VISANG EDUCATION ABOVE IMAGINATION





VISANO

Visang Education, the leader of Korean education culture

NO.



160 MILLION USD Sales increased from USD \$150 million in 2018 to USD \$160 million in 2019



No. 1 National textbook with the highest number of copies published per book

	- 11
	┦

100 MILLION BOOKS

Cumulative number of textbooks sold



11,399 SCHOOLS

Number of schools in Korea using Visang's textbooks



8 MILLION STUDENTS

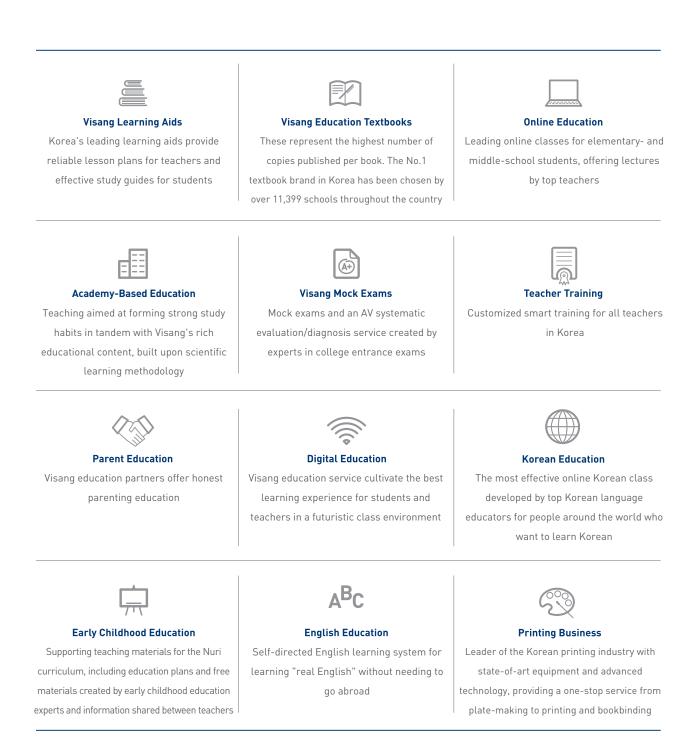
Number of students using Visang's e-learning website



1,200 CENTERS

academies in Korea

Educational Solutions



Footprints of Visang Education

1997 - 2015

1997.12

Founded the educational publishing company "Metaphors and Symbols"

2008.06

Listed on the Korea Stock Exchange (KOSPI)

2010.02

Visang Education's total sales reached KRW \100 billion

2010.04

<Concept + Type> sales reached 10 million copies

2014. 12

Launched the elementary/middle school English program <englisheye>

2015.01

<Wanja> sales reached 20 million copies

2015.08

Signed a contract for online Korean classes with Kanada Language School in Vietnam

2016 - 2018

2016.01

Ranked 1st in the elementary/middle school textbook category at the 9th Korea Edu Awards

2016.03

Selected as a publisher for national elementary science textbooks for 2017 - 2019

2016.04

Ranked 1st in the textbook and middle /high school learning aid categories at the National Brand Awards for the 3rd consecutive year

2017.02

Signed <Wings> Program contract with the Chinese company New Oriental Education & Technology Group

2018.02

Signed <englisheye> contract with the Chinese company Time Joy

2018.04

Signed contract with the Canadian First Nations Language Program

2018.07

Reached a total of over 1,200 englisheye academies

2018.08

Signed <Wings> contract with Vietnamese education provider American Learning Lab

2019 - 2021

2019.02

Signed <englisheye> contract with Paraguayan education provider Joless

2019.05

Signed <englisheye> contract with Vietnamese education provider APAX

2019.09

Signed <ELiF> contract with Vietnamese education provider American Learning Lab

2019.11

Signed <Wings> contract with Chinese education provider Angels

2020.07

Singed <Wings> contract with Image-one for Myanmar

2020.11

Signed <Wings> contract with Qatar company Candidzone

2021.01

<englisheye> and <Nuri Plus> named finalists at the Bett Awards 2021

2021.02

Signed elementary math learning program <Math Alive> contract with Vietnamese company American Learning Lab

2021.04

Signed <ELiF> and <Challenge> contract with Smartistic for Egypt and UAE

2021.11

<Wings> named a finalist at the Bett Awards 2022

Visang's Global Business

Learn anywhere, anytime

Visang Education provides quality educational content and innovative technologies worldwide.



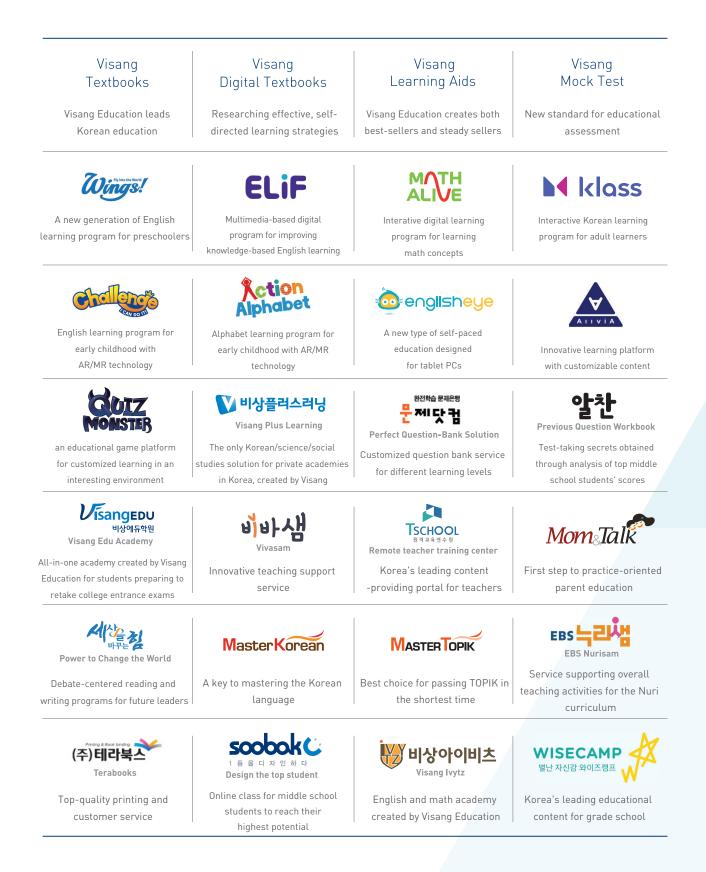
•QATAR - Wings



Visang Brands



Receive Program Information via Email



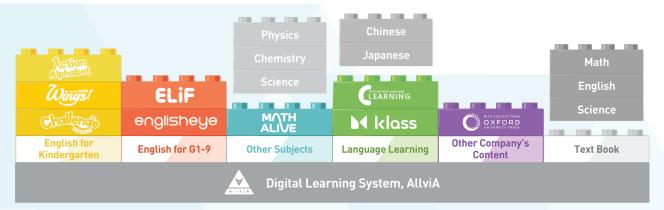
The Future Classroom

Interactive Learning Environment

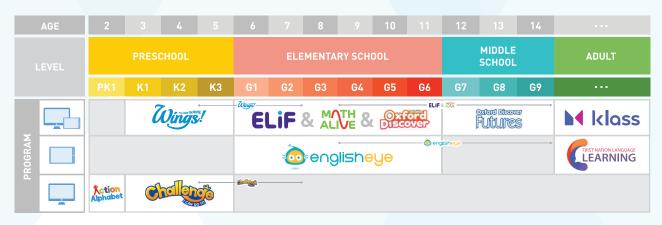
For Teacher

Using our technology and digital content, Visang has built classrooms of the future, where all students can participate and interact with their teachers.

Programs Sorted by Subject



Programs Sorted by Device and Age



AllviA

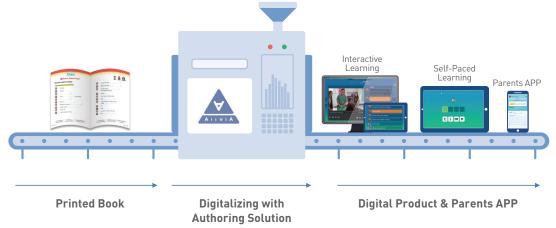
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AllviA is a smart learning system that allows for both teachers and students to engage over smart devices. AllviA strives to create a perfect learning laboratory for the future. It is a digital education platform that can accommodate different types of subjects as well as serve as an effective language tool.

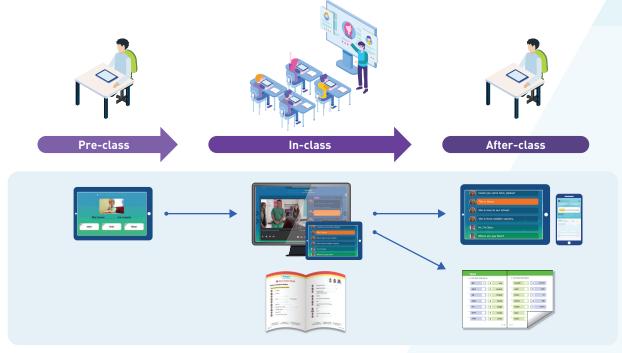
One Source Multi Digitalization

AllviA is a smart learning system that allows for both teachers and students to engage over smart devices. It creates a perfect learning environment for future education. Using digital devices, students can learn all subjects including language.



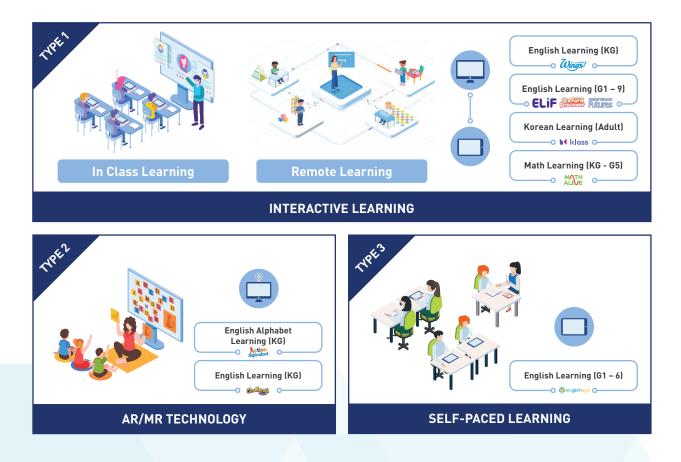
Class from Beginning to End

From preview to homework and reports, AllviA provides comprehensive classroom solutions. Students, parents, and teachers share learning results and progress through the app, which helps identify weaknesses and charts a direction for future learning.



Three Types of Classrooms for Digital Learning

Visang has developed three categories to maximize learning for each subject and target age. You can view all digital programs developed through AllviA below.



Programs Sorted by Learning Materials in Each Step

Pre-class After-class In-class Wings! English (KG) **ELiF** 10 9 ES -English (G1 - 6) Self Learning Self Learning INTERACTIVE Discover ۵. CLASS Self Learning Self Learning oxterd biscover FUITUITES English (G7 – 9) **M\TH** Math (KG - G5) ALIVE English Alphabet (KG) AR/MR TECH Alphabet English (KG) 6 123 133 2 SELF-PACED English (G1 - 6) englisheye 50 LEARNING

Details of the program can be found on each page.

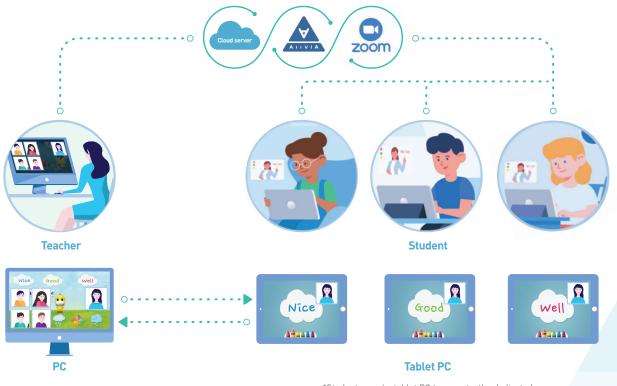
Remote Learning for Interactive Classes

ALL AGES INTERACTIVE TABLET PC

The AllviA system offers a future learning environment that changes the face-to-face interactive class from a physical space into a digital space.

AllviA Remote Learning Environment

Visang Education developed the AllviA system to make remote learning for interactive classes possible using the online conference solution, ZOOM.



*Students need a tablet PC to operate the dedicated app for remote learning in AllviA.

Easy to Operate Remote Learning System

Easy for both teachers and students to operate the remote learning class in AllviA with ZOOM.

Learning Mode	Background
In Class Remote	
Zoom Meeting Information	
Heating ID Zoom Conference ID	A
Password Zoom Conference Passcode	
	u
-	



For teachers Teachers can start the remote learning by changing the setting to Remote Mode in the system.

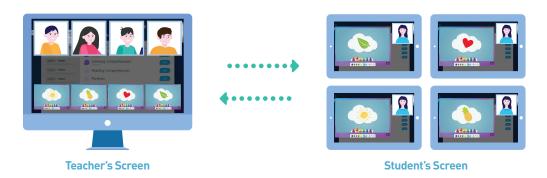
For students The remote class is ready for students to use after logging into the AllviA app.

Introducing AllviA Remote Learning Features

AllviA Remote Learning provides teacher support tools that allow students to concentrate and participate, and student support tools that enhance immersive and collaborative learning.

1. Sharing Learning Content Interactively in Real-time

Teachers can exchange study materials with students while various activities including voice recording and writing are recorded in real-time.



2. Effective Teaching Tools for Remote learning

Screen Mirroring

To help teachers and students maintain interactive learning just like an in-person class, teachers can monitor the student's screen in real-time. It gives the students immediate feedback for the interactive class.



Teacher's View

For the smooth transition of interactive learning, the teacher can control the students' screens in real-time as share the teacher's screen either big or small in student view.







ELEMENTARY SCHOOL SECONDARY SCHOOL INTERACTIVE

Oxford Discover Series is a digital learning program, based on the Oxford Discover Series published by Oxford University Press, that allows teachers and students to have an interactive class. Oxford Discover Series empowers students to shape their futures with an inquiry-based approach and a focus on 21st Century Skills.

Digital Content

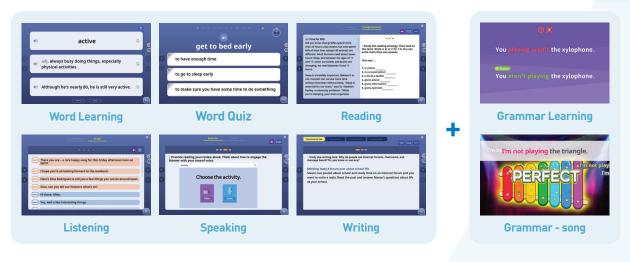
Interactive Book

The PDF files of the books become interactive books with the AllviA Authoring Solution. The Student Book, Workbook, video and audio files, and teaching resources are all included in the interactive book.



More Activities

On top of the activities in the books, additional digital activities are available for students. Basically it consists of word learning, word quiz, reading, listening, speaking, and writing. Elementary school level content activities will be continuously added.



Basic Composition of More Activities

Primary Level's MA *activities will be added

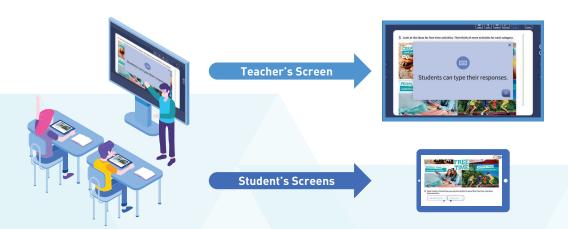
Learning Process

Every learning result will be sent to LMS(Learning Management System) and the learning report will be provided.



Interactive Learning

Combined with our platform, AllviA, Oxford Discover Futures becomes an interactive learning experience. Our interactive class boosts students' participation and interest. It is easy for teachers to check students' understanding and performance in real-time.



Curriculum

	Oxford	Discover (Primary	Level)			Oxford Discov	ver Futur	es (Secon	dary Leve	el)
Levels	Units	Contents Resources	Student Book	Work Book		Levels	Units	Student Book	Work Book	CEFR
Level 1	18 Units	Oxford Discover 2nd Edaition Level 1	Oxford Discover	Oxford Discover		Oxford Discover Futures Level 1	10 Units	Print December Futures	Futures	A2
Level 2	18 Units	Oxford Discover 2nd Edaition Level 2	Oxford Discover	Oxford Discover		Oxford Discover Futures Level 2	10 Units	orford Discovery Futures		B1
Level 3	18 Units	Oxford Discover 2nd Edaition Level 3	Oxford Discover	Oxford Discover		Oxford Discover Futures Level 3	10 Units	Futures 0		B1
Level 4	18 Units	Oxford Discover 2nd Edaition Level 4	Oxford Discover	Oxford Discover		Oxford Discover Futures Level 4	10 Units	Futures	Butered Discover FUTUR ES	B2
Level 5	18 Units	Oxford Discover 2nd Edaition Level 5	Oxford Discover	Oxford Discover	g Soon	Oxford Discover Futures Level 5	10 Units	or ford Discover Futures	ortoid Discover Futures	B2+
Level 6	18 Units	Oxford Discover 2nd Edaition Level 6	Oxford	Oxford Discover	Coming	Oxford Discover Futures Level 6	10 Units	Futures	Futures	

ELiF



6-YEAR COURSE ELEMENTARY SCHOOL INTERACTIVE

ELiF combines fun and creative classes using two-way teaching & learning tools in diverse forms. Its multimedia contents are optimized for smart environments and allows 100% involvement via individual learning tools.



Promotion Video

Digital Content for In-class

Learners are able to apply the concepts they have learned and describe problem-solving processes in real-time. They also actively build listening and logical thinking skills.



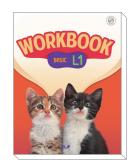


Book Composition

ELiF provides offline textbooks to make it easy to get access to learning contents and enhance learners' understanding.



Story Book



Work Book



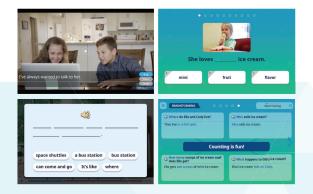
Storytelling Book

Learning Process



Digital Content for Individual Learning

ELiF enables self-directed learning through smart devices. Users are able to learn English on their own through customized programs for both pre-class and after-class via the self-paced learning.





Curriculum

With diverse themes and topics, ELiF encourages effective English learning and has improved the completeness of contents by comparing against internationally certified tests.

 - 3Months	1Months	 1Months	 1Months -	

COURSE	LEVELS	UNIT 1	UNIT 2	UNIT 3	LEXILE	CEFR	wc
	1	Friends and Family /eelings & Colors / School Items	Everyday Activities / Toys / Hobbies	My House / At School / Daily Routines			60-80
	2	Around Me / In My Class / Zoo Animals	People / Body Parts / Personal Items	Places / Special Days / Outdoor Activities			00-00
	3	Animal Kingdom / Weather / My Neighborhood	Clothing / Sports / Music	My Plan / Vacation / At the Mall			40-60
	- 4	Playground / In My Room / Nature	Hobbies II / Camping / Travel	Jobs / Seasons / Food	Below	Pre A1	40-60
	1	First Day of School	Weekly Schedule	Friendly Manners	300	FIEAT	
	2	Happy Birthday	Healthy Eating	Wild Weather			40-60
JUMPER	3	l Am Sick	Making Art	Animal Wonders			40 00
	- 4	Jobs People Do	The Seasons	Houses Around the World			
	1	Nice to Meet You	Big Cats and Small Cats	Animal Art	300-450		N 90-110
BASIC	2	Rules Around Us	How Many	High-Flyers	300-450		F 190-210
BASIC	3	Hello, Neighbors	Plants and Trees	Snow Days			N 100-120
	- 4	Famous Parks	Senses	World Fashion		4.1	F 190-210
	1	What Are Friends for?	House Pets	From Farm to Table		A1	N 60-80
	2	World Holidays	Strings and Horns	In the Night Sky	200-350		F 130-150
INTERMEDIATE	3	School Subject	Extreme Weather	Let's Save the Earth!	200-330		N 70-90
	4	Famous Cities	Forces in Nature	Myths and Folktales			F 140-160
	1	Dream Jobs	All About Money	The Traditional Life			N 170-200
	2	Global Sports	Modern Technology	The Hidden World	500-650		F 330-380
ADVANCED	3	Extraordinary Museums	Amazing Cats	Ancient Culture	300-030		N 190-220
	4	Healthy Foods	Languages in the World	Plastic Pollution		Δ2	F 380-450
	1	Family History	Life in Space	Traveling Abroad		AZ	N 120-150
	2	Classic Tales	Inspiring Leaders	Feeding the World	400-550		F 230-260
ELITE	3	Practical Math	Roman Structures	Human Body Mysteries	400-550		N 140-170
	- 4	Grand Caves	Make a Difference	Tiny Wonders			F 280-320

6-YEAR COURSE ELEMENTARY SCHOOL INTERACTIVE

MATH ALIVE

MATH ALIVE is an elementary math learning program that develops a clear understanding of concepts, mathematical thinking, and communication skills through utilization of differentiated digital teaching aids and interactive content.



Promotion Video

Concept Learning

"Easy, Memorable and Visual Math!"

- Conceptual exploration activity beginning with raising questions.
- Intuitive acquisition of abstract mathematical concepts through the manipulation of the Concept Tool.



Reasoning & Communication

- Foster metacognitive learning, which emphasizes self-realized understanding through processes that use the students' own language and expression (text, drawing, speaking, etc.).
- Metacognitive learning is achieved through the [Portfolio, Math Activity] and a focus on mathematical reasoning through communication with fellow learners.



Problem Solving & Adaptive Learning

Enhancement of Mathematical Reasoning Ability and Increase learner engagement and improve outcomes through personal learning data.

- Problem solving based learning that improves mathematical thinking skills.
- 36,000+ digital problems featuring various methods and immediate feedback.
- "Adaptive Learning" assigns problems based on each student's achievement level derived from the results of Concept Learning.



MATH ALIVE Learning System



Curriculum and Standards

- Curriculum structure according to the US Common Core (CCSS) achievement standards (Kindergarten Grade 5).
- Additional curriculum consists of diverse study content from Korea, China, Singapore, Finland and Vietnam and can be supplementarily provided.

Grade 1 Curriculum Example

MODULE	ТОРІС	CONCEPT	CCSS
		Add To	1.0A.A.1
	Solve Addition Problems to 10	Put Together	1.0A.A.1
		Both Addends Unknown	1.0A.A.1
Solve Addition		Take From	1.0A.A.1
and Subtraction	Solve Subtraction Problems to 10	Count how many more	1.0A.A.1
Problems to 10		Count how many fewer	1.0A.A.1
		Count On to Add Within 10	1.0A.C.5
+ -	Count On to Add Within 10	Count Any Order Within 10	1.0A.B.3
		Count On to Add Within 10(from greater addend)	1.0A.C.5



3-YEAR COURSE PRESCHOOL INTERACTIVE

Based on an ICT Fusion Education platform, the Wings program provides content to help teachers and children learn interactively. By using smartboards and tablet PCs, every student can interact in the class and communicate effectively with teachers.



Promotion Video

Digital Content

The Wings program encourages participation in class by creating interaction with teachers, thus enabling students to learn life skills such as cooperation and consideration for their peers.





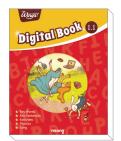
Fig into the World

Book Composition

The Wings program uses a smartboard and tablet PCs, combining assorted digital content and four types of written material.



Text Book Story and activity book



Digital Book Classroom workbook



Animation Book For home use



Phonics Pad Monthly Planner Hybrid CD For home use

Parent Application

Wings provides parents real-time insight into their student's in-class activities, thus allowing them to see how the educational facility operates. In this way, parents can actively participate in their child's education.



Educational Theories

Using a balanced approach, Wings is designed to promote integrated improvement of communication and literacy. By using multi-sensory learning techniques, Wings offers experience-based English activities that stimulate all of the learner's five senses.



Digital Book Learning with themes



Textbook Expanding the topic with academic subjects



Digital Content Cooperative learning with review

Curriculum

The specially designed immersion syllabus integrates teaching materials from five subject areas (language arts, social studies, science, math, and art), thus allowing students to develop practical communication skills.



Communication with Family 360 target words The alphabet's phonemic values



Communication with Neighbors 630 target words Short vowels, long vowels Double consonant sounds



Communication with the World 960 target words Vowel review Double consonant sounds

UNIT	1	2	3	4	5	6	7	8	9	10
THEME	School	Nature	Family & Myself	Animal	Things	World	Food	Transportation & Tools	Occupation	Growing Up
	Sound a, b, c	Sound d, e, f	Sound g, h, i	Sound j, k, l	Sound m, n, o	Sound p, q, r	Sound s, t, u	Sound v, w, x	Sound y, z	Review
LV1	Ready for School	Season	My Body	Farm Animals	Things for Home	Neighborhood	Snack Time	Transportation	Occupation	I Can Do It
	Math	Science	Social Studies	Science	Social Studies	Social Studies	Math	Art	Social Studies	Social Studies
	Short Vowel a	Short Vowel e	Short Vowel i	Short Vowel o	Short Vowel u	Long Vowel a	Long Vowel i	Long Vowel o	Long Vowel u	Review
LV2	School Days	Save the Earth	My Family	Zoo Animals	Clothes	Holidays	Vegetables	Safety	Places	Daily Life
	Science	Social Studies	Social Studies	Science	Art	Art	Science	Social Studies	Math	Science
	Short Vowel a, e	Short Vowel i, o, u	Short Vowel a, e, i, o, u	Long Vowel a, i	Long Vowel o, u	Consonants sm, sn, sk	Consonants bl, cl, gl	Consonants dr, gr, tr	Consonants nd, nk, nt	Review
LV3	Happy Birthday	Happy Birthday	Introduce My family	My Pet	Things for School	Around the World	Cooking Time	Tools	Sports	Growing Up
	Art	Art	Social Studies	Social Studies	Math	Social Studies	Math	Art	Social Studies	Social Studies

MetaMetrics developed the Lexile Framework for Reading, the world's most widely used reading measure. Now MetaMetrics is partnering with Visang Education Inc. to provide the Wings program, covering the Lexile scale from BR to 420L.

englisheye

6-YEAR COURSE ELEMENTARY SCHOOL SELF-PACED TABLET PC

englisheye

The englisheye program drives itself forward under the slogan "Authentic and real English," delivering a self-paced English learning system for primary and secondary school students. Students use smart devices to access englisheye content and study English independently.



Promotion Video

Digital Content

englisheye provides diverse videos produced in native Englishspeaking regions such as mainland USA, Hawaii, and New Zealand. These immersive situational videos are designed to accommodate a full range of EFL learners.



Comparison Chart

This table compares the levels of major international standardized English tests with englisheye content.

	CEFR COMMON EUROPEAN COMMON EUROPEAN Cambridge English		英検 EIKEN Tet in Practical English Frankformy	IE	LTS	ETS, TOEIC, TOEFL iBT.		
	CEFR CEFR-J*		YLE	Eiken	IELTS	TOEIC	TOEFL iBT	
Phonics	PreA1	PreA1						
Basic	A1	A1.1 - A1.2						
Prime	A1 - A2	A1.3 - A2.1	Starters – Movers	4 - 5	1.0 - 2.5	200 - 350	15 – 29	
Advanced	dvanced A2 - B1 A2.2 - B1.1		Movers - Flyers	3	2.0 - 3.5	300 - 550	20 – 40	

Parent Application & LMS (Learning Management System)

englisheye's system can check students' academic achievement, provide progress reports, analyze students' developmental needs, and assign various activities aimed at addressing those needs.



englisheye in-class

englisheye's learning system utilizes the "Understand \rightarrow Practice \rightarrow Apply" approach. Students can use the portfolio function to record their own stories in English based on the past week's content.



Book and Curriculum

englisheye promotes an effective learning environment and provides children with fusion-based educational content via digital devices. It also allows every student to learn at their own pace.

	FIONES	Student Book				a	ge 5 -	7 / 2 Le	evels /	6 month	s / 18 bo	ooks in	total (6 sets 2	(3 boo	s per	set)					
Phonics	WORKBOOK	• Workbook				L	evel 1									Le	/el 2					
		• Vocabulary		Α			в			С			A				в			С		
	1	Word Animation	Word Animation																			
	BASIC	• Storybook				ag	e 6 - 8	8 / 6 Lev	rels / 1	8 month	s / 54 bo	ooks in	total (18 sets	X 3 bo	oks pei	r set)					
		• Workbook		Level '		L	.evel 2	2		Level 3	l.		Leve	el 4		Le	vel 5			Leve	l 6	
Basic	HORA	• Vocabulary	А	В	С	А	в	С	Α	В	С	Α	В	C	1	L	в	С	А	В		С
		• Story Animation		Anima	ition: Sa	illy and D	anny	\rightarrow		Anim	ation: S	wamp	Friend	is			Anim	ation: F	Pete a	nd Ben		
	PRIME · Guidebook				age 8 - 10 / 8 Levels / 24 months / 72 books in total (24 sets X 3 books per set)																	
Polos	WORKBOOK	• Workbook	Ŀ	evel 1	L	evel 2.		Level	3	Leve	el 4	l	Level 5	5	Leve	l6		Level ?	7	Le	evel 8	
Prime		• Vocabulary	А	вс	А	в	: A	в	С	A B	С	А	в	C /	АВ	С	А	в	С	А	в	с
		 Junior Reporter & Animation 	JR:Ne	w Zealand	A	nimation		JR: USA		Anima	tion	JR:	Hawaii		Anima	ion	J	R: Hawai	12	Ani	mation	•
	ADVANCED	• Guidebook				age	10 - 1	13 / 8 Le	evels /	24 montl	ns / 72 k	ooks i	in total	. (24 set	sX3b	oks p	er sei]				
	Advanced WORKBOOK · Guidebook · Workbook · Vocabulary		Ŀ	evel 1	L	.evel 2		Level	3	Leve	el 4	I	Level 5	5	Leve	l 6		Level ?	7	Le	evel 8	
Advanced		• Vocabulary	А	вс	А	в	: A	в	С	A B	С	А	в	С	АВ	С	А	в	С	А	в	с
		 Junior Reporter & Animation 	JR:Ne	w Zealand	A	nimation		JR: USA		Anima	tion	JR:	: Hawaii		Anima	ion	L	R: Hawai	12	Ani	mation	

Challenge

3-YEAR COURSE PRESCHOOL INTERACTIVE WEBCAM AR/MR TECH

Challenge presents a robust English curriculum developed by melding digital technology with educational content. It encourages curiosity about the English language by providing engaging digital content combined with MR (motion recognition) activities and a review of English materials through AR at home.



Promotion Video

Digital Content

Digital content provides enriched English learning materials such as vocabulary, sentence building, and project activities to synergize with book content and maximize the student's learning experience on a smartboard.



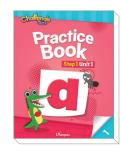


Book Composition

Challenge books provide cognitive development and reading activities through Phonemic Awareness Theory, which develops balanced English reading abilities over three stages of curriculum.



Reading Book Story and activity book



Practice Book Classroom workbook

ANIA	AALS	sticter		
P d	e Ee			ر ک Hh
*	J.	i Kk	Ø	() Mm
Nn.	8	(8)%	Qq	Rr
2 SS	S. Tt	200	Vv	∛ ₩₩
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Sticker Book AR Play Kit included

Parent Application (AR)

Students can review class content from the comfort of their own homes through the use of various AR activities. Our AR app offers fun activities for learning key vocabulary and sentences at home with AR coloring and photos.



Digital Content (MR)

All students can participate in various physical activities using motionrecognition technology to learn English in an interactive way. MR content consists of five activities such as word quiz, mask play, board game, phonics game, and music on stage.



Curriculum

The Challenge curriculum was designed for students aged 3 to 5. Its thirty units include 290 key words and 325 key sentences spaced over three sets.

10 month	R 80 wo The alphb	eady to Read rds, 60 senter ret's phonemi	nces	10 months	90 words, 1 Short vowels	vith Help 14 sentences s, long vowels onant sounds	s 🧖	120 w	Ready Alone 120 words, 151 sent Vowel review Double consonant s		
STEP	1	2	3	4	5	6	7	8	9	10	
	Sound a/b/c	Sound d/e/f	Sound g/h/i	Sound j/k/l	Sound m/n/o	Sound p/q/r	Sound s/t/u	Sound v/w/x	Sound y/z	Review	
STEP 1	alligator/apple bear/book cat/car	dog/duck egg/elephant fish/frog	gorilla/grape horse/ham iguana/igloo	jaguar/jar kangaroo/kite lion/lemon	monkey/milk nightingale/nest octopus/orange	panda/potato quail/quilt rabbit/ring	snake/strawberry turtle/tomato uncle/umbrella	vulture/violin whale/watch fox/box	yak/yo-yo yogurt/zoo zebra/zipper	Review	
	I see an alligator. I see a bear. I see a cat.	I can see a dog. I can see an egg. I can see an elephant.	l say "gorilla". I say "horse". I say "iguana".	Look at the jaguar. Look at the kangaroo. Look at the lion.	I want a monkey. I want a nightingale. I want an octopus.	Find the panda. Find the quail. Find the rabbit.	l have a snake. I have a turtle. I have an uncle.	This is a vulture. This is a whale. This is a fox.	There is a yak. There is a zebra.	I see an alligator, a bear, a cat and a do	
	at/an/ap	en/et/ed	ig/ip/it	og/ot/op	ug/ut/un	a_e/i_e/o_e	u_e/ea/ey	ar/ir/er	ee/oo/sh	Daily life th/ch/ph	
STEP 2	fat/hat/mat van/can/fan lap/nap/map	hen/ten/pen pet/wet/vet red/sled/bed	big/pig/dig zip/lip/ship sit/hit/kit	log/fog/jog dot/hot/pot hop/mop/top	bug/rug/hug cut/hut/nut bun/run/sun	cake/bake/take like/bike/hike hole/pole/mole	cube/cute/sure beach/tea/read monkey/donkey honey	market/cart/farm girl/skirt/dirty teacher/singer	see/tree/bee room/book/moon show/shoes/shiny	thick/thin/thank chick/chicken/chair phone/photo/pharma	
	The cat is fat. The cat takes a nap. Dan gets in a van.	The hen has ten eggs. She makes a red sled. The pet is wet and sick.	I draw a big pig. The boy hits the ball. He plays with a ship.	I hold a log. I can ride a mop. Mom looks at the pot.	The bug is on the wall. I cut out stickers. He has a bun.	Let's bake some cakes. I like to ride a bike. Here is a hole.	There are many cubes. I want to read a book. I want some honey.	We are in the market. I want to be a teacher. My skirt is dirty.	I can see many trees. I have my own room. I have new shoes.	I love to eat cherries I'm on the phone. They are thick and this	
	a/e (Review)	i/o/u (Review)	a/e/i/o/u (Review)	a_e/i_e (Review)	o_e/u_e (Review)	sm/sn/sk	bl/cl/gl	dr/gr/tr	nd/nk/nt	pl/sw/ng	
STEP 3	get/hat/set/clap van/cap/can/ten red/mat/wet/bed	sit/big/lip/hip hot/pot/mop/log sun/cut/buq/hut	vet/pet/pig/sick uncle/bat/pen/map dog/run/tag/stop	bake/make/cake/face game/bike/hide/gate kite/ride/rice/line	pole/hole/nose/bone phone/cute/prune/rope cube/sure/tune/June	sky/ski/skirt/skate small/smell/smart sneeze/snake/snow	black/block/blue clean/clip/clock gloves/glad/glass	dragon/drill/drum grass/green/great tree/truck/track	band/hand/stand pink/think/sink rent/tent/vent/plant	place/plane/plate swan/swim/swing hang/sing/song	
	I get a party hat. We set the table. We play with a red ball.	He sits on a big gorilla. The pot is hot. The sun is shiny.	My aunt is a vet. It is on the map.	Let's bake some cookies. Let's play a board game. Let's hide a ring.	There is a pole.	The sky is blue. The boy smiles at the girl. Look at the snake.	I need the black hat. It's next to the clock. I am glad to see you.	I can draw it. The paper is on the grass. Take your train to the race.	The band is coming. The girl gives me a wink. It has no vent.	Wow, there is a plane! Let's play on the swing Hang up my jacket.	

MetaMetrics developed the Lexile Framework for Reading, the world's most widely used reading measure. Now MetaMetrics is partnering with Visang Education Inc.to provide the Challenge program, covering the Lexile scale from 200L to 300L.

Action Alphabet

ADD-ON 1-YEAR COURSE PRESCHOOL INTERACTIVE WEBCAM AR/MR TECH



Action Alphabet was designed to introduce the English alphabet, its wide range of sounds, and the basics of reading, writing, listening, and speaking to learners aged 2 - 3.

Digital Content

The interactive nature of the class stimulates early childhood brain development and helps strengthen linguistic and communicative skills while building students' confidence.



Book Composition

Alphabet books specifically focus on one letter at a time. They expose students to the written forms of both lower and upper case letters, and associate them with English names, animals, food, and objects.









1 Set of Textbook

- 3 Alphabet books
- I Workbook [Including Stickers]
- Song poster & Word poster



Workbook (Including Stickers)

Song Poster & Word Poster

Digital Content (MR)

All students can participate in various physical activities using motion-recognition technology to learn English in an interactive way. MR content consists of two activities such as quiz time and dancing time.



Curriculum

The Action Alphabet curriculum was designed for students aged 2 to 3 who are starting to learn English. Students can learn the alphabet through names, animals, objects, foods, and actions in English.

UNIT	1	2	3	4	5	6	7	8	9	10
Sounds	Sound a/b/c	Sound d/e/f	Sound g/h/i	Sound j/k/l	Sound m/n/o	Sound p/q/r	Sound s/t/u	Sound v/w/x	Sound y/z	Review
Action Words	act ballet clap	dance eat follow	go hush itch	jump kick leap	move nap open	play quiet run	spin touch up	victory wave x-ray	yell zig zag	Review
Names	Andy Betty Cathy	David Evan, Eve Flora	Gaby, George Harry Ian, Irene	Jessica Kate Laura	Michael Nancy Owen	Peter Quincy Richard	Sara Tina Uba	Vanessa William Xandra	Yang Zara	Review

ADD-ON PLATFORM ALL AGES SELF-PACED TABLET PC

Quiz Monster is an educational game platform for handheld devices that enables students to practice customizable content, such as English or math, in an engaging adventure-filled environment.



Promotion Video

Features

Students choose an avatar from among nearly ten character types and explore a controlled world with different games that bring education to life.





Content

Quiz Monster emphasizes repetition without being tedious. Content is repeated, but always in different formats and diverse game environments.



Fully Customizable

Can be made for language arts skills, math, and science



Add-On

Can be added on to purchases of other programs

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Interactive Review

Drills concepts from all studies

ELiF 6-YEAR COURSE ELEMENTARY SCHOOL INTERACTIVE TABLET PC

ELiF





Wings

3-YEAR COURSE PRESCHOOL INTERACTIVE TABLET PC

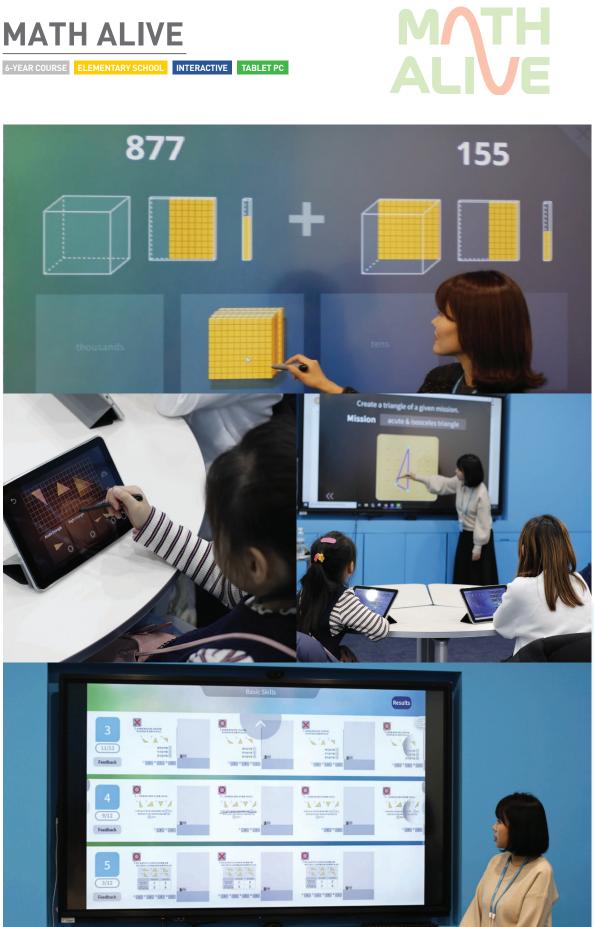


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6-YEAR COURSE ELEMENTARY SCHOOL SELF-PACED TABLET PC



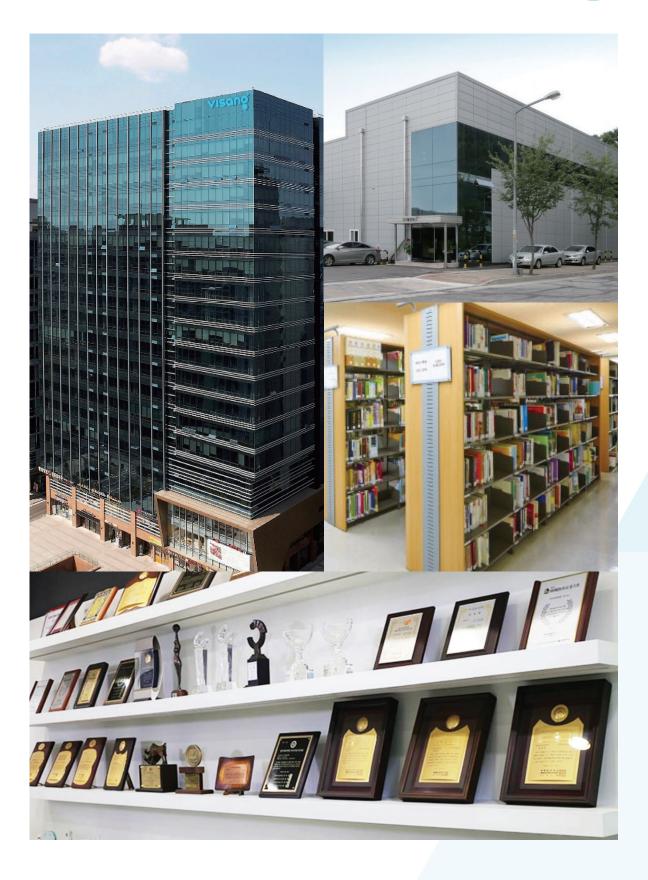


6-YEAR COURSE ELEMENTARY SCHOOL INTERACTIVE TABLET PC



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Visang Education



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