Adaptive Curriculum AOs are now in the iPad App Store

Adaptive Curriculum’s award-winning interactive instructional Activity Objects are now in the iPad App Store ready for purchase.

SCOTTSDALE, AZ – May 8, 2017 - Adaptive Curriculum, a leading math and science educational technology company, announced today that they have begun adding their award-winning interactive Activity Objects to the iPad App Store.

Designed for grades 6-12, Adaptive Curriculum’s instructional Activity Objects engage digital-age learners by integrating real-world scenarios, cutting-edge graphics, animations, 3D models and interactive simulations into active, standards-based learning. Unlike textbooks or drill-and-practice programs, Adaptive Curriculum’s active learning approach motivates learners to
explore, make hypotheses, manipulate items and see the impact of their decisions, thus developing and deepening their conceptual understanding.

“Classrooms are now learning environments where tablets and mobile devices are an integral component of the core curriculum” said Alpay Bicer, Content Development Manager of Adaptive Curriculum. “We are excited to release a selection of our award-winning Activity Objects optimized for iPads in the App Store. To date, we have released 50+ apps in the store available for individual purchase and download, and expect the number of available Activity Objects to exceed 200 by the end of 2017.”

The instructional content included in these apps has been honored with numerous recognitions, including five CODiE awards from SIIA, and the Award of Excellence from Tech and Learning Magazine. Each of these interactive content apps can be purchased individually and directly from the iPad App Store.

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