



KNEOWORLD™
Engage • Educate • Assess



SUPPORTING ACADEMIC GROWTH

Human beings have been learning through stories for millions of years. Recent research supports the use of storytelling as an effective tool across all content areas in the modern classroom. Our platform gives educators the opportunity to explore and build on the practical use of storytelling as an effective instructional tool.

KneoWorld provides educational solutions that engage ALL learners and provides students with new ways to practise and master key concepts and skills. KneoWorld's research and evidence-supported platform maximises engagement and gives educators a powerful tool to help students succeed.

Our technology-based solutions are founded on standards and measurements that support teaching and learning for students of all abilities, while promoting educational equity to close the achievement gap.



OUR APPROACH

When teacher directed, the combination of digital comic-book story adventures and educational games that engage and stimulate become a powerful learning tool with limitless lesson opportunities for all students, whatever their needs.

Our technology-based learning programmes enhance teaching and learning in four critical ways:

- Engage students
- Provide immediate measurable results
- Complement curriculum
- Build confidence

When used independently, students advance through the programmes at their own pace. Achievement is tracked and measured in real time and feedback is instantly available. Either teacher directed, or student initiated, our diverse range of programmes empowers learners of varying abilities to progress at their own pace.



EPIC ADVENTURE STORIES

Connect your students with KneoExplorers, and take them on an epic journey of discovery. One day they are learning maths in an ancient temple, and the next are in a spaceship learning about the solar system. The power of storytelling engages and reinforces skills while integrating reading, maths, social studies, science, and critical thinking. Students become absorbed in each episode and are eager to take on each challenge as they arise. Learners encounter games throughout their journey that inspire creativity and problem solving. Comprehension questions at the end of each episode provide instant feedback on how each child understood the content.

EDUCATIONAL GAMES LIBRARY

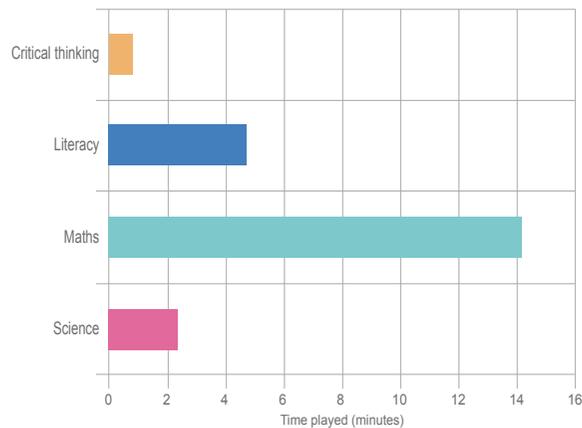
KneoWorld offers hundreds of standards and content-based, educational activities that engage and motivate. Through the power of play students gain key skills in literacy, maths, science, critical thinking, art, and life skills. Our game-based programmes promote personalised learning by directing students onto their own learning pathways, helping them focus, persevere and learn at their own pace. Our wide range of grade and skill levels facilitates differentiated instruction and personalised learning. Analytics measure a child's growth and development within the learning levels.

WHY IT WORKS

KneoWorld's captivating adventure stories and engaging game-based learning activities are designed to meet the needs of ALL learners, Key Stages 1-3.

Students can access age and level appropriate activities to acquire, practise and demonstrate mastery of designated skills. The range of learning activities is vast and enables educators to personalise and differentiate instruction. When integrated into a standing curriculum KneoWorld is an integral part of best practice instructional models.

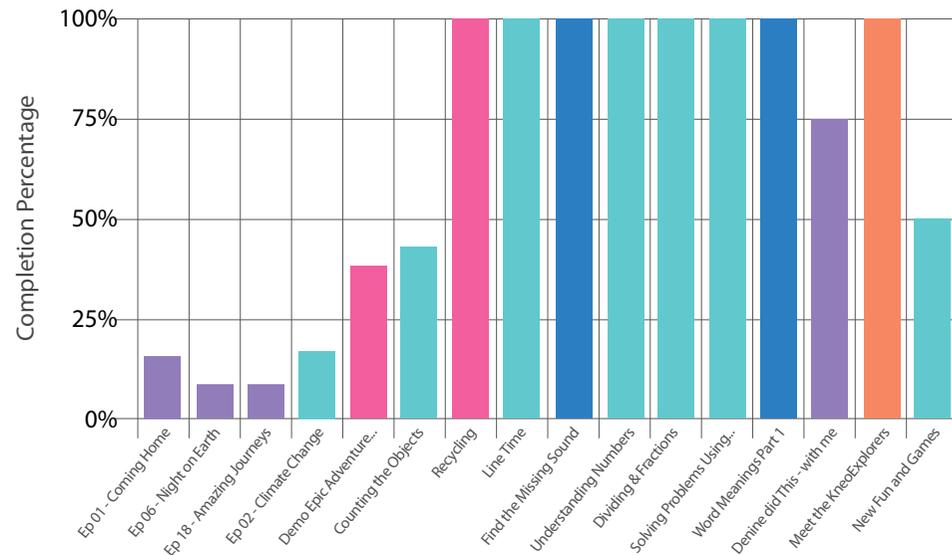
IMMEDIATE MEASURABLE RESULTS



Progress at a glance

Assess Student Progress

KneoWorld technology-based learning programmes provide immediate and measurable results through our Analytics Dashboard that allows governors, heads, teachers, and parents to monitor and evidence individual student progress in six learning categories. KneoAnalytics are easy to use and demonstrating growth becomes effortless.



WHAT MAKES IT DIFFERENT

INNOVATIVE STORY-BASED LESSONS

Jump right in using **KneoWorld**'s comprehensive lessons and stories! These lessons provide educators with a complete package of stories, games, and lesson plans that support existing curriculum. Mapped and measured to current standards, they reinforce specific skills and concepts expected in 21st Century education. The lessons can be used as they are or adapted to meet the needs of students during whole group, small group, individual or out of school programmes. Immerse your students in stories and games, proven to engage learners while giving them an innovative way to show what they know and can do.



ABOUT US

ENHANCING EDUCATION THROUGH TECHNOLOGY

Created in collaboration with teachers and leading educators, our programmes have proven effective in helping students, particularly those with additional needs, to engage, focus and learn.

We provide informative and fun professional development workshops for teachers to ensure all students get the most from our educational programmes. We'd love to demonstrate our platform to you. Please email us at info@kneoworld.co.uk.

All KneoWorld programmes are password protected and secure. They are free of all advertising and links to other sites. We are diligent in our compliance with international regulations regarding Internet child safety, including adherence to the General Data Protection Regulation adopted throughout the European Union (EU).



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