

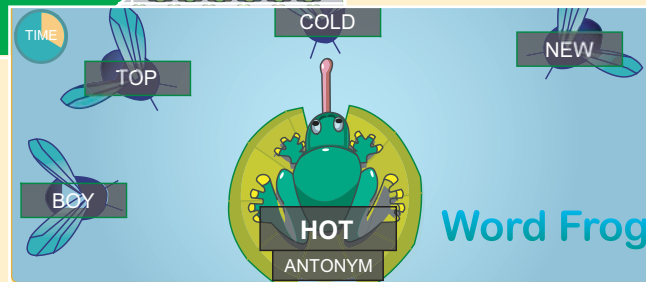
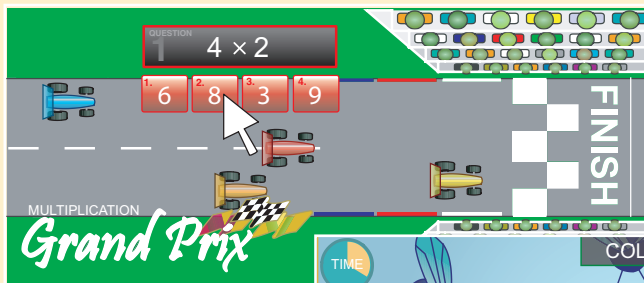


ARCADEMIC

SKILL BUILDERS

A combo of arcade-like games with an educational twist!

Fun ways for kids to learn basic math, language arts, vocabulary and thinking skills on your Web site.



An Educator Reviews Arcademic Skill Builders

Here's what Bob Sprinkle, a multi-age teacher in Wells, ME and the school's Technology Integrator, wrote in his "Geek for the Week" review for hotchalk.com.

"Anyone who's witnessed a child playing a video game has seen the intense focus and commitment to breaking through to the next level or beating a previous score. Aligning the joy of gaming with something tedious like practicing math facts clearly helps transform the experience and invites students to learn in an environment they are not only comfortable with but would seek out given the choice."

"After introducing my first grade students to the Jet Ski Addition game at Arcademic, many recounted how they continued using the site for up to 2 hours on a Saturday to continue playing the game. What does that mean? That means that on a Saturday, first graders practiced their addition facts for 2 hours at home without anyone making them do it. In all my years of teaching, I've never heard of such a thing!"

"I asked students to tell me how they could get better at subtraction or division. 'Play the games!' they told me."





—Educational Games Overview

What is it?

- Online educational video games that teach basic academic skills by incorporating features of arcade games
- 11 multi-player games and 12 single-player games (math and language arts)
- Developed from extensive research on student learning in school and social situations by a group of professors at the University of Kansas' Center for Research on Learning
- Ability to track players' progress over time (save records, tailor content...)
- Requirements: Flash and a browser (IE, Netscape, Firefox and even the Nintendo Wii™)

Why?

- Engage and attract a younger audience (parents and teachers too!) to your site with fun games while helping them learn in a safe environment
- NIE possibilities with a teachers' guide and in-game tracking tools
- Create a kids / educational section on your site that teaches basic math, language arts, vocabulary and thinking skills
- Games designed to help children retain knowledge, maintain performance levels and apply what they have learned in new situations

How does it work?

- Games hosted within your navigation and ad code
- Purchase games individually or buy as a package
- Multi-player games do not allow for contact between outside players, and player IDs are not stored
- See demo at http://www.arcademicskillbuilders.com/ups_demo/

Promotion provided?

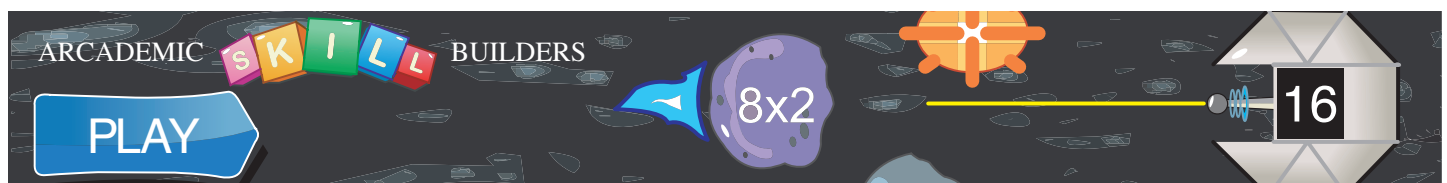
- Icons provided for each game to place on your site and / or online games page
- Flash ads provided for each game (banner, skyscraper and big box)



JETSKI
ADDITION



Word Frog



ARCADEMIC SKILL BUILDERS Educational Games

We Make Learning Fun!

ARCADEMIC SKILL BUILDERS are online educational video games that offer an innovative approach to teaching basic academic skills by incorporating features of arcade games and educational practices into fun online games that will motivate, intrigue and teach children. All you need is Flash and a browser (IE, Netscape, Firefox and even the Nintendo Wii™) to play!

NIE Program

Ask to see our teachers' guide. Coming soon, each game will have teaching tools enabling teachers (and parents) to save records, tailor content and pinpoint problem areas!

Engage and Educate

Our online educational games present a powerful approach to learning basic math, language arts, vocabulary and thinking skills. This program stems from experience, systematic observations and research by a group of professors at the University of Kansas' Center for Research and Learning attempting to understand student learning in school and social situations.

The software was inspired by arcade games and the intense engagement they foster between the game and player. We reasoned if this kind of engagement could be focused on educational content, it would be a great approach to learning.

The games embrace research on learning dealing with "automaticity" and "fluency." Automaticity is fast and accurate object identification at the single object level. Fluency involves a deeper understanding and anticipation of what will come next, which enhances retention, endurance and the ability to apply what is learned.

ARCADEMIC's educational games provide focused repetition practice that enables fluency to be achieved more quickly. Players must employ strategy under exciting circumstances to make rapid responses while being provided immediate feedback.

Game Descriptions

11 multi-player games and 12 single-player games

Demo at http://www.arcademickillbuilders.com/ups_demo/flash_buttons.htm

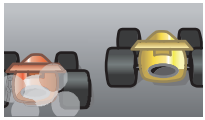
Beat a Game, Print a Trophy

If a user plays one of our single-player games, he or she must complete nine stages of increasing difficulty. If all the stages are completed, the player receives a trophy that can be printed out!

Child Safety for Multi-Player Games

In our multi-player games, if a child starts a "private" game, then only players that know the password (created by the child) can join the game. If the child starts a "public" game, then any player from outside can join the game, but there is no contact between the outside players. It is impossible for anyone outside a classroom or home to contact a child while playing the games, and we do not store player IDs.

Multi-Player Games



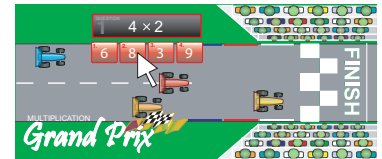
Drag Race DIVISION



Drag Race Division is a multi-player racing game that allows children from anywhere in the world to race one another while practicing their division facts! How quickly they correctly answer the division problems determines how quickly their race car will go. The player with the fastest rate of correct answers wins the race. Hits and misses are recorded and displayed at the end of the game, along with the player's rate. One to four players can play at once.



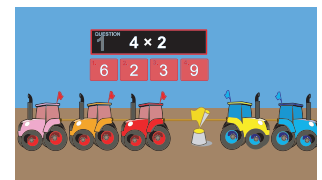
MULTIPLICATION Grand Prix



Grand Prix Multiplication is a multi-player racing game for multiplication similar to Drag Race Division. Children race against each other to capture the Multiplication Cup. The player with the fastest rate of correct answers wins the race. One to four players can play at once.



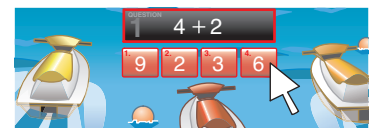
Tug of War



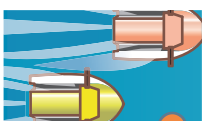
Tug of War Tractor Multiplication, Tug of War Tugboat Addition and **Tug of War Dirt Bike Fractions** are multi-player tug of war games for multiplication, addition and fractions. How quickly the student correctly answers the problem determines how much the tractor, boat or dirt bike will tug. The team with the fastest rate of correct answers will win the tug of war. Hits and misses are recorded and displayed at the end of the game, along with the student's rate. One to eight players can play at once.



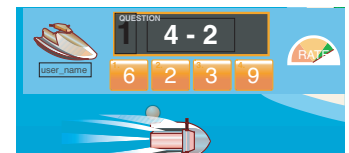
JETSKI ADDITION



Jet Ski Addition is a multi-player racing game for addition. How quickly the children correctly answer the addition problems determines how quickly the jet ski will go. The player with the fastest rate of correct answers will win the race. One to four players can play at once.



Island Chase SUBTRACTION



Island Chase Subtraction is a multi-player racing game for subtraction similar to Jet Ski Addition. The player with the fastest rate of correct answers will win the race. One to four players can play at once.



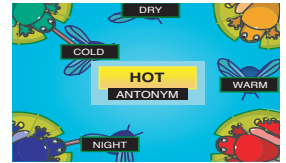
Turtle RUN



Turtle Run is a multiplayer racing game that provides practice in spelling with vowels. How quickly the student correctly answers the multiplication problem determines how quickly the turtle will go. The student with the fastest rate of correct answers will win the race. Hits and misses are recorded and displayed at the end of the game, along with the student's rate. 1-4 players can play at once.



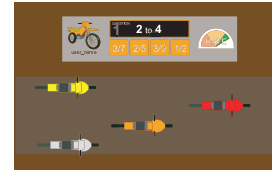
Furious Frogs



Furious Frogs is a multiplayer game that provides practice in matching antonyms, synonyms and homonyms. The target word appears on the screen, with the word category underneath defining the relationship to be matched. Match the center word with the correct word on the incoming flies by firing the frog's tongue at the correct fly. Whoever gets the most matches in the given time wins! 1-4 players can play at once.



RATIO STADIUM



Ratio Stadium is a multi-player racing game for comparing ratios. The dirt bike speed is determined by the rate of correct answers and the fastest rate will win the Stadium Cup. Hits, misses and the player's answer rate are recorded and displayed at the end of the game. One to four players can play at once.



Dirt Bike PROPORTIONS



Dirt Bike Proportions is a multi-player racing game for finding equal proportions. How quickly the student correctly answers the ratio problem determines how quickly the dirt bike will go. The player with the fastest rate of correct answers will win the race. One to four players can play at once.

Single Player Math Games



Demolition Division helps children learn division.



METEOR MULTIPLICATION

Meteor Multiplication assists children in learning multiplication.



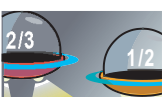
ALIEN ADDITION

Alien Addition provides practice in addition in an "alien invasion" theme.



Minus Mission

Minus Mission provides practice in subtraction in a creeping slime theme.



Ratio Blaster

Ratio Blaster provides practice in finding equal ratios in a spaceship theme.



Ratio Martian

Ratio Martian provides practice in recognizing ratios with a friendly Martian who feeds on ratios.

Single Player Word Games



Word Frog

Word Frog provides practice in matching antonyms, synonyms, and homonyms.



CAPITAL PENGUIN

Capital Penguin provides practice in learning states and their capital cities.



COUNTRY TOAD

Country Toad provides practice in learning countries and their capital cities.



Coconut Vowels

Coconut Vowels provides practice in spelling.



Word Invasion

Word Invasion provides practice in matching word types with an underwater creatures theme.



VERBVIPER

Verb Viper encourages a child to choose correct verb tenses (present, past, past participle), recognize correct verb forms (ran instead of runned), and recognize subject/verb agreement (I am, he is).

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