

# *Language Development*



**Smart aS<sup>TM</sup>**  
The Educational Game

*Play as you learn  
and learn as you play!*

## ***Smart aS® the educational game builds learner confidence and language skills through play.***

*Smart aS the educational game* is an Australian Preschool – Year 6 (Numeracy) maths and (Literacy) reading, writing and language development aid, in a fun game format, for everyone 4 to 104 years.

*Smart aS the educational game* builds confidence in the beginner English language student and extends the intermediate student and challenges the advanced learner, whilst building knowledge and understanding of the Australian educational curricula standards and content.

The *Preschool to Year 6* questions and educational resources and templates are aligned to State and Territory curriculum and is being developed by The Curriculum Corporation.

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

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!***

## Exposure

Students play *Smart aS the educational game* in a group environment. This assists in introducing new words, establishing content and context and meaning in an engaging environment where fun and laughter plays an important role.

## Confidence Is Everything!

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

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

## Supportive

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

## 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:

**Visual** – you need to see it to understand it.

**Tactile** – you need to touch it to understand it.

**Auditory** – you need to hear it to understand it.

## 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* can be used within the classroom and at home to support the family unit in their learning.



**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.

***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.



## 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.

## 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**



***Buy now!***

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