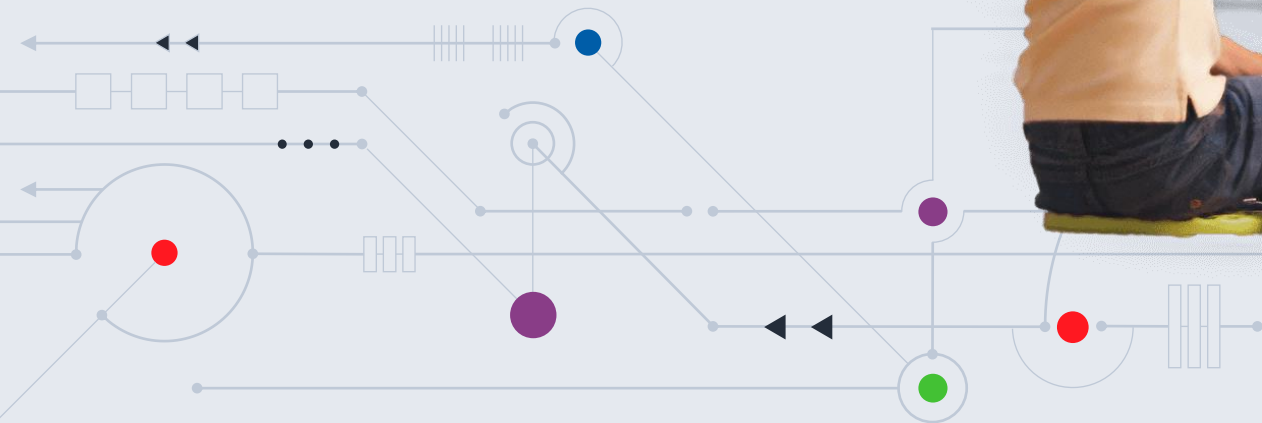
Think-Kids Program

A Fun Journey into the World of Thinking



Think-Kids Program

A dynamic hybrid program mixes enjoyable learning with an engaging game setup in both the physical and digital realms. It effortlessly fits into kindergarten classrooms, providing teachers with effective tools to enhance 21st-century skills in their young learners.



Developing higher order thinking skills

Developing and assessing 21st-century skills while preparing young learners for the challenges of their developmental stages.



Problem-solving



Memory retention



Pattern recognition



Verbal expression



Vocabulary development



Listening comprehension



Hand-eye coordination



Empathy



Sharing and cooperation



Emotional regulation



Creativity and Imagination



Counting



Observational skills



Curiosity



Cause and effect understanding



And more...

Scientifically proven methodology in 3 steps



Play

An array of engaging activities and games designed to facilitate the practice of a diverse range of skills.

Learn

Learn metacognitive models and strategies for more effective problem solving, decision making, analysis, and more.

Make it a Habit

Transfer insights and strategies learned from the game-playing experience to real-world personal and professional challenges.

Think-Kids Program Implementation



1 Enriching and captivating training for kindergarten teachers



2 A comprehensive content package comprising with about 30 activities and a vibrant teaching aid kit



3 An individualized Thinking Journey for each learner, featuring dozens of games and activities



4 A personal thinking profile for every learner



5 Data Center for monitoring progress and completion



6 Ongoing guidance and support for the educational team throughout the year

1 | Enriching and captivating training

The training enriches the toolkit for kindergarten teachers, empowering them to cultivate 21st-century skills in learners. Throughout the sessions, teams will participate in impactful and enlightening courses, preparing them to guide their students through the same meaningful process they themselves experienced.

- ✓ The training is centered around working with sessions, utilizing enlarged teaching aids, and understanding the system, with a 90 min. training session
- ✓ Ongoing support will be available throughout the year
- ✓ Each kindergartner will receive a physical kit containing teaching aids, learning materials, and activities booklet



2 | A comprehensive content package

The activity sets are diverse and engaging, meticulously designed to elicit maximum involvement and interest from young learners. Presented in a simple and structured manner, the arrays require minimal preparation time for the kindergarten teacher. The comprehensive set of teaching aids features enlarged and colorful activity sets, aiding teachers in sustaining learners' focus and attention throughout the session

- ✓ Kindergarten teachers will receive a thoughtfully customized activity sets designed for the content topics.
- ✓ Lesson plans include a diverse range of elements, including stories, riddles, and games, all meticulously created to foster active engagement by the students.
- ✓ Within these lessons, activities that incorporate physical movement, encourage meaningful discussions, and stimulate multiple senses, thus providing a rich and multi-dimensional learning experience.



2 | A comprehensive content package

Basic concepts in math and engineering

Column, row, diagonal, squares and squares, greater than, less than, and equal

Solving problems and drawing conclusions

Familiarity with the detective method for solving problems, correct formulation of questions

Orientation in space - concepts of relation and direction

Copying patterns, using space concepts and understanding them

Emotional skills

Familiarity with the Stop Light Method that helps us deal with impulsiveness. Dealing with success, learning from mistakes and delaying gratification

The program centers around an enjoyable gaming experience, incorporating stories and engaging activities to introduce young learners to mature thinking in a light, fun, and immersive manner.



3 | An individualized Thinking Journey

The Accelium system empowers young learners to play, practice, and advance at their own pace using any mobile device or desktop computer.

This virtual experience includes adaptive feedback that responds in real time to significant "learning events."

An advanced AI engine introduces various difficulty levels to challenge learners, promoting the assimilation of thinking principles through interactive play.



3 | An individualized Thinking Journey

- ✓ The Accelium system allows young learners to play, practice and progress at their own pace from any mobile device or desktop computer.
- ✓ The system offers a virtual training experience and provides adaptive feedback that responds in real time to significant "learning events".
- ✓ An advanced AI engine offers multiple difficulty levels to challenge learners and "bite" learning of thinking principles while playing.

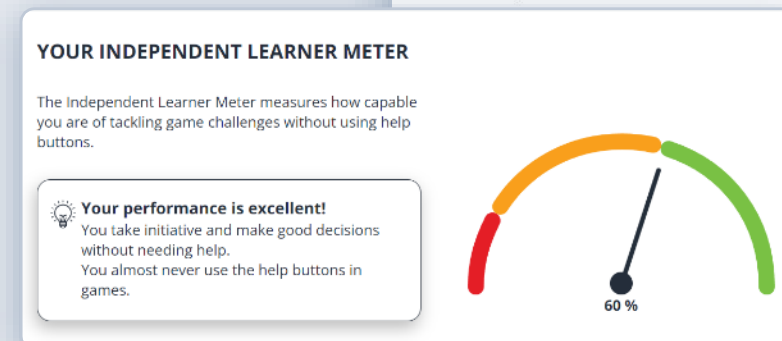
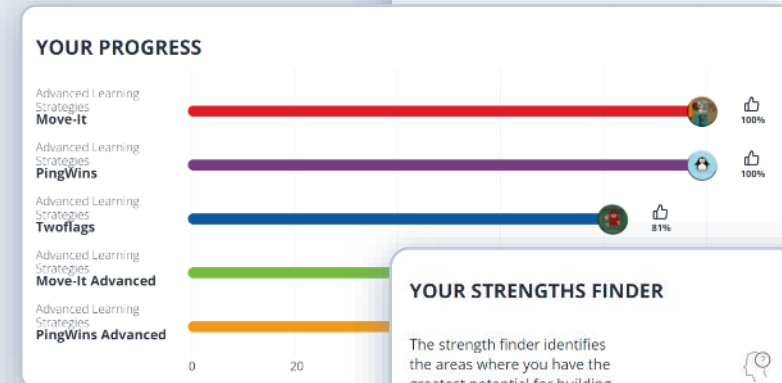
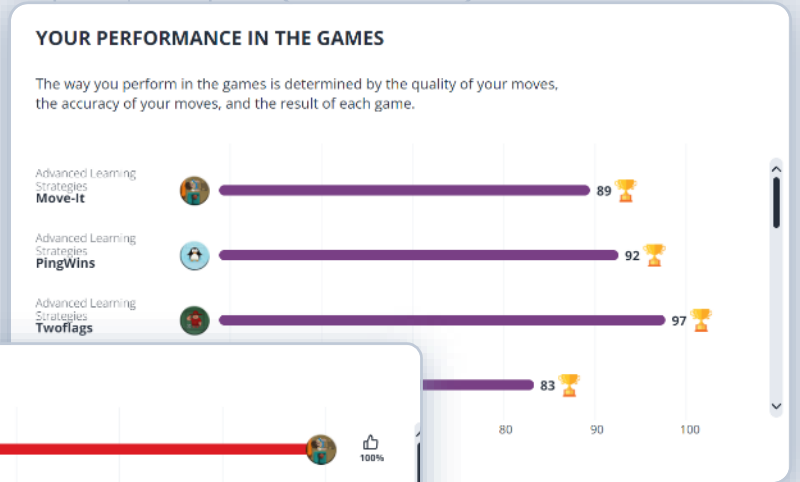


4 | A personal thinking profile

Accelium's technology monitors and analyzes the actions and movements of young players, constructing a personalized user profile for each learner.

The student's profile encompasses a detailed report that assesses the learner's skills and strengths, offering insights, performance feedback, and recommendations for further practice.

- ✓ Independence Meter: Reflects the learner's self-sufficiency and task-handling abilities.
- ✓ Strengths Indicator: Visually shows the learner's strong points and areas for improvement.
- ✓ Thinking Dictionary: Displays acquired thinking tools and methods.
- ✓ Game Completion Stats: Tracks game and activity completion, revealing learner progress.



5 | Data Center for monitoring progress and completion

The data center provides real-time updates on the system's progress and individual learner completion percentages. This assists teachers in making informed decisions about study focus and contributes to enhancing learners' motivation to advance in the system.

- ✓ The reports help identify gaps for targeted intervention and reveal special abilities or potential in learners.
- ✓ From the education department's perspective, the reports provide a snapshot of the project's implementation within the a wider context





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www.accelium.com

Thank You

