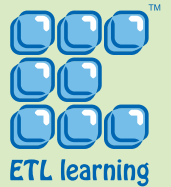


Early Learning Program

User Guide



Components

- 17 Hardcover Books*
- Three-letter Words Flashcards
- ELP Games^
- Early Learning Program Access Code
- User Guide
- Parent's Guide^
- Quick Start Guide^

^Access code required
*Multi language audio playback support

Develops important skills through interactive stories!

Main skills include:

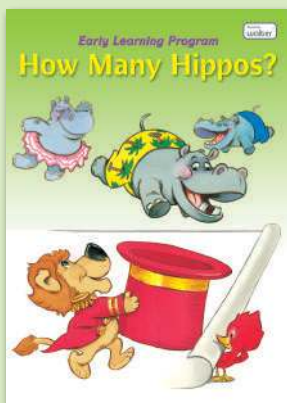
- The alphabet and reading
- Numbers and counting
- Primary and secondary colors
- Concepts of time
- Manipulative skills
- Observation and visual perception
- Thinking and imagination
- Problem solving
- Social and emotional skills

A book-by-book guide to the contents of the Early Learning Program



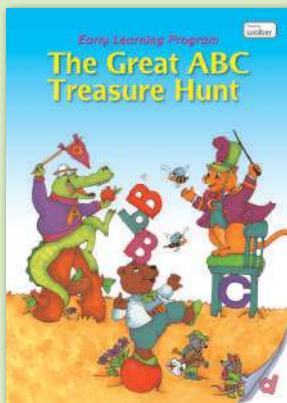
1. Imagination

Set your child's imagination free! The split pages in *Hound Bee!* provide your child with endless opportunities to create unique pictures and stories.



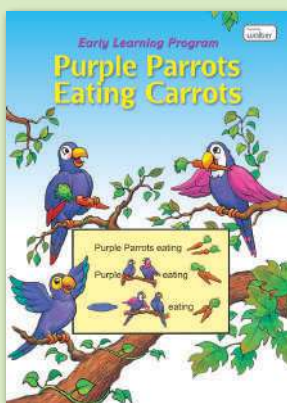
2. Quantities

Learn the basics of addition and subtraction and make counting fun and easy with *How Many Hippos?* Split pages allow you to help your child to feel at ease with numbers so that later he can enjoy mathematics.



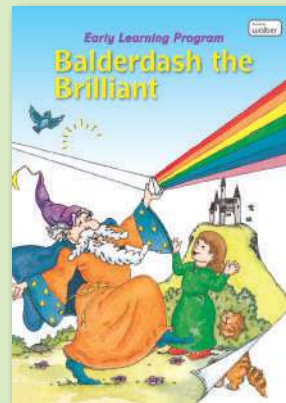
3. Alphabet

Begin *The Great ABC Treasure Hunt* with twin mice Amy and Zachary! Alphabet rhymes reinforce reading and writing skills. Your child can learn the different ways of saying 'c', for example 'c' in cello, cheat and corn, 'e' in eggs and me.



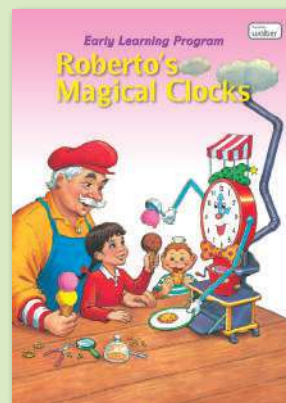
4. Reading

Delight your child with these four stories and nine rhymes. Difficult words are replaced by pictures to make reading easier and more fun.



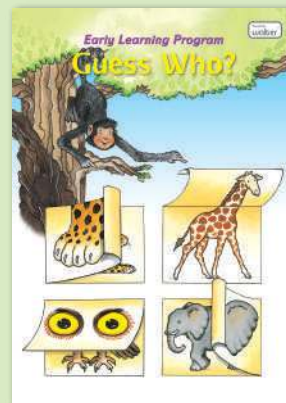
5. Colors

Discover how color changes our world with the not-so-brilliant wizard, Balderdash, and his wise daughter, Sage. Cut-aways in the pages allow your child to play a fun and colorful guessing game as you read. A color wheel at the back of the book demonstrates how colors are mixed.



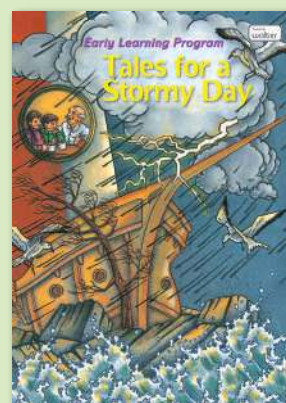
6. Time

Teach your child about time with this story about Marlena and her Grandpa Roberto's magical clocks. The book has its own clock with moveable hands, providing your child with a hands-on opportunity to learn to tell the time.



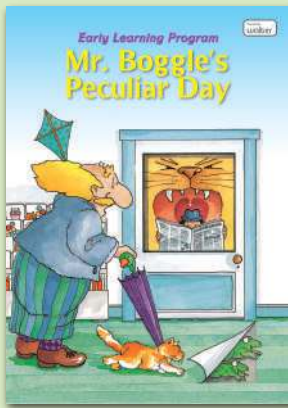
7. Animals

Guess which hidden animals lurk in these pages! The interactive flaps hide additional information to keep your child interested in discovering more about the animal world.



8. Morals

Spend the day in a lighthouse listening to the tales of a wise old sea captain! The five stories and poems in this book will entertain your child while at the same time offer lessons in good behavior.



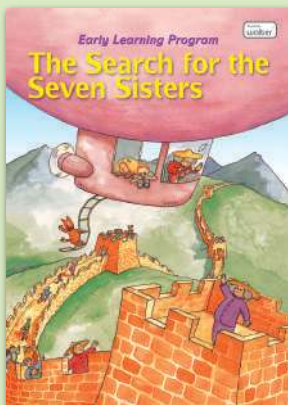
9. Visual Perception

Enjoy all sorts of visual surprises in Mr. Boggle's peculiar world, where things are never quite what they appear to be. The clever pictures in this amusing storybook will help your child to develop both visual and creative-thinking skills.



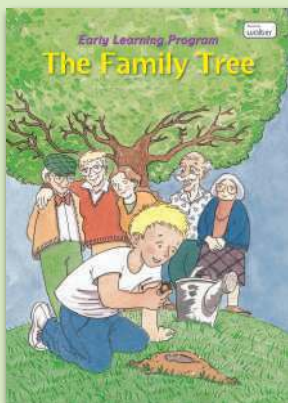
10. Nature

Understand the hidden wonders of the animal world and find out how animals adapt to seasonal changes, through the heart-warming adventure story of best friends Fawn and Duck.



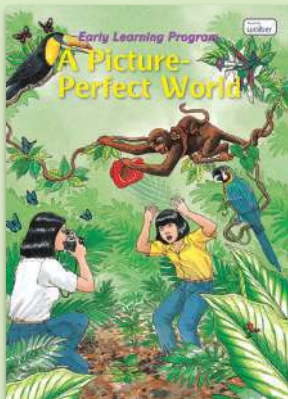
11. Geography

Explore the wider world on this search for seven adventurous sisters! Your child will be introduced to the geography and culture in Australia, China, Italy, Kenya, Mexico, Russia and the USA through the eyes of Nick, Fran and their Grandma Gigi.



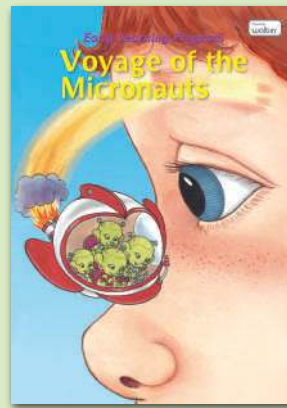
12. History

Uncover your family history! Learn about family history and how things change, through the story of Johnny, and how they each spent their seventh birthday.



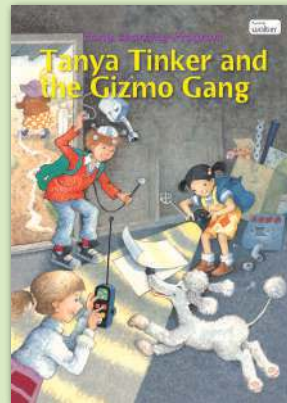
13. Wildlife

Go on a world-wide adventure assignment with the environmentalist Lisa, and her mother. Your child will continue to learn about animals in their natural habitats and gain a respect for his own environment too!



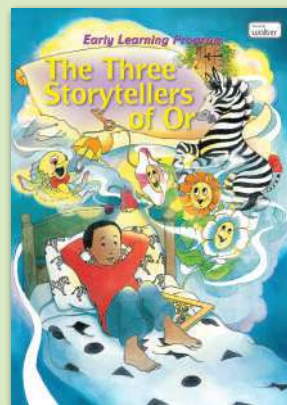
14. Human Body

Join the Micronauts, four microscopic visitors from outer space, as they crash land on a boy named Freddy. Follow their exciting journey into the human body. Your child will learn how human bodies work, with maps and diagrams presenting information in a fun and easy-to-understand way.



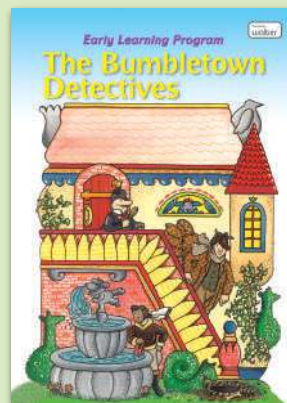
15. Exploration

Discover interesting facts about everyday things with the intrepid inventor Tanya Tinker and her gizmo gang! Lift the flaps and your child will learn about how things work - and find answers to questions he may have asked you!



16. Critical Thinking

Develop important flexible-thinking skills when your child is immersed in the enchanted world of Jethro as he travels through magical lands.



17. Problem Solving

Solve mysteries with *The Bumbletown Detectives* and help your child develop important critical-thinking skills and deductive reasoning abilities.

A guide to the 51 skills for life taught in the Early Learning Program

	Hound Beel	How Many Hippos?	The Great ABC Treasure Hunt	Purple Parrots Eating Carrots	Balderdash the Brilliant	Roberto's Magical Clocks	Guess Who?	Tales for a Stormy Day	Mr. Boggle's Peculiar Day	The Secret Forest	The Search for the Seven Sisters	A Picture-Perfect Tree	Voyage of the Micronauts	Tanya Tinker and the Gizmo Gang	The Three Storytellers of Or	The Bumbletown Detectives	
Listening and concentration skills	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Develop an awareness and enjoyment of language	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Develop auditory skills such as sound awareness and sound discrimination	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Early language and reading skills																	
Answer simple questions about a story or picture	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Tell a simple story from pictures	✓		✓	✓	✓		✓	✓	✓	✓	✓	✓		✓	✓	✓	✓
Talk about stories and how the events develop			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Build vocabulary	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Develop tracking skills (following the story from left to right)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Early manipulative skills																	
Develop tactile skills through grasping, gripping, flipping and turning flaps	✓	✓			✓	✓	✓		✓					✓			
Develop fine-motor skills and hand-eye coordination	✓	✓		✓		✓	✓		✓	✓				✓			
Visual and observation skills																	
Identify objects, animals or places	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Find objects in a picture	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Identify the odd one out							✓								✓	✓	
Identify similarities and differences	✓				✓	✓	✓	✓	✓	✓	✓				✓	✓	
Develop an awareness of position and direction	✓	✓				✓	✓		✓		✓			✓		✓	✓
Sort objects by size, shape or color		✓	✓		✓			✓				✓			✓	✓	
Match objects by size, shape or color	✓	✓		✓	✓		✓					✓			✓	✓	
Compare objects by size, shape and color	✓	✓				✓	✓		✓		✓	✓		✓			✓
Self-help skills																	
Find a solution to a problem or difficult situation					✓			✓				✓	✓	✓	✓	✓	✓
Deal with conflicting information					✓			✓							✓	✓	
Deal with emotions in a constructive manner								✓					✓		✓		
Give and follow simple instructions	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Express likes and dislikes	✓			✓	✓		✓	✓	✓	✓	✓	✓			✓		
Develop imagination and creative-thinking skills	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Make inferences and predictions to solve problems	✓	✓			✓	✓	✓	✓	✓		✓	✓	✓	✓	✓	✓	✓



	Hound Beel	How Many Hippos?	The Great ABC Treasure Hunt	Purple Parrots Eating Carrots	Balderdash the Brilliant	Roberto's Magical Clocks	Guess Who?	Tales for a Stormy Day	Mr. Boggle's Peculiar Day	The Secret Forest	The Search for the Seven Sisters	The Family Tree	A Picture-Perfect World	Voyage of the Micronauts	Tanya Tinker and the Gizmo Gang	The Three Storytellers of Or	The Bumbletown Detectives
Social and emotional skills	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Care for other people, animals and the environment				✓		✓	✓	✓		✓	✓	✓	✓				
Be aware of belonging to a family, group or community					✓	✓	✓	✓	✓	✓	✓	✓					✓
Express affection and show kindness				✓	✓	✓		✓	✓	✓	✓	✓				✓	
Express humor	✓	✓	✓	✓	✓	✓	✓		✓	✓	✓					✓	✓
Develop an awareness and appreciation of different cultures								✓			✓	✓					
Exchange ideas and information			✓		✓		✓	✓	✓	✓		✓	✓	✓	✓	✓	✓
Respect another person's point of view							✓	✓	✓	✓					✓		
Early mathematical skills																	
Recognize the numbers 0 to 20		✓		✓		✓											✓
Count for fun (rote counting) from 0 to 20		✓	✓	✓		✓	✓			✓					✓		
Understand the purpose of counting		✓				✓											
Count objects in a set (meaningful counting)		✓	✓	✓					✓	✓		✓					
Recognize sets with different number values		✓								✓		✓					
Recognize that an empty set equals zero		✓										✓					
Give a number value to a set of objects		✓								✓		✓					
Develop an awareness of the concepts of addition and subtraction		✓															
Compare more/less than; equal to/the same as		✓															
Knowledge and concepts																	
The natural world, including animals and their habitats	✓		✓				✓	✓		✓	✓	✓					
Social behavior and helping others					✓			✓	✓		✓	✓	✓	✓	✓	✓	✓
Colors, color mixing and where color comes from					✓												
Primary, secondary and tertiary colors					✓												
Time, including how to tell the time						✓											
World geography	✓						✓			✓		✓					
Family history and how things change											✓						
Biology and the human body														✓			
Simple mechanics and how everyday things work						✓							✓	✓			
Weather and climates							✓		✓			✓					
Multiple solutions to a problem															✓	✓	✓



Three-letter Words Flashcards

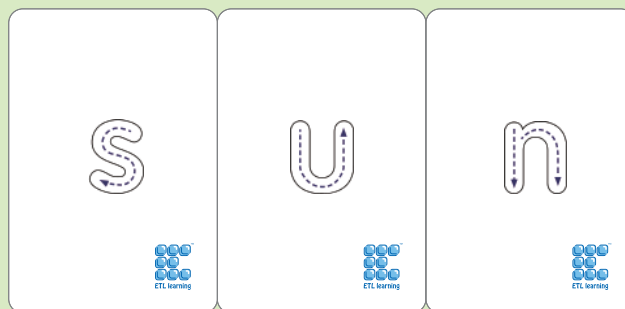
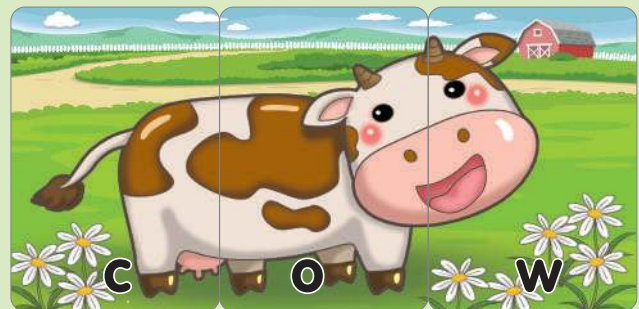
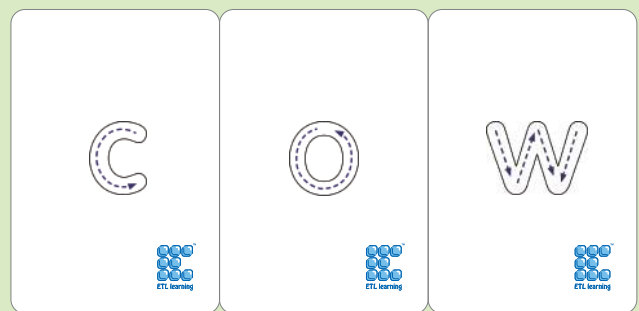
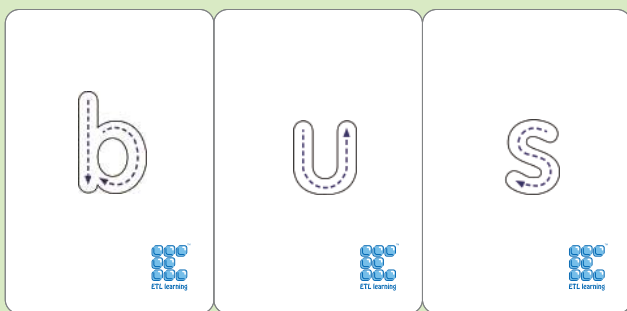
The three-letter words flashcards can help a young learner practice simple spelling and vocabulary. Your child will learn to spell by associating an object with the word and putting the puzzle pieces together correctly.

These flashcards cater to the learning styles your child might have:

Visual learners can see text and pictures and develop an imaginative mind

Auditory learners can speak and hear new words on the flashcards to promote understanding

Kinesthetic learners can trace the words on the back of the cards. Flipping and sorting the cards through games can also help develop their motor skills




Early Learning Program Online Resources

Early Learning Program parent's guide, quick start guide and ELP Games are now available online at <https://www.etllearning.com/onlineresources/early-learning-program-elp/>




When you access the Early Learning Program online resources for the first time, you will need to create an account to redeem the online resources with the 10-digit access code (provided in the Early Learning Program package).

To login/ create account

1. Visit [ETLlearning.com](https://www.etllearning.com)
2. Click 
3. For first-time users, click on the "Register" tab to create a new account.
4. Once you have created an account, click on the "Log In" tab and proceed to log in with your username/email address and password.

To unlock the online resources

1. Move the cursor to 
2. Click 'Profile'
3. Enter the access code
4. Click 'Redeem'



ELP Games

The Early Learning Program includes educational games that are designed to be used together with the books. These games combine text, graphic, audio and animation to encourage:

- Interactive, self-paced learning
- Independent study
- Instant feedback
- Self-assessment
- Acquisition of basic computer skills

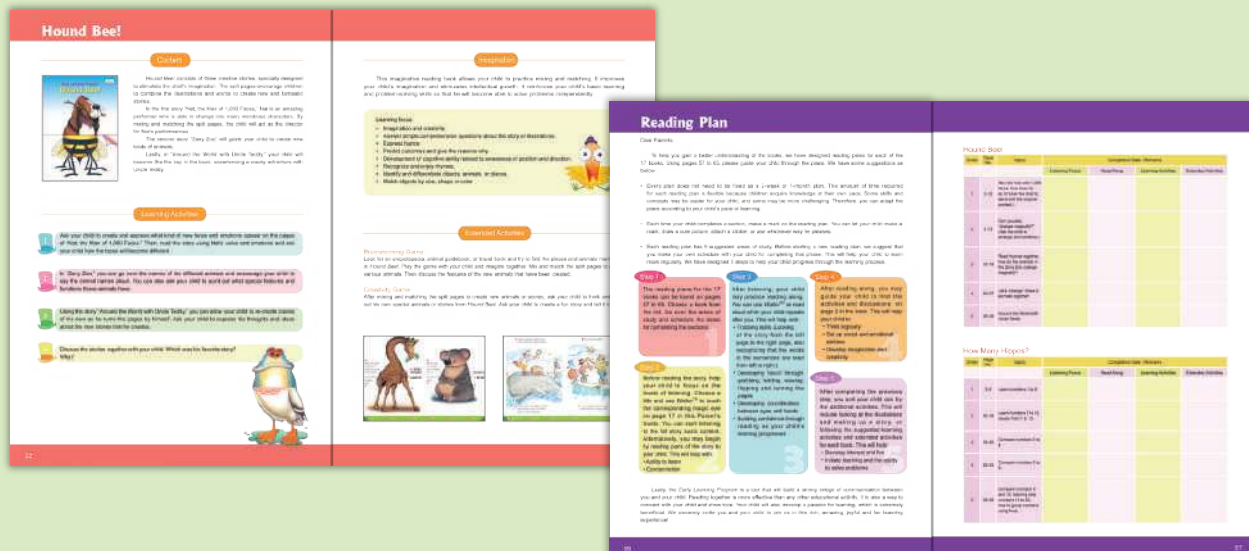
ELP Games is available on the ETL Learning™ website, App Store and Google Play.



Parent's Guide

You can use the Parent's Guide in conjunction with the books. The learning focus is outlined for each title along with suggested activities to gauge your child's understanding of the story and the skills learnt.

In addition, you may wish to use the Reading Plans set out for each title in the Parent's Guide. The amount of time required is flexible and is dependent on your child's progress. The books are designed to stimulate language development and cultivate healthy communication between you and your child. Take time to inspire your child's imagination and guide him to think deeply and clearly.



Compatibility with walter™ 3

Early Learning Program is compatible with
Walter™ 3!

Walter™ 3 makes the series come alive!





Walter™ 3 talks, writes, records and plays many
enriching games with your child, allowing him
or her to explore independently.



Using Walter™ 3 with our books helps your child become a self-directed learner, enabling
him or her to thrive in this fast-changing world. This is part of the 21st Century
Competencies identified by Singapore's Ministry of Education, a strong education system
recognized around the world.

Walter™ 3 can also be connected with compatible Bluetooth devices^ for better sound
quality and is ideal for use in classrooms or at home.

Use Walter™ 3 to scan the magic eyes throughout the pages to:

-  : Read out corresponding text on the page
-  : Play sound effects or conversation from the story
-  : Reveal the answers to the activity questions on page 2 of each title
-  : Toggle between different languages

^Bluetooth function is only available in selected countries.

