

# Digital Content Instructional Delivery

With game-based learning, online lessons, virtual simulations and multimedia, digital content can help students engage in personalized learning experiences at school and at home.

## STUDENT SCENARIO



A student arrives at school and promptly logs in to the school's LMS, where she checks the

school calendar and reads the morning announcements via an embedded microblog feed on the front page. When her first class begins, she opens the digital course textbook on her tablet and begins reading about the evolutionary biology of primates. During her reading, she follows hyperlinks that define technical terms and connect to pages on related topics. While she is reading independently, the classroom teacher is meeting with a small group of students to perform a hands-on demonstration. Another small group of students is watching an instructional video online and completing a follow-up assessment where they receive immediate feedback and remedial instruction if needed.

After 15 minutes, the groups rotate. Near the end of class, the teacher posts a series of study questions online using a collaborative document tool. She assigns the questions to different students, who will later complete the document together using real-time editing from their own home computers.



Meanwhile, another student is preparing for his morning Algebra class. He has a quiz today, but

he is confident that he will perform well. During the past week, he has been watching Algebra lessons online from an experienced teacher. When something in the lesson confused him, he stopped and replayed the point over and over again. The follow-up practice exercises with immediate feedback helped him identify his weakest areas, which he addressed with online tutors. Today, he takes his quiz online using a laptop from the classroom mobile cart. The quiz program selects questions for him based on how long it takes him to complete each question and what type of questions he has missed. The teacher receives immediate feedback on how the students are performing, what areas need to be improved upon,




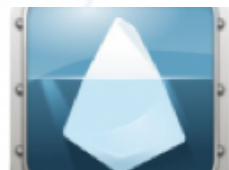







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and common mistakes. She uses this data to plan the next day's instruction. After completing his quiz, the student receives a report that details his performance by topic and provides a list of recommended areas of study. He reflects on his performance and makes personal goals for the next quiz.

## DIGITAL CONTENT AND INSTRUCTIONAL DELIVERY SOLUTIONS

<p><b>Achieve3000</b></p> <p>A web-based differentiated instruction solution design to reach a school's entire student population, including ELL, special needs, and gifted students. It serves students in grades 2-12 in Literacy and grades 6-9 in Science.</p>	
<p><b>Apex Learning</b></p> <p>Provides blended and virtual learning solutions through standards-based digital curriculum in core subjects and AP courses. It serves students in grades K-12 by providing original credit, credit recovery, remediation, intervention, acceleration, and exam preparation.</p>	
<p><b>Aventa Learning</b></p> <p>Provides proprietary curriculum and online education programs and works with virtual schools, charter schools, school districts and state education departments. The company serves grades 6-8, with a broad range of core courses.</p>	
<p><b>Beluga Maths</b></p> <p>A learning and revision application available on mobile devices. Created to teach and practice math with touch technology. The app tells students what progress they are making, helps them understand where they are making mistakes, and informs them of what areas they need to focus on. Serves students 14-16 years old.</p>	
<p><b>BrainNook</b></p> <p>An educational virtual world that offers over 120 social games that help children develop Math and English skills while being immersed in a fun, competitive online game experience. This product serves children 6-11 years old.</p>	

<p><b>Brainology</b></p> <p>An online interactive program in which middle school students learn about how the brain works, how to strengthen their own brains, and how to develop better study habits. This program is designed for students grades K-12.</p>	
<p><b>BrainPOP</b></p> <p>A group of educational websites with over 1,000 short animated movies for students covering a wide range of subjects. The site also provides quizzes, games, experiments, and other related content that students can use interactively to reinforce the lessons in the movies.</p>	
<p><b>BuzzMath</b></p> <p>A website that focuses on learning and practicing middle school mathematics skills through providing immediate detailed feedback and allowing students to retry missed problems. Teachers can follow student progress through detailed reports.</p>	
<p><b>Calvert Partners</b></p> <p>Provides a virtual school program that allows educators to meet the individual educational needs of each enrolled student and also allows schools to offer new choices to families seeking an alternative to existing programs.</p>	
<p><b>CK-12 FlexBooks</b></p> <p>CK-12 Foundation is a non-profit organization with a mission to reduce the cost of textbook materials for the K-12 market. It uses an open-content, web-based collaborative model termed the "FlexBook." The flexbook adapts to students' needs and educational backgrounds.</p>	
<p><b>Class.com</b></p> <p>Provides innovative, media-rich secondary school courses, virtual school solutions and instruction that engages and inspires students and adult learners. The products serve individuals in secondary, post-secondary, adult, and virtual school education through online courses.</p>	
<p><b>Connections Academy</b></p> <p>Provides a free online public school and an affordable online private school that is available to K-12 students everywhere. It operates in charter and district public schools across the US, powering the curriculum behind many fully or partially virtual schools.</p>	









<p><b>Copia</b></p> <p>A web-based platform for K-12 which allows for online student, parent, and teacher interaction, interactive text notation, and online spaces for instructional support and student work submissions. The concept of the platform is to provide a safe social networking tool where educators can control communications, as well as a teacher tool for differentiated instruction.</p>	
<p><b>Cramster</b></p> <p>Provides online homework help by providing tools, content, and community. A community of subject experts are available 24/7 to answer any homework questions. Interactive step-by-step solutions and hints are available for popular textbooks. Serves high school and college students.</p>	
<p><b>Defined Learning</b></p> <p>Provides educational solutions that combine media and curriculum. It offers performance tasks, career based video, guiding questions, lesson plans, interactive student activities, and web resources that teachers are able to personalize for their students. Its video-on-demand platform contains access to over 3,500 full length videos and over 40,000 clips addressing K-12 topics.</p>	
<p><b>Destination Math/Reading</b></p> <p>Comprehensive online programs that teachers can use to integrate content and assessments for instruction, and reporting tools to help them make instructional decisions. Students can access resources both in and outside of school. Destination serves students K-12 in math and reading.</p>	
<p><b>Discovery Education</b></p> <p>Offers high quality, digital media content that is aligned to state standards, and supports classroom instruction through a variety of technology platforms. Offers resources for administrators, teachers, parents, and students.</p>	
<p><b>DreamBox Learning</b></p> <p>Teaches K-5 math using game based learning, where students enter engaging learning environments that resemble theme parks with adventure zones and animated characters. Intelligent adaptive learning engine delivers millions of individualized learning paths, each one tailored to a student's unique needs. All content is delivered online, curriculum aligned to the Common Core Standards. School license allows students to access program from home also.</p>	
<p><b>Education 2020 (e2020)</b></p> <p>A provider of core and elective instruction in virtual and blended learning environments. It serves students in grades 6-12 in all core subjects, career education electives, and AP courses.</p>	

<p><b>ExploreLearning</b></p> <p>Online solutions to improve student learning in math and science. Its solutions include Gizmos, a library of interactive online simulations for math and science, and Reflex, a game-based adaptive program targeting math fluency that can also monitor student progress. Designed for grades 3-12.</p>	
<p><b>Gooru</b></p> <p>A search engine for learning that allows users to explore and study over 2,600 standards-aligned and personalized study guides. All resources (digital textbooks, animations, instructor videos) are evaluated and organized by teachers and Gooru content experts. The study guides cover grades 5-12 in math and science topics.</p>	
<p><b>Grockit</b></p> <p>Prepares students for various standardized tests through practice problems, video courses, and tutoring. Students can compete against each other and communicate in some practice modes. The Grockit homepage gives students access to practice materials, a personal study plan, video content, and a performance breakdown.</p>	
<p><b>I CAN LEARN</b></p> <p>An interactive, self-paced and mastery-based, full-curriculum mathematics software solution. It partners with schools and districts to help raise student scores on high-stakes tests. Serves students in grades 5-12.</p>	
<p><b>K12 Inc.</b></p> <p>Highly effective individualized, one-to-one learning solutions that enable mastery of core concepts and skills. K12 has K-8 courses, over 105 online high school courses, summer courses, and textbooks.</p>	
<p><b>Khan Academy</b></p> <p>Short videos with a very conversational style teach specific learning modules in math and science (currently building out content in humanities). Students can practice their skills through topic exercises anytime, and earn badges/points as they progress. Accessible from desktop, tablet, or mobile device.</p>	
<p><b>Learning.com</b></p> <p>A curriculum and assessment solution provider that seeks to help K-12 teachers and administrators improve student learning through educational games and multisensory experiences.</p>	
<p><b>Learning A to Z</b></p> <p>Provides leveled books, printable worksheets, projectable activities, and interactive online classroom resources for Reading, Writing, and Science education programs. Serves grades K-6.</p>	

<b>LearnZillion</b> Videos of great teachers serve as professional development for struggling teachers. Students can watch videos as a substitute or supplement to classroom instruction. Practice questions follow each video.	
<b>Livemocha</b> One of the world's largest online language learning communities. It provides traditional learning methods of language courses, learning activities, group lessons, and private tutoring mixed with online practice and interaction with native language speakers from around the world.	
<b>Luminosity</b> An online tool for cognitive enhancement that uses adaptive learning and over 35+ brain games and activities to improve memory, attention, processing speed, and problem-solving skills.	
<b>Moving With Math</b> A math intervention program, used in after school programs and at home, that uses web-based content and reporting tools to create lesson plans and monitor student progress. It includes specific products for students in grades K-12.	
<b>Qtopia</b> An online learning platform that offers thousands of ready-to-use activities, motivating games, avatar features, online homework access with automatic grading, in-classroom review modes, comprehensive assessment tools, and the ability for educators to use "as is" or completely customize the learning experiences. Serves grades K-12 in Language Arts, Math, Science, and Social Studies.	
<b>Quizlet</b> Provides user-generated online flashcards to create a fun interactive way to learn on any mobile device or computer. Serves students K-12 in any subject.	
<b>Read 180</b> A reading program designed for students in grades 4-12 whose reading achievement is below the proficient level. It seeks to improve and accelerate students' reading skills through the use of a computer program, literature, and direct instruction in reading skills. Dashboards provide teachers with data snapshots of focus areas, a daily summary, and quick links to lesson plans. Used in a blended learning classroom setting with whole-group instruction, computer stations, and independent learning.	



<p><b>Reading Bear</b></p> <p>A free online reading program that teaches beginning readers vocabulary and concepts while systematically introducing all the main phonetic patterns of written English. Serves students who are beginning readers.</p>	
<p><b>SchoolTown</b></p> <p>A student-centered blended learning environment that delivers any content. It provides collaboration technology, professional learning communities, and digital repositories to upload, share, organize and rate resources.</p>	
<p><b>ScootPad</b></p> <p>A Math and Reading practice platform for elementary grades that provides an adaptive learning and personalization technology, and a standardized curriculum aligned to Common Core standards. Serves grades K-5.</p>	
<p><b>ThinkWell</b></p> <p>Provides online videos and courses in math, science, and social science that integrate technology and art. Serves high school and college students.</p>	
<p><b>TinkerPlots</b></p> <p>A drag-and-drop data visualization program that helps develop students' understanding of data, numbers, statistics, probability and graphs. It helps teachers analyze data with students by creating colorful visual representations. Includes over 20 activities and a dozen data sets. Serves students in grades 4-9.</p>	
<p><b>Wimba</b></p> <p>Provides collaborative learning and publishing services and solutions. Includes online audio, video, application sharing and content display as well as polling, whiteboarding, chat features, and dynamic interaction tools. Serves K-12 and higher education markets.</p>	
<p><b>Zondle</b></p> <p>A game-based learning website that enables teachers and students to create free games to support their exact learning needs. Almost all of the content on Zondle is crowd-sourced. Users can monitor their progress, message their friends, customize their avatar, and create their own games. Teachers can also set topics to particular classes and run reports.</p>	