

NEWS RELEASE

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Sebit, LLC and Learning.com Join Forces to Expand Access to Math Instruction from *Adaptive Curriculum*

Activity Objects Will Be Available Through Learning.com's Digital Learning Environment

SCOTTSDALE, ARIZ. (June 30, 2008) – Sebit, LLC, developer of *Adaptive Curriculum*, announces a partnership with Learning.com, provider of digital curriculum. This collaboration will offer teachers seamless access to *Adaptive Curriculum Activity Objects* through the Digital Learning Environment from Learning.com. Combining conceptual learning with state-of-the-art graphics, *Activity Objects* provide teachers with an interactive way to engage middle grade students in math, with the goal of improving students' academic performance in the classroom.

Activity Objects break educational content into interactive components that can be used in a variety of learning environments. Lessons are aligned to national and state standards, and contain realistic, engaging visuals to capture and retain student interest. Students are challenged through real-world simulations, in which they have to apply higher order thinking skills to solve the problem. Sample problems might include using ratios and proportions to make cookies, or rounding suburb populations to produce an estimated total population for a metropolitan area.

“This partnership offers teachers the best of both worlds,” said Ahmet Eti, CEO of Sebit, LLC. “The ability to access high-quality math instruction from *Adaptive Curriculum*, while taking advantage of the intuitive management features offered by the Digital Learning Environment.”

The Digital Learning Environment facilitates management, assignment and reporting for all available content within the platform. Teachers enjoy convenient access to online teaching resources through a single username and password. In addition, the Digital Learning Environment requires minimal training, saving teachers valuable time and boosting utilization of online content. With multiple resources available from a single user account, teachers can customize the scope and sequence of their curriculum to support individualized instruction for each student. Furthermore, teachers can track and assess a student's performance over a mixed set of online learning objects, allowing them to adjust instruction and improve student learning.

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“Learning.com’s Digital Learning Environment enables us to create this partnership that will make it that much easier for students and teachers to get the content they need exactly when they need it,” says William J. Kelly, Learning.com CEO. “We are pleased to work with Sebit, LLC as our first partner in this effort.”

Activity Objects may be adapted for various classroom scenarios. Educators can use the online content as part of a classroom presentation with a projector, or through an interactive whiteboard. Including both animation and interactive parts, lessons can be paused to allow educators to ask questions or to emphasize specific points during a presentation. Students can also be encouraged to participate in the activities by inviting them to complete an interaction on behalf of the class. Teachers can assign *Activity Objects* to students for homework or extra practice, or to challenge students with advanced skills.

For more information on *Adaptive Curriculum*, visit www.adaptivecurriculum.com or phone 888-999-9319.

About Learning.com

Learning.com, the premier provider of Web-delivered curriculum and assessment, partners with schools and districts to improve student learning outcomes. The Portland, Ore.-based company transforms learning experiences through its understanding of the art and science of Web-based teaching and learning. Founded in 1999, it serves nearly two million students in schools across the United States. Its award-winning solutions are EasyTech, a proven, K-8 technology literacy curriculum that helps students develop and apply technology skills in math, language arts, social studies and science; TechLiteracy Assessment, an authentic technology proficiency assessment that provides educators with the data to understand how well students grasp foundational technology skills; and Aha!Math, an interactive K-5 supplemental math curriculum that supports teachers to improve students’ foundational math skills while developing their higher level problem-solving and reasoning skills. For more information, please visit www.learning.com or call 800-580-4640.

About Sebit, LLC

Sebit, LLC, enhances math and science instruction for teachers and students in the middle grades through *Adaptive Curriculum*. Aligned to national and state standards, *Adaptive Curriculum* offers an online library of high-quality, interactive math and science Activity Objects. Visually engaging, individualized lessons effectively teach students with a variety of learning styles and abilities, through three-dimensional simulations, experiments, games, and problem solving activities designed to improve knowledge and critical thinking skills in math and science. Sebit, LLC, is partnering with [Technology Based Learning and Research](#), an independent research development entity at Arizona State University, for help with content expertise, curriculum alignment and professional development. The company is headquartered at ASU’s [SkySong](#), an international business and innovation center located in Scottsdale. For more information, visit www.adaptivecurriculum.com or phone 888-999-9319.

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