

Teachers and Students



Smart aS[™]
The Educational Game

***A numeracy, literacy and language
teaching aid***

Smart aS® the educational game builds student learner confidence and self belief in their ability to do things.

Smart aS the educational game is a Preschool – Year 6 numeracy and literacy teaching, learning and study aid. The fun resource was designed by Sara Shepherd, to assist her children to achieve at school. The Preschool to Year 6 questions educational resources and templates are aligned to State and Territory curriculum and are being developed by The Curriculum Corporation.

Additional curricula units are under development for High School, College, RTO's, TAFE and Universities.

Smart aS the educational game builds confidence in the struggling student, motivates the intermediate student and challenges the gifted.

The unique equalising ability within *Smart aS the educational game*, allows a struggling student to compete competitively against a gifted student or adult and is proudly designed and developed in Australia

Numeracy

Numeracy and mental calculation skills are targeted with our innovative *Smart aS Maths Dice* sets and curricula questions. Maths skills are started at the very beginning, building mathematics knowledge on a solid foundation.

Literacy – Reading, Writing, Language

The unit targets English language and literacy skills, covering subjects of phonics, reading, writing, spelling, punctuation, grammar, sentence construction, comprehension and...

General Knowledge

History, Geography and Science



Get Smart aS & get smart as!

Confidence Is Everything!

Smart aS the educational game targets emotional intelligence, positive reinforcement and knowledge reinforcement through play, sharing – doing – seeing – believing.

Supportive

The unique *Smart aS game* format, allows students to make mistakes and learn in a supportive and encouraging environment.

Exposure

Students play *Smart aS the educational game*, in a group environment. This assists in introducing students to new subjects coming up in their studies and re-exposes them to subjects and concepts previously taught, but not fully understood.

Smart aS the educational game is a hands on fun way to support learning for everyone!



Equalised Competition

The scaffolding with the unique equalising system contained within *Smart aS the educational game* allows students of different ages and ability to play together.

Learning Styles

We all have preferred learning styles. *Smart aS the educational game* engages the different learning styles of Visual, Tactile and Auditory skills allowing the unit to be productively utilised in the classroom.

Group Dynamics

When students play *Smart aS the educational game*, they engage group dynamics resulting in the sharing and exchange of information and knowledge.

Additional Use

Smart aS the educational game is a great classroom aid, reading recovery, language development unit. That can be used at home as a supporting framework to assist in developing language, numeracy and literacy skills within the family unit.

The Rules & Instruction are easy to use and separated into 4 levels of ability: green, yellow, blue and red, everyone starts in Green, the easiest section.

Sample Rules & Instructions

1. Counter
2. Board game (Pathway)
3. Question box, Australian curriculum based
4. Award Points
5. Dice
6. Start Clock (timed game)
7. Method: Throw dice and solve maths problem and move counter that amount landing on a coloured square. (help can be given)
8. Draw card from selected colour coded Question Box and answer question corresponding to square colour.

If correct – record award points and re throw dice.

If incorrect – Play moves to the next player in a clockwise direction.

It's That Easy!

Supporting Resources

The Rules & Instruction book also contains supporting educational resources and templates to aid the students.



The Look and Quality

Smart aS the educational game looks engaging. The bright colours of red, blue, yellow and green against a black background are visually stunning and motivating. The two triangles that form an hourglass shape separate into five playing pathways, which allow for various levels of play complexity.

Are Your Students Anxious About A Test?

The supportive framework and play environment of *Smart aS the educational game* can be used to reduce stress and promote confidence within the individual student.

Smart aS the educational game caters for a diverse range of student abilities.

The Struggling Student

Smart aS the educational game can assist in building, “I can ability” confidence and motivation within the student, enabling them to learn new skills and achieve.

The Talented Student

Smart aS the educational game creates a stimulating and engaging environment that removes boredom and challenges the students’ ability to go that bit further.

Everyone

Although targeted to the struggling and talented students, *Smart aS the educational game*, is an ideal learning aid for all student ability levels.

Reward

Smart aS the educational game, can be used in the classroom as a rewarding and motivating learning tool.



Smart aS HOT – 1,2,3, optional

Smart aS the educational game contains a unique and easy to understand graded process that assists in developing Critical and Higher Order Thinking skills.

1. The process starts with the student giving a more complex or detailed answer with the use of knowledge, – Remembering, Understanding and Applying.
2. Analysing and Evaluating.
3. Creating

Smart aS HOT, 2 – analysing and evaluating & 3 – Creating may be started and then completed outside of game play.

The Older Student or Adult, Training

Smart aS the educational game, supports adult numeracy and literacy recovery programs.

Please contact us for further information on current Smart aS Adult Training programmes.

Smart aS & get smart as!

Testimonial:

I have had the pleasure of reviewing and observing the game, Smart aS.

I fully support this game, as it is based on sound educational principles of learning which recognises that a learner, young or old, is more likely to understand and apply learning if learnt in a positive, inclusive environment which values each player, allowing for mistakes to be made in a supported environment.

Application of this game can be varied as it could be used with a broad age range, from the very young, through to those who may be experiencing literacy difficulties as an adult.

This is all done in an atmosphere of fun and enjoyment. What better way to learn, I wholeheartedly recommend this game.

**Pam Bossard
CIT**



Testimonial:

I work with many children who have many learning difficulties. Smart aS the educational game will help the children with their learning in a very big way.

Feeling comfortable in yourself and in friendship situations does depend on feeling comfortable, having confidence academically – with your learning.

Learning to learn is a very important part of self-confidence and self-esteem and Smart aS the educational game, can and will assist in these areas.

Dr Carol Clark
Clinical Psychologist

Testimonial:

The design of the board pathways themselves is both attractive and ingenious, with the unusual intersecting triangles colour coded for level and difficulty.

The use of levels, both Grade and Difficulty, would enable students of varying levels of English proficiency to play together.

The use of question cards along with exchange between players ensures that language students would practice all the macroskills: listening, speaking, reading and writing.

All in all we see real potential for an enjoyable and rewarding, and genuinely useful boardgame for English language students.

John Peak
ELICOS
University of Canberra

4+



Buy now!

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