

Engender Education User's Guide

What's New

Release 2.2 English & Math (available on September 1, 2014)

1. Text-To-Speech: great news! Now support 33 languages. Simply go to Settings->Scroll down to the bottom, select Text to Speech, and tap at the language of your choice. English is the default. If you choose AUTO detection, you will need to set the Accents.
2. Quiz and Flashcard feature: if you like Quizlet™ or dozen other fantastic online quiz and flashcard systems, you will LOVE this new feature, provided at no additional cost. You can now create unlimited quizzes, flashcards, each in as little as just a couple of minutes. This is our phase 1 implementation, which already has tons of features unfounded in anywhere else. For example: fully interactive, animated, speaking in multiple languages, create plausible multiple choice questions, practice writing, teaching motor skill, invisible text, etc.
3. Improved Whiteboard Animation and Speed Draw. Everyone loves this \$1,000 feature. Many have used them for classroom presentation and for YouTube videos. Now, it is even better. You can set playback speed and pointer image for each lesson. There is no need to make any changes to your existing lessons.
4. Shapes tool: is now taking to a new height. We added 2 new shapes that are designed to replace all shapes eventually. You can simply draw any shapes (line, angle, circle, triangle, polygon, arc, oval, star). You can adjust the shape, reshape it, and interact with the shape immediately. Shapes and patterns are universal languages, with these 2 shapes, unfilled and filled shapes, you can create beautiful images for your lessons. Look at any design online or from printed magazines, be inspired. All original shapes are still available.
5. Color Picker: this is a great little “hidden” feature for those who love to draw in perfect color. When in doodle mode, tap and hold on any color from anything on your screen until a color circle appear, your brush color will be changed to this new color.
6. Improved UI/UX and bug fixes. For example, the rotation of a text layer is just incredibly realistically looking.

Visit Engender Education YouTube channel for video tutorials.

Release 1.0 English Language Arts (available on May 29, 2014)

1. Text-To-Speech: create speaking text with the text tool. Once a text is added to your lesson, tapping at the text will activate the text-to-speech. Also, lesson's note can also be spoken, along with the teleprompter feature. The feature can be turned on and off via the Setting Menu. This new feature is for English Language Arts apps only.
2. Background Audio: add loop music to your lessons that have no sound. We now include 20 plus sample loops to jazz up your lessons. These loop music clips, when co-exist with the above text-to-speech feature, will automatically lower the volume.
3. Bucket Fill: this is not an ordinary bucket fill. It is currently being used specifically for the foreground images only. You can fill and replace any existing colors of your foreground images. Please note that this feature is still experimental and it can be found

in the brush pop-up screen by tapping at the [Brush] button. It is the last brush from the list.

4. **Dynamic Shape Tool:** One of the most advanced lesson creation tool. Not even available in the \$2,000 and up CAD/CAM software. From your shape pop-up screen, the first one is the dynamic shape without fill, the second one is the dynamic shape with fill. You can draw any polygon shapes on the canvas. A polygon can be a few as 3 sides/3 vertices as a triangle, to an icosagon with 20 sides/20 vertices. In fact, there is no limit how many sides or vertices. After your polygon is drawn, all sides and all vertices can be adjusted. For those solid polygons, you can move the entire polygon with one finger. Think of it as your next building blocks. Create any icons, images, shapes and save them for your future lessons. They are yours!
5. **More cool whiteboard animation pointer images:** If you think that our whiteboard animation (aka speed draw, explainer video, video scribing) is worth a thousand dollars, wait until you see the new set of pointer images. We will also make some tutorial videos later showing you how you can add your own pointer images.
6. **Make for Movie:** playing a lesson is now more cinematic. The transition effect at the beginning and at the end will make your lesson look more professional. Check out our YouTube channel under “Engender Education” to learn more. In our future release, we will add even more features that will allow you to create LO-FI SCI-FI movies with our app.

Release 1.9 Math (available on March 22, 2014)

1. Advanced Creator's Tools

- Save a beautifully designed background for reuse in future lessons
- Crop any part of the screen and save them as cropped images for lessons or other school projects. The crop is freehand, including multiple locations; for example a boy is kicking a soccer ball where you actually have 2 images in one with transparent background.
- Create any stamp and use them instantly. Create stamp, icons, pictograph and recall them with any colors, opacity, sizes, and animate them. Wow! If that doesn't impress the critics, how about associating each stamp with your voice or a sound effect? In the interactive mode, tapping these stamps will play the sound or your voice. The applications are limited only by your imagination.
- Manage your stamps: now you can hide, show, move, delete any stamps catered to your teaching style. Don't let the app dictate your choices, create your own.

2. Whiteboard Animation (aka Speed Drawing, Video Scribing or Explainer Videos)

Perhaps one of the most innovative features of Engender Education:

- All lessons, existing or new, can now be played back in speeds from 2X to 10X. If you write your lessons slowly to achieve the highest quality, you can play them back in 5X and look fantastic. This addresses some of the feedback on our sample lessons being too slow.
- Whiteboard animation: our second biggest suggestion is that the lesson needs a cursor or pointer. So we went overboard and incorporated the whiteboard animation, or so-called explainer video technology. Now you can choose between a traditional cursor, a pointer, or a human hand. This human hand holding a stylus will guide your students to

the exact point where the lesson is. The animation includes 1) drawing, 2) stamping, 3) moving, 4) rotating, 5) zooming, and our unique 6) shaping. The best part of this is that you don't need to do anything! Just focus on teaching normally and everything else will be done for you automatically.

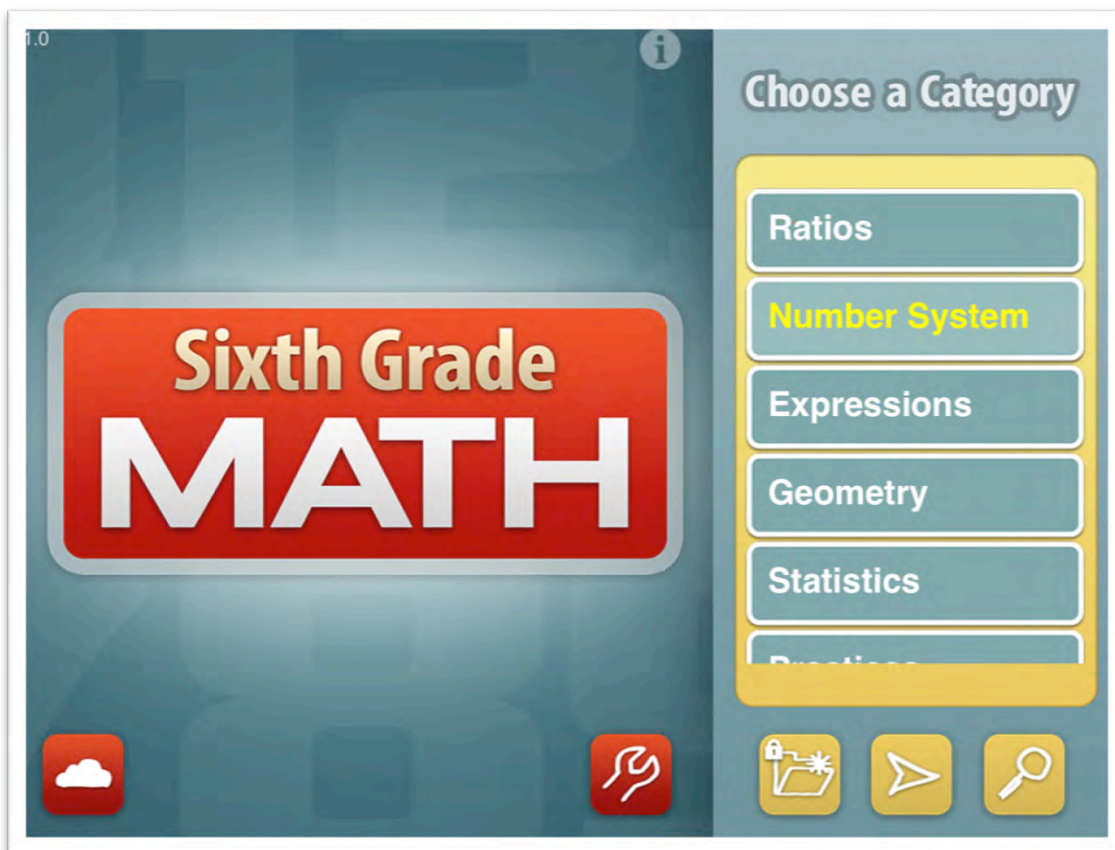
- No license fee. Any lessons you create with this whiteboard animation are yours. Save them in video and publish it to YouTube. You can literally build a professional looking YouTube channel in as little as 4 hours. Be a hero of your school!

3. New UX/UI Improvements and Bug Fixes

In addition to various fixes, we also added many UX improvements. For example, you can playback a work-in-progress lesson with special effects. We also improved the slideshow feature so you can manage multiple lessons into one seamless lecture. It is almost like a movie director putting together a final cut.

Quick Overview

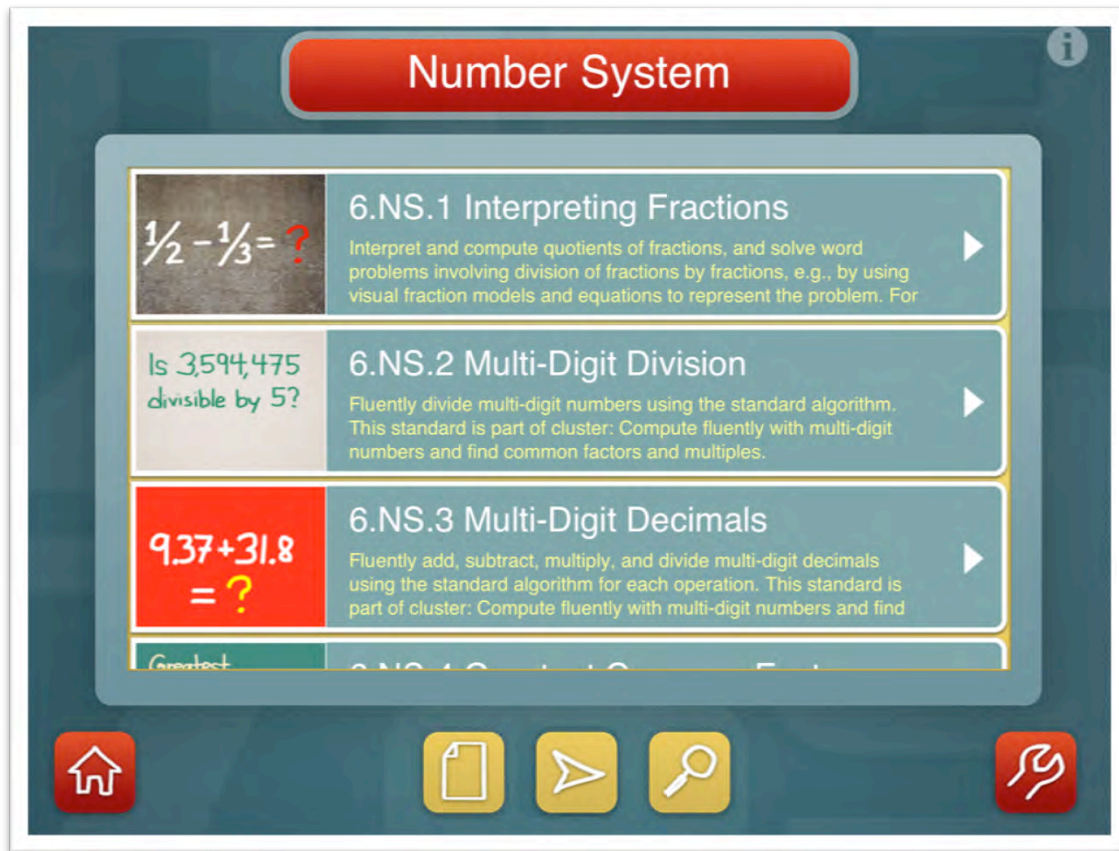
Follow the 10 steps below and acquaint yourself with the basic concept of this app. The samples below are based on the Sixth Grade Math App. However, the functionalities are essentially the same for all Engender Education apps.



1. Launch the App. After a brief splash screen, you will see the Home Menu.

2. On the right, under “Choose a Category”, you can select any of the domains for the respective grade level math common core. To practice, choose the practices folder. To share lessons with other parents or to read messages for parents, choose the parents folder.

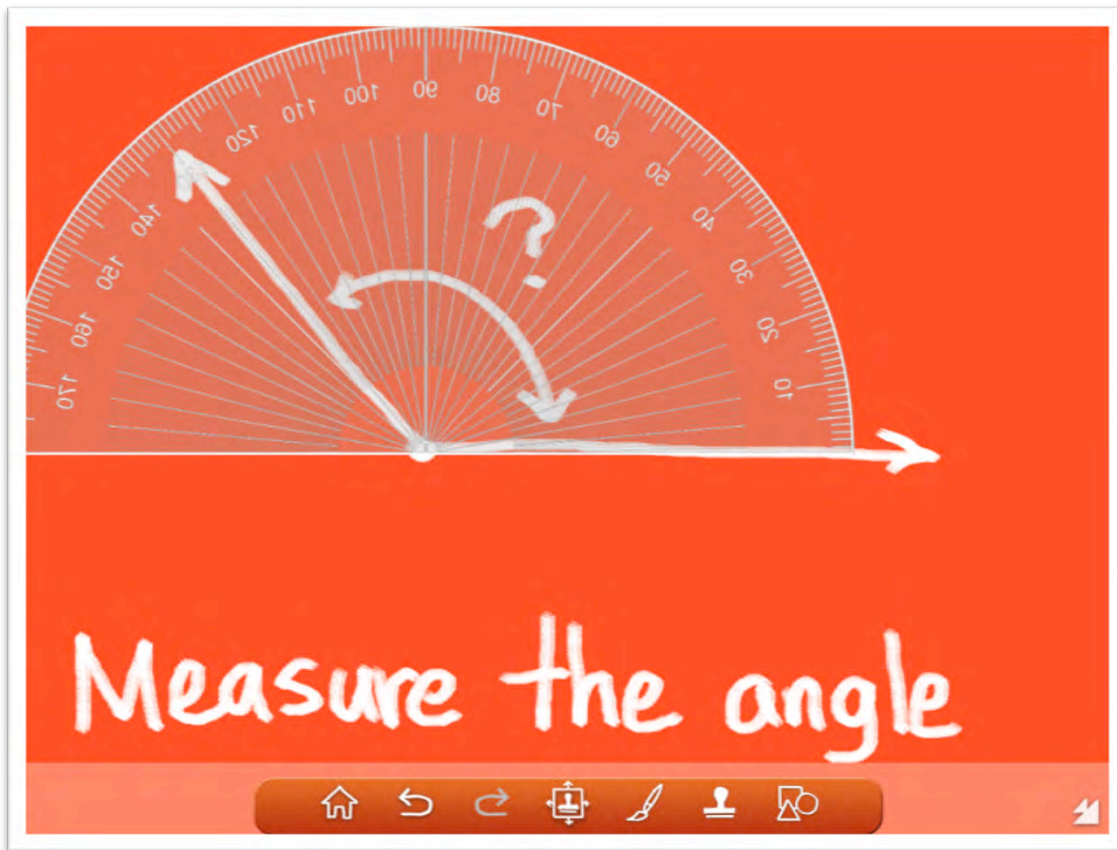
3. Select one at a time. Inside each domain, you will see a number of common core standards. They are initially listed in the sequence organized by the common core standards. These are sample lessons designed to give you a simple overview of each common core standard. Again, they are only samples. Most of them were created with the voice narration feature turned off.



4A. (Interactive Mode *1)

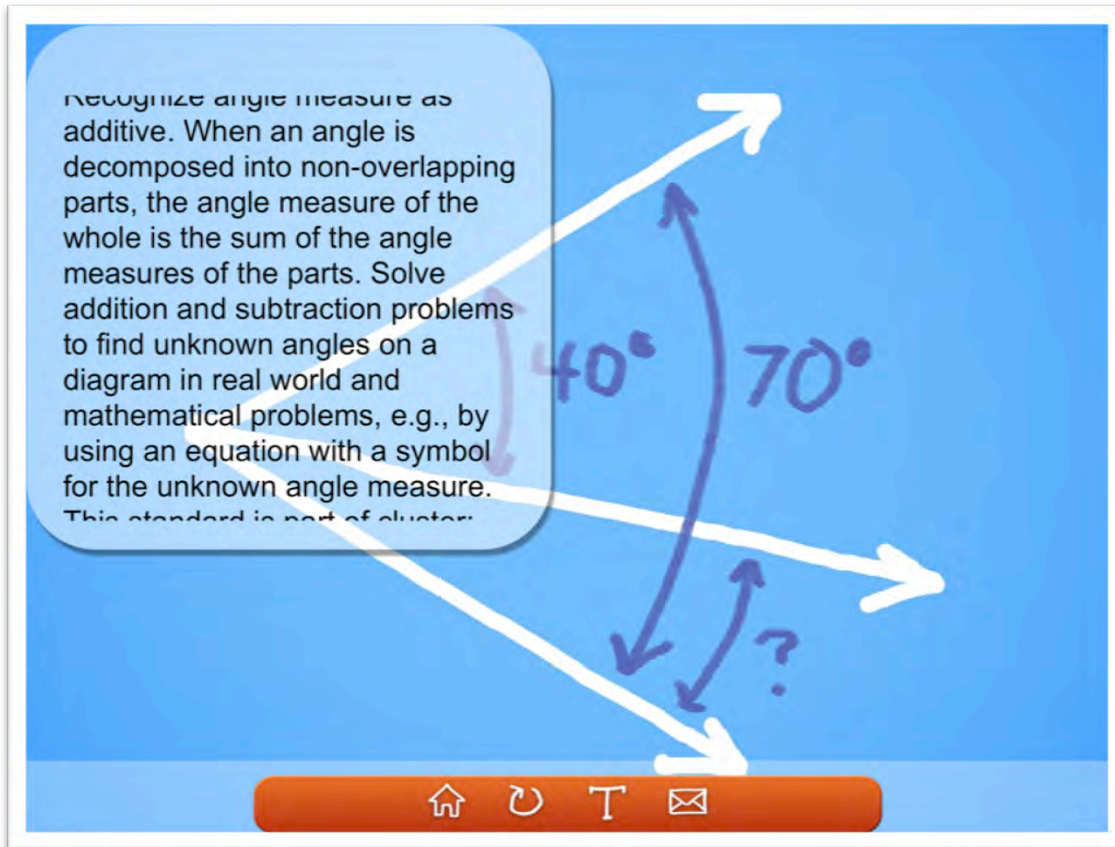
Tap any lesson from this domain menu to view the lesson. If you tap the white triangle button to the right of the lesson, you will enter the Edit Mode. For now, just tap anywhere other than this white button. Now, you will see the lesson being played out as it was originally created. Please be patient; watch the first lesson of your choice and let it play until the end. When the lesson has finished, the interactive menu toolbar will appear at the bottom of the screen. If you do not wish to see the lesson being played one stroke at a time, simply tap the [Show Toolbar] button at the lower right corner of the screen. Tapping at it will take you directly to the interactive mode. Depending on how the lesson is designed, you are now free to answer the question by drawing on the lesson, tapping at the objects, moving the objects, adding new objects, moving existing or adding new shapes. Under

interactive mode, you will not alter the original lesson. So feel free to experiment. When done, tap the [Home] button on the left to exit to the menu.



4B. (Non-Interactive Mode or View Mode *1)

Tap any lesson from this domain menu to view the lesson. If you tap the white triangle button to the right of the lesson, you will enter the Edit Mode. For now, just tap anywhere other than this white button. Now, you will see the lesson being played out as it was originally created. Please be patient; watch the first lesson of your choice and let it play until the end. If you tap the lesson when it is being played, it will stop the lesson and go straight to the end. If that is the case, please double tap the screen to call up the red toolbar for additional options. Otherwise, when the lesson has been played in full, you will see a red toolbar at the bottom of the screen. Tap the home button to return to the menu. The [Replay] button will play the lesson again. The [T] or [Note] button will display the lesson's description and/or the common core standard. The [Email] button allows you to email this lesson to anyone. This button will not be activated if email is not set up on your device. Also, the email button may appear as a [Publish] button if the publish feature is enabled. Please note: if you publish the lesson, it will be available in the cloud and everyone will be able to view it almost immediately. If you publish something by accident, don't panic, you can always go to the Settings menu and remove any of the lessons that were published by you.

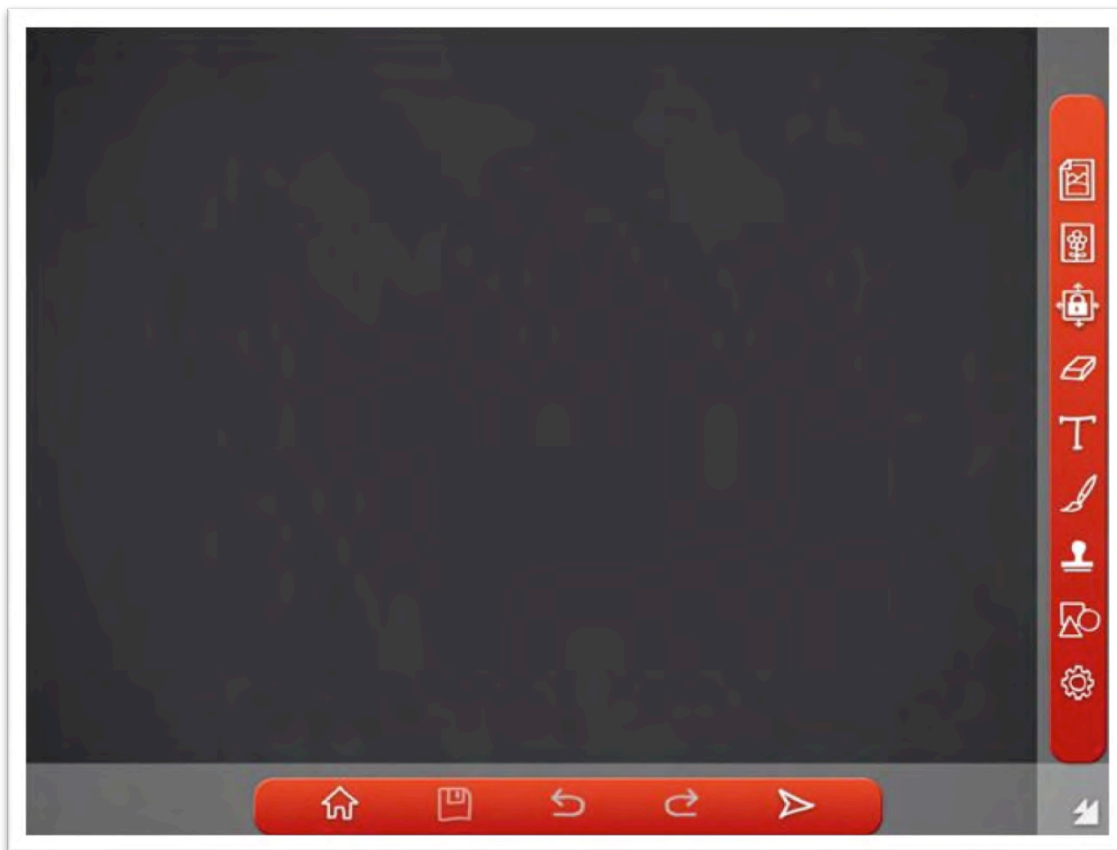


5. When you are at the domain menu, you can tap the red [Home] button to return to the home menu. You can tap the yellow [New Lesson] button to create a new lesson; you can tap the yellow [Slideshow] button to play all of the lessons from this domain one by one. You can tap the yellow [Search] button to search through the lessons from all domains. The red [Settings] button to the right allows you to access to additional features.

6. Let's create a simple lesson. From the domain menu, tap the yellow [New Lesson] button. It resembles a blank page and is located second from the left. When you see a blackboard, just draw "Hello World" on the blackboard. Now, tap the [Save] button. It is the button to the right of the [Home/Exit] button. Enter a title and a description, and then tap the checkmark button to save it. You will return to the Domain Menu after the lesson is saved. You should see a large thumbnail with the image, title, and the beginning part of your description. To play the lesson you just created, refer to #4 above.

7. Okay, now you know how to navigate the app, view all of the sample lessons, and even create one simple lesson. Let's download a lesson from the cloud. Our goal is to build a community with hundreds of quality lessons from teachers, subject matter experts, and from college and business communities. With guidance from teachers and parents, students are encouraged to research and find lessons that are inspiring and more relevant to them. Downloading lessons from cloud is quite easy. Go to Home Menu and tap the red cloud button in the lower left corner. It will take you to the Engender Education cloud with all available lessons. They are arranged in reverse chronological order with the newer lessons

on top. However, you can search via keywords, with the drop-down menu, or by tapping at the domain title or author. Now, tap the blue [Download] button. If the lesson is not already on your device it will be downloaded immediately. Lessons are usually a few minutes in length, but most can be downloaded in just a few seconds. Once downloaded they will be played flawlessly in high quality on your device.

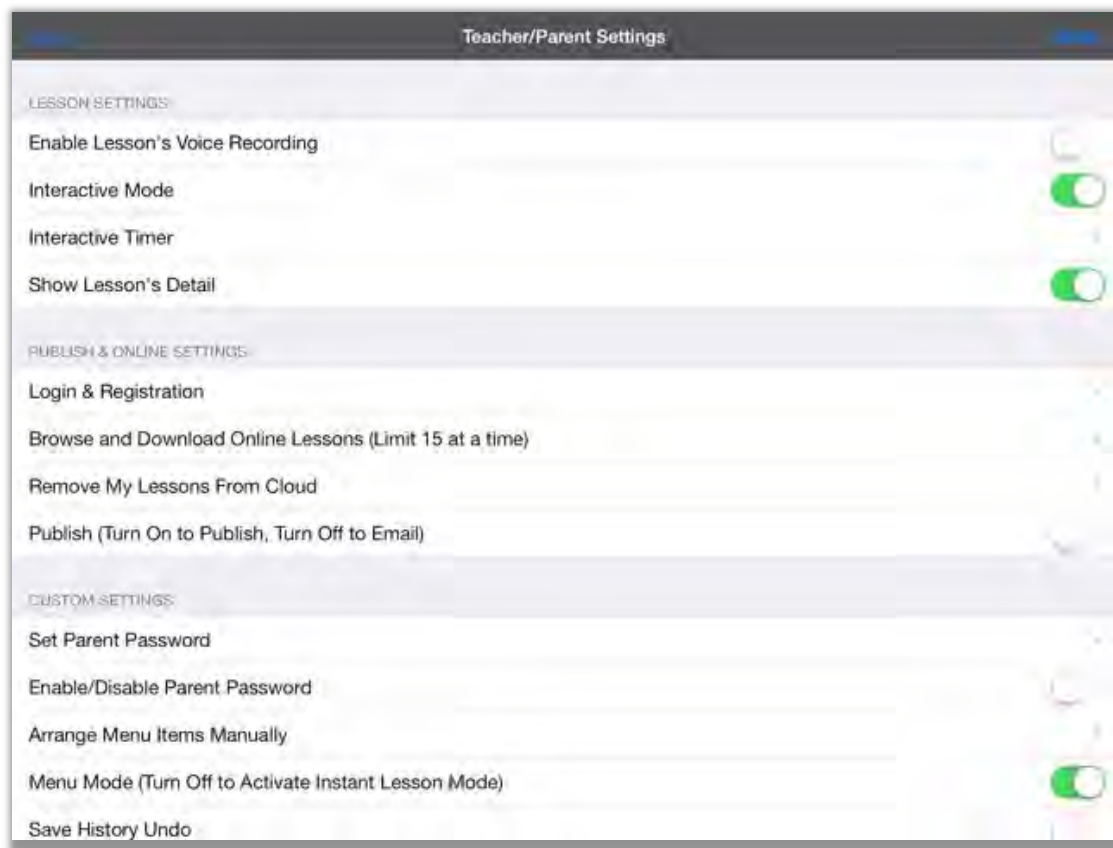


8. Search test: If you have downloaded or created hundreds of lessons, you may wish to find a specific lesson without having to scroll through a huge list. From the Home Menu, or from any of the domain menus, simply tap the yellow [Search] button. You can then type in any keywords. The results will be displayed on the list immediately. For example under 7th Grade Math, typing in "7.G.4" will find the sample lesson on circumference formula. In fact, if you type "cir" on the search, it will find it quickly as well. You can modify the search by simply replacing the keywords. Tap [Cancel] on the search bar to return to the normal menu.

9. Slideshow test: If you want to give your students a quick overview of all of the math samples in less than an hour, tap the yellow [Play] button from the Home Menu. Show it to the entire class with a projector using AirPlay, or to an individual student using just an iPad. To show a specific domain, go to the domain menu, and tap the yellow [Play] button. Since Common Core State Standards are relatively new, parents and teachers can have a quick overview of all the standards via the slideshow. Be reminded these are just samples. They

provide you with a quick glimpse of what they are. Having a quick reference of all standards, along with a sample for each standard, should give you a great starting point.

10. Parents and Settings test: The Parents folder is designed for you to communicate to your students' parents. For individual student's parents, you can email your lessons and ask the parents to assist. For information that can benefit all parents—for example, a recent research report about how parents can assist with common core tasks—you can post it to the cloud. So, lastly the red [Settings] button to the right of the [Cloud] button. Tap it and you will arrive at the settings screen. Tap the [Help] and additional information will be provided. Go ahead, try it, or read additional information from below or from our website.



Good job. Thank you for your patience. We will continue to improve our app to make lesson creation, sharing, and learning better and more intuitive. This simple overview addresses only a very tiny portion of what the app can do. Feel free to explore and experiment; the possibilities are endless!

*1. The default is Interactive Mode ON. To see whether you are in the Interactive Mode or in the View Mode, from the menu, tap the [Setting] button. The second setting from top is Interactive Mode. Toggle the button to turn it on or off. We intentionally created this toggle so teachers (and parents) can manage the learning environment. When the lessons are presented to the students, the interactive mode is usually turned ON. When teachers and

parents are testing the lessons downloaded from the cloud or newly created lessons, the interactive mode is also normally turned ON. When teachers and parents wish to email, or to publish the lessons they created, they will turn OFF the interactive mode. Turning ON the interactive mode will prevent students from accidentally publishing the lessons that are created for private use only.

Navigation Buttons



Cloud Button: browse and download lessons from the cloud (Internet Connection is required). The Cloud button is located in Home Menu only.



Settings Button: turn interactive mode on/off, turn voice recording on/off, register/login, publish lessons, download multiple lessons, remove published lessons, set parental guidance, arrange lessons, etc. The Settings button is located in Home Menu and Domain Menu.



Home Button: return to the Home Menu from Folder Menu, or go back to the Domain Menu from Lessons. The large red Home button is located in the Domain Menu only. The smaller white Home button is located in many other places.



Slideshow Button: play all lessons from all domains, if initiated from the Home Menu. It will play all lessons from one domain, if initiated from that particular Domain Menu. To stop the slideshow, tap the screen and then tap the [Home] button.



Search Button: search lesson's title and note. You can search from the Home or Domain Menu. To end the search, tap the [Cancel] button.

* Info Button (Not Shown): information button; help appears automatically after 3 minutes to prevent screen burn-in. Please note all buttons are examples from Math 6th grade; the visual style may vary slightly with other grades or subjects.



Add Lesson Button: add new lesson. You can create an unlimited number of lessons for the classroom, home, and/or to share with the community. Select a domain first, and then tap this button to create a lesson within the appropriate domain. If unsure, add a new lesson into the practices folder. You can always switch the domain later. If you don't want to finish creating a lesson you started, simply tap the [Home] button and tap [Exit] without saving it.



Add Domain Button: add new domains. This button is temporarily disabled. Common Core defined the domains and we intended to comply with the standards. However, new domains can be added easily in the future. In the meantime, choose Practices or Parents folder if you are unsure of where to place a lesson.

New Lesson Buttons (Horizontal Tool Bar)



Home Button: return to Domain Menu. If the lesson is not saved, you will be prompted to 1) Exit and do not save, 2) Cancel and continue lesson creation, or 3) start the lesson from current position.

Save Button: save the current lesson. Please enter a Title and Note. If it is common core standard related, we recommend that you include the common core standard code with Grade, Domain, and a Sequence Number that matches the respective standard (for example: 6.NS.1). Limit the title to 30 alphanumerical characters. Once done, tap the [Save] button on the right to save it.

Undo Button: this will undo the previous action. For example: a drawing, a stamp, a shape, moving/rotating/scaling of stamp or shape, etc. Undo and Redo action is also recorded. Because the undo/redo function is recorded into the lesson, you can use it for special effects, for example the appearing and disappearing of a star. You can also use Undo action to illustrate a point, for example, "this is wrong, and we should..." There is no limit how many times you can undo. However, this will consume your device memory and possibly reduce the effectiveness of your lesson.

Redo Button: this will redo the previous undo action. This button will be enabled only when an undo action is taken. Please refer to the Undo button above.

Play Button: this will preview your current lesson from beginning to current position.

New Lesson Buttons (Vertical Tool Bar)



Background Image Button: select a background image. You can change the default background image (blackboard) by selecting a background image from 1) a color palette of 1,000,000 colors, 2) your device camera, if available, 3) photo album, 4) built-in background images, and 5) the Internet. The background image is fixed, but can be changed. Tap the [X] button to cancel.



Image Button (new): you can add multiple images on top of the background image. You can select a foreground image from 1) your device camera, if available, 2) photo album, 3) built-in foreground images, and 4) the Internet. Foreground image, once selected, can be moved, rotated, and scaled.



Image Selection Button: this is a toggle button. It is now simplified with 3 toggles. When it shows a stamp, you can move any foreground layers, including images, stamp, text, shape, etc. When it show a page symbol, you can move, zoom, and rotate the entire canvas.



Eraser Button: when this button is highlighted, you can erase anything that you've drawn. The size of the eraser is determined by the size of the previous brush.



Text Button (new): tap this button to create any text. You can now create any lessons with a generous 37 fonts, 12 standard sizes, and the outline feature. With unlimited colors, opacity value, and the zoom/rotate/move feature, the possibilities are endless.



Brush Button: tap this button to select a brush type, size, color, and opacity. The default brush (white, chalk, size 12) is suitable for the blackboard. The eight previously used colors are shown. Tap Color or Values to select from more color choices. Adjust the opacity to create realistic drawings or to show 3D effects. Maximum brush size is 256.



Stamp Button: tap this button to select a stamp. You will normally have 5 groups and a total of 125 stamps. With size, color, and opacity adjustments there are no limits. You can also combine multiple stamps to build any shape. Maximum stamp size is 512.



Shape Button: tap this button to select a shape. There are now 30 shapes (*3) to choose from. However, all basic shapes are available: line, angle, triangle, circle, quadrangle, etc. Once selected, draw the shape to create the shape that is exactly as you wished.



Advance Setup Button: this is a special setup feature, reserved for advanced users. Most commonly used application will be to trace a foreground image. Simply import a foreground image, adjust the alpha, and begin tracing. Turn off the foreground to save it.

*3 Shapes include outlined and solid shapes (or filled shapes). The size of shape will determine the thickness of the outline (not applicable to solid shapes). Shapes with more than five sides can be a little challenging to draw, but practice makes perfect. Thinking about creating a decagon (a polygon with 10 sides), and changing it into a beautiful pine tree? This new concept can be incorporated into your lesson and to brain tease your students. New shapes: Sector Shape, Arc, Ellipse.

*4 Hide/Show button (not shown): it is a white button located in the lower left corner. For those of you that wish to have maximal viewing area, simply tap this button to hide the toolbars.

Image Selection Buttons

When you tap the Background Image button or the Foreground Image button, you will be provided with a choice of image sources:



Background Color Selection Button: once tapped, you can select from the color wheel, from commonly used colors, or enter the RGB values of the color if you want to be precise. You can also enter the Hue, Saturation, and Brightness values. Tap [Cancel] if you do not wish to replace the background with the color selected.



Camera Button: tap this button if you wish to take a picture using your device camera (if available). Once the camera is activated, simply tap the small camera button to take a picture, or [X] button to cancel. If you do not like the picture, simply retake the photo or replace it with another image. For background images, the photo will be fitted automatically onto the canvas.



Photo Album Button: tap this button to select images from your photo album. For background images, the photo will be fitted automatically onto the canvas. For foreground images, you can move, rotate, and scale the image. (*5) For best results it is recommended that you create landscape images (1024x768 or 2048x1536) and upload them to your photo album.



App Folder Button: tap this button to select images from the app folder. There are plenty of background and foreground images to choose from. Again, only foreground images can be moved, rotated and scaled.



Internet Button: tap this button to search the Internet for images. Simply type in a search keyword and select the image you wish to use. You will need to show full screen, or zoom in before saving it. It might be a little tricky and take some practice. (*6)



Remove Image Button: Tap this button to remove the background or foreground image. We do not recommend removing the background image. We suggest that you replace it with another image, or a new color.

*5 Moving, rotating, and zooming the foreground image will not be recorded in the lesson playback. So, when you play back the lesson, the final image position will appear right from the start.

*6 Check out our YouTube tutorials. Please respect copyrighted images. Use images you own, or images from public domain websites. Internet images can be inspiring, but should not be used without permission from the owners. However, if you are using the lesson to illustrate to your students or children for educational purposes, potentially the fair use right may apply. In any case, please do not publish any lessons with images that are copyrighted.

View Mode Buttons

When the Interactive Mode (from the settings menu) is turned off, you are in the view mode. View mode is for teachers and parents to review lessons, read instructions, email lessons, and to publish new lessons.

IMPORTANT NOTE: When a lesson is being played, you can stop the stroke by stroke play by tapping anywhere on the screen. It will go directly to the final image of the lesson. Double tap the screen to activate the toolbar below. You can capture the screen without seeing any buttons during View Mode. So remember, tap once to stop playback and tap twice to show the toolbar.

Another great hidden feature is the ability to go from lesson to lesson with a smooth slide to the left or to the right, even when a lesson is being played. This can be done **ONLY** when in View Mode.



Home Button: return to Domain Menu.

Replay Button: play the lesson again.

Note Button: show the lesson note. For all common core standards, the content of the standard will be displayed. The text will automatically scroll. You can also use one finger to scroll up and down (*7). Tap this button again to hide the note. New in release 1.8: now if you have document attached to the lesson, you can view them in separate window (yeah!).

Email Button: email the lesson to anyone or any number of people. You can share the lesson with anyone if they have the same app. When the recipient receives the email, he or she can tap the lesson icon and the lesson will be opened up and played immediately. Note: if the publish option is turned on, the email button will be replaced with the Publish Button.

Vote Button: Vote allows you to vote “Like” on any lessons that you downloaded from the cloud. You can also comment on the lesson. To prevent from vote/comment abuse, only registered users can vote and comment. You can change your comment anytime. If you wish to remove your comment, simply blank the field. You can only vote “Like” once. You cannot change your mind. Inappropriate comment will be flagged and removed. The comment is mainly designed for teachers and parents. If you do not like a particular lesson, do not download it. The comment is reserved mainly for suggestions and constructive criticism. Let’s keep it positive.

Publish Button (not shown): publish your lesson to the cloud so everyone with an internet connection can view it. Those with the same app can download the lesson and view/interact with the lesson you created. In order to publish the lesson, you must register first and agree with the terms and conditions. Then you must turn on the Publish Mode from the settings menu. Remember, you must turn off the Interactive Mode to activate the View Mode. Only in View Mode will the publish button be activated. This is done intentionally to assure responsible publishing and to obtain the highest quality lessons (*8).

*7 a hidden feature: use a two finger pinching gesture to adjust the size of the text. Use two fingers up or down to speed up or slow down the automatic scrolling. Use a two finger quick expand gesture to change to full screen. New with release 1.8, now when you expand to full screen, it will become a teleprompter. Use it in the classroom or in your presentation.

*8 in our initial launch. You will not expect to see a lot of new lessons. Please accept our apology. We will seek out the best teachers and subject experts to create lessons that are creative and truly engaging. We do not throw in a bunch of quizzes from the online quiz generator. Think Bloom’s Taxonomy.

Interactive Mode Buttons

When the Interactive Mode from the settings menu is turned ON, you are in the interactive mode. This mode is mainly designed for students to view and play. This is the default mode when the app is first installed.

IMPORTANT NOTE: An “interactive” lesson can vary from a simple question and answer to a game playing feature. For example, you can ask the student to circle the “Greater” or “Less” symbol based on two given numbers. It can be a tic-tac-toe game or a chess game that parents can play with their child, or a game where a student can play with other students. It can be a multiplication table with magnifying glass where the lesson is shown on a large screen TV while teacher asks students to read out loud. (*9)

When a lesson is being played, you can stop the stroke by stroke play by tapping the show toolbar button at the lower right corner. It will go directly to the final image of the lesson. The following toolbar will appear:



Home Button: return to the Domain Menu.

Undo Button: this will undo the previous action. For example: a drawing, a stamp, a shape, moving/rotating/scaling of stamp or shape, etc. The Undo and Redo action is also recorded. Because the undo/redo function is recorded into the lesson, you can use it for special effects, for example to make a star appear and disappear. You can also use Undo action to illustrate a point, for example, “this is wrong, and we should...” There is no limit how many times you can undo. However, this will consume your device memory and possible reduce the effectiveness of your lesson.

Redo Button: this will redo the previous undo action. This button will be enabled only when an undo action is taken. Please refer to the Undo button above.

Image Selection Button: this is a toggle button. Lock button (as displayed) indicates that you can draw, stamp, or create shapes. When showing a background, you can move (*2) the background image. When showing a flower, you can move the foreground image. When it shows a stamp, you can move any of the stamps you’ve placed.

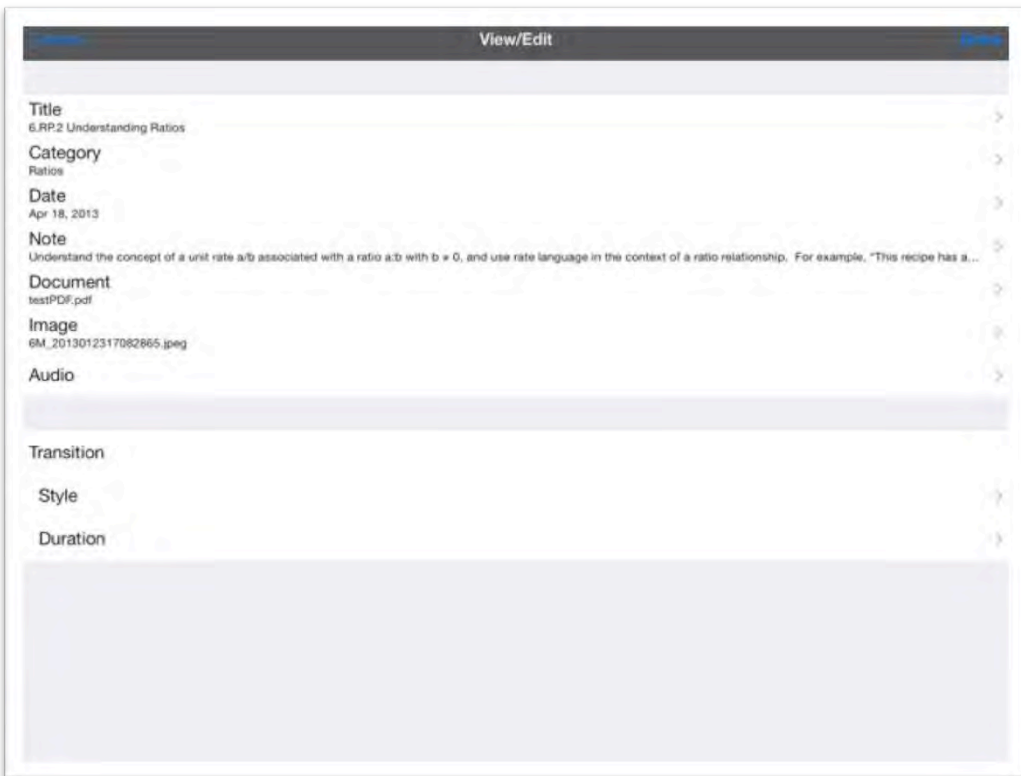
Brush Button: tap this button to select a brush type, size, color, and opacity. The default brush (white, chalk, size 12) is suitable for the blackboard. The eight previously used colors are shown. Tap Color or Values to select from more color choices. Adjust the opacity to create realistic drawings or to show 3D effects. Maximum brush size is 256.

Stamp Button: tap this button to select a stamp. You will normally have 5 groups and a total of 125 stamps. With size, color, and opacity adjustments, there are no limits. You can also combine multiple stamps to build any shape. Maximum stamp size is 512.

Shape Button: tap this button to select a shape. There are 30 shapes (*3) to choose from. However, all basic shapes are available: line, angle, triangle, circle, quadrangle, etc. Once selected, draw the shape to create the shape that is exactly as you wished.

*9 The highest level of the Bloom's taxonomy is to "build" or to "create." Teachers and parents are encouraged to work with the students/children to build lessons that are interesting to them. For example, a baseball scoreboard, hidden treasure, a dynamic puzzle, etc. Most of the board games can be simulated (sometimes improved upon) using the lesson designer. Create a lesson that can be dynamically changed so you don't need 100 of the same repetitive quizzes. Drills are sometimes important but it is "exponentially" more effective when helping students/children to understand, and encouraging students to apply, analyze, evaluate and create.

Editing Fields



Lessons can be modified with the editing feature. From the Domain Menu, you can tap the white triangle button to the right of the lesson bar. This button will be invisible if parental guidance is enabled. You can change just about everything within a lesson. Here is a list of the fields and their definitions:

Title: the title of your lesson. Again, if applicable, please remember to include the main common core standard code, followed by an interesting title. The total length, although not

physically limited, is suggested to be around 30 characters. An exciting title will stand out and help students remember.

Category: the domain name. If you created a lesson and found the lesson was incorrectly categorized you can always change it here. We do not recommend that you change the category of lessons that were created by someone else. However, there is an exception: you can move multiple lessons to the “Practices” folder and play them consecutively for students to practice. (See Curriculum Builder).

Date: the date the lesson was created.

Note: lesson note. For common core standards, we recommend that you copy the standard from the original lesson and paste it into the note. Now you can add your own instruction or explanatory note. For example, you can include 1) Lesson Ideas, 2) Activity Guide, 3) Assessment Matrix, 4) Tips and Hints, 5) Parent’s Note, etc. Please make sure that you polish your instructional material if it is to be viewed by the public. For your protection, we read every lesson published to the cloud. Any inappropriate lessons will be removed swiftly. If you see any lessons that are inappropriate and are not removed, please email us immediately. Our email address is support@EngenderEducation.com.

Document: Available now on release 1.8, this field allows you to “attach” a document that will further assist with the lesson. This could be a PDF, a Word document, an Excel spreadsheet, a PowerPoint presentation, or just a simple text file. Currently the only way to upload the document is via the iTunes shared folder. If you email a lesson with a document attachment, it will appear in the email attachment. The recipient can open the document from the email and view the document via the appropriate viewer.

Image: this the actual lesson, with a complete history of all the actions and details. This field, when selected, will look almost identical to the lesson creation screen. You are able to continue the lesson from here. You can also “undo” the actions from the original lesson. When the [Save] button is activated, you can save the modified lesson. (*10)

Audio: this is the audio portion of your lesson, if applicable. If a lesson is recorded with audio, the audio file is separated. However, the audio is completely in sync with the instruction. Changing the audio will put your lesson out of sync. Here are situations where you might want to change the audio: 1) record new audio if there wasn’t any to begin with, 2) translate the audio into a different language (*11), 3) add music from your iPod library, and 4) for more advanced users, add an audio file from an external source. To record over existing audio, you select the audio field, tap Audio, and tap the [Recording] button to start. When done, tap the [Save] button. If you change your mind, tap the [Cancel] button. To play it back for preview, tap the [Earphone] button. New in release 1.8, there are sample sound files you can choose. They were made with the GarageBand app. Add some jazz (or Rock & Roll) to your lessons! If the lesson already had the audio, replacing it will remove the original audio. So be careful.

Transition Style: this defines the visual transition from lesson to lesson during a slideshow. The default slideshow transition is random, which means that each time you play the slideshow the transition will look different. If you wish to change the transition style to any of the 28 styles, you can do so here. Selecting “NO” will disable the transition style for this lesson.

Transition Duration: this defines how long the transition will appear. You can set the duration from 0.5 second to 6 seconds. 0.1 and 0.2 seconds are for diagnostic purposes.

(Below are 2 new fields for release 2.2 and after)

Lesson Playback Speed: set the whiteboard animation, or lesson playback speed to Normal, 2X, 3X, 4X, 5X, 6X, 7X, 8X, 9X, 10X and some insane speed. This setting affects only the current lesson and will override the global setting (via the setting menu).

Lesson Pointer Image: change the pointer image for whiteboard animation. This setting affects only the current lesson and will override the global setting. You have 24 images to choose from. Notice how perfectly they are pointing at where you doodle? Not enough? Contact us if you wish to learn how to create your own.

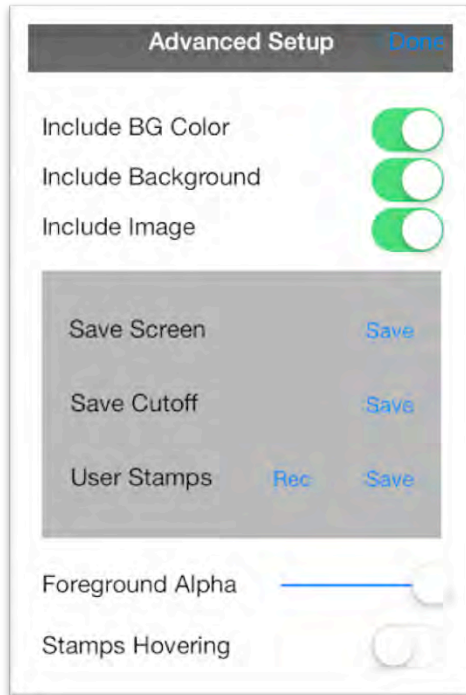
*10 You can modify an existing lesson published from another author. However, you cannot re-publish this lesson to the cloud. Likewise, nobody can modify your lessons and re-publish them. If you really like a lesson and wish to reconstruct the lesson with improvements, you should be able to easily redraw the lesson with the tools provided. Also, the length of the lesson is recommended to be less than 5 minutes. An ideal lesson should be 3 minutes or less. Break down your lesson into smaller lessons if necessary. Currently the app limits the maximum length at 8 minutes.

*11 Many states offer common core in multiple languages. If you wish to translate existing audio lessons into a different language and to make sure they are in sync, we recommend that you playback the lesson from another iPad with a headphone, then record your voice in real time. It takes practice and patience to get it perfect. We encourage you to email your translated lessons to us and we can share them with the community. Again, our email address is support@EngenderEducation.com.

Creating Advanced Lessons

Starting with release 1.8, you are now provided with the most sophisticated tools that allow you to create literally any lessons imaginable. Imagine that you can create a school play with props, characters, lighting, stage, dialogs, and movable backgrounds. Heck, you can even add your own crowd and their thunderous applause upon the curtain call. Unfortunately, these hundred of features would take a little bit extra time for you to learn. We will expect lots of criticism for its complexity. However, we brave this design to offer you the best lesson creation tools in the iTunes store. We are in the process of creating dozens of tutorials showing you the endless possibilities.

What about a fish tank with moving tropical fish? Or a traditional quiz that magically revealing the answer? Or a futuristic architecture built from many variations of shapes? We thank you for your patience. We can only guarantee that this is going to be better and better!



With release 1.9, you now possess 3 additional features that would make your lessons unique.

Save Screen: You can save current canvas image to your photo album and import it as a foreground or background image. It is NOT the same as the Screen Capture because you can save the canvas with 3 additional controls (Including or Not Including Background Color, Background Image, and Foreground Image). This will also allow you to save PNG images with different alpha value or PNG images that do not include the background. Many lessons will share the same background. For example, what about a custom blackboard with your name? This feature is certainly handy.

Save Cutoff: We invented a unique feature that allows you to cutoff any part of the canvas image and save it as a new image. This is nothing special, right? The difference is that you can doodle directly on the canvas and anything that are enclosed in your doodle will be saved as cutoff. Let's say if you have a photo of a student kicking the soccer ball. You can trace the image and cutoff the image without the background. Then you can immediately re-import the image back to your lesson. Ideally, you would use this feature to "prepare" for the lessons. The cutoff images are saved into your photo album. Please note that the best brush to trace the image is the solid circle brush with white color.

User Stamps: You can create a new stamp with any combination of doodling, stamp, shape, text, and foreground image. How cool is that? Even better, you can make this stamp talk. Simply doodle anything on the screen, add another stamp, an image, a shape, or a text, and first tap at the [Rec] button, record your voice, and tap [Stop] when done. Then, tap [Save] to save this new stamp. Immediately this stamp will appear in the bottom of your Stamp Pop-up window. Guess what? You can also use this stamp right away. Hey, say anything, make a funny sound, speak any language (or gibberish). Do not worry about the extra silence before and after as they will be trimmed automatically. However, we do limit the sound to be under 30 seconds.

Keep in mind that the difference between a stamp and a foreground image is the stamp can be coated with different colors and appear in various degree of transparency. Therefore, ideally white is the best choice when you creating a stamp. Check out “Engender Education” Youtube channel for a growing number of examples.

So, can you think of anything? Here are some hints: 1) what about the speech bubble with text that actually talk? 2) what about an animal or people stamp that speaks, 3) what about a phone that will emit ringtone? 4) what about your own font? Do you know that you can delete, move, hide and show all your stamps? Please refer to the advanced Setting screen below.

Settings Screen



This settings screen offers you options to optimize the effectiveness of your learning environment. You can tap the [Help] button on the upper left corner to see an abbreviated help. When done with the settings, tap the blue [Done] button to return to the menu.

To access the settings screen, tap the red [Settings] button from the Home Menu or from the Domain Menu. Here are the options inside the settings screen:

Enable Lesson's Voice Recording: turn this on so when you create a new lesson the recording will begin immediately. Instead of having a recording button in the lesson screen, you can turn this on and start your lesson with voice recording without having to manage any control buttons. A timer will appear at the lower left corner when the recording is on, indicating how much time has elapsed. Turn it off if you wish to create lessons without an audio recording. The default is normally OFF.

Interactive Mode: turn this on to enable the interactive mode. Turn it off to disable the interactive mode. The non-interactive mode is also called the View Mode. Interactive mode is designed for students: the view mode is used primarily by teachers and parents. The default is ON.

Interactive Timer: set the interactive timer from 10 seconds to 5 minutes. This is used when the interactive mode is on. After a lesson is presented, students will have the set amount of time to respond. When the allotted time expires, the lesson will exit and return to the domain menu. The default is NO LIMIT.

Show Lesson's Detail: if you wish to see the lesson as it's final image, turn it OFF. When it is OFF, the lesson will not be played stroke by stroke; it will not show how it is created. Only the final image will appear. For example, if you create many simple quizzes and wish to show the quiz instantly, you can turn this to OFF position. The default is ON.

Login & Registration: we encourage all parents and teachers to register. It will take only a few seconds. Only a username, email address, and password are required. Your information will NOT be given out or sold to any other companies. Please do not register your child's email address or name. Your username will appear on the lessons you publish to the cloud. You are welcome to choose an alias. Your email address will NOT appear on the cloud. If you do not publish any lessons, your username (or alias) will not appear either. Examples of aliases are: Math Teacher John, Algebra Tutor Diana, Doctor Mike, Accountant Sally, Pilot Paul, etc. Only registered users can publish lessons or download multiple lessons at the same time. To make this app easy to use we do not require you to register. However, even if you do not publish any lessons, we do appreciate your registration.

Browse and Download Online Lessons: once registered, you can download 15 lessons at a time. There is no limit on how many lessons you can download. Obviously in our early release, there are a limited number of lessons available. Also, you can download the lessons from the cloud (using the Cloud button on the home screen), one at a time. Since most

lessons are available from the cloud, we recommend that you store only the lessons you are planning to use with your students. You can scroll to load more lessons, if available. Tap to select the lessons you wish to download and then tap [Download] to download all of the selected lessons. Once you have selected 15 lessons, the download will begin automatically.

Remove My Lessons from Cloud: we offer you an option to remove lessons that you published. If you decide that the lessons are no longer relevant, or you believe that they are no longer needed, or if you published them by accident, you can remove them. Tapping at this field will display a list of all of the lessons that you have published to the cloud. Tap to select the lessons you wish to remove, and tap the blue [Remove My Lessons] button to confirm.

Publish: if you wish to publish your lessons, turn this field to the ON position. If you have not registered, you will be brought to the registration screen. Please note, to publish, you need to turn off the Interactive Mode. Only in View Mode will the publish button appear. It will replace the email button. Turn Publish to the OFF position to switch to Email mode. Email is designed to exchange lessons privately, where only the recipient(s) can open the lesson.

Set Parent Password: select this field to enter a 4-digit passcode. A passcode will prevent children or students from accessing some of the administrative features when unattended. For example, we do not recommend that children create or publish lessons unsupervised. You will be asked to reenter the passcode to confirm. Please remember your 4-digit code as we will NOT be able to recover the code for you. If you are unable to remember the passcode, the only way to recover it is to delete and reinstall the app. You will lose your settings and any lessons that are unpublished.

Enable/Disable Parent Password: once a password is created, you can Enable or Disable it by turning this ON or OFF. Once it is turned on, the next time when you launch the app, a password screen will prompt you to enter the password. Upon entering the correct 4-digit password, you are able to access all of the features. If you fail three times you will enter the restricted mode. In the restricted mode, you cannot access the settings, cloud, create new lessons, or edit lessons. You can activate the restricted mode by tapping at the [Cancel] button on the password screen when the app is first launched.

Arrange Menu Items Manually: you can rearrange the sequence of the Main Menu and the Domain Menu. Simply tap the 3-horizontal-bar button to the right of the menu bar, tap and hold to move it up and down to the desired order. To rearrange the Domain Menu, tap the domain name from the main menu and you will be taken to the Domain Menu. Again, tap and hold the button to rearrange the order. You can literally rearrange your daily, weekly, or monthly curriculum based on your exact specifications. This feature allows you to customize your assessment, to prepare lessons for the class, and much more. The default is based on the Common Core standards.

Menu Mode: if you wish to create lessons instantly without going through the menus, you can turn this to OFF position. The next time you launch the app you can begin lesson

creation immediately. This can be handy if you are tutoring students constantly. You can use it as scratch paper, save it, discard it, or publish/email it. You can exit in the middle of the lesson and it will return to the exact position where you left off, even with the audio recording turned on. However, to avoid unforeseeable errors, we do recommend you to save the lesson before turning off the device or pressing the home button. The default is Menu Mode ON.

Additional Settings (Release 1.9)



Save History Undo: Turn it on will save all your undo and redo actions. Normally you won't want to save the Undo and Redo when you are creating the lessons. However, in some cases, you may want to do so. For example, if you want to illustrate how a question may have different answers and you wish to show them one at a time. Another example is when you are creating a lesson with your voice annotation, you may want to show all the actions, including undos and redos. You can have lessons with this feature turns on or off and they will be played back accordingly.

Manage Stamps: Release 1.9 includes the creator+ version. You may now create unlimited stamps by doodling, by combing any combination of doodle, text, images, stamps, etc. Now, you would need a way to manage your stamps. This setting allows you to:

- 1) delete your stamps that are no longer needed. You cannot delete the stamps that are bundled by the system. However, you can hide them, or move them to lower order, see below. To delete a stamp that was created by you, simply scroll up and down to find your stamp, then tap at the red "-" button to the left of the stamp. Then tap at the red [delete] button on the right.
- 2) to hide or show stamps, simply tap at the blue Shown/Hidden toggle.
- 3) to rearrange the order of your stamps, simply tap/hold at the sequence button (3 horizontal bars) to the right-most of your stamp. Then move it to the place where you want it to be.

Lesson Playback Speed: Now you can playback lessons literally in any speed from Normal to the insane (20X). This is also known as Speed Drawing, which is normally done via video post production. Here, simply select the speed you wish to playback and watch your lessons. Keep in mind that the "audio" portion of your lesson will always playback in normal speed. You certainly do not wish to hear gibberish. If you really wish to create a lesson with audio that matches the playback speed, you can create a lesson first without

voice on. Then you can edit the lesson and add the audio that matches the playback speed. This setting applies to all lessons, until you change the setting.

Lesson Pointer Image: Here is another great feature. It is commonly used in the expensive Whiteboard Animation, or Explainer Videos. With the default image, you will see a hand that is doodling, zooming, rotating, and moving any objects on your lesson. The default image also shows a stylus, which is pretty cool. This setting allows you to change the image with a dozen options, from the traditional mouse cursor, to the left-hand picture. The “Eraser” image is just an experiment. Let’s say if you have a short lesson that wipes clean the blackboard, voila!

Converting Lessons to Videos

We understand that not all students can afford an iPad. Do you know that you can convert all your lessons to videos? If you already have all the lessons created, you can build a YouTube channel with hundred of lessons in one day. Although these lessons are not interactive, you can “simulate” an interactive lesson with a little bit creativity. To get right to the point, here is a list of things you need to do:

1. You need to have a PC or Mac app called Reflector App. It will allow you to connect your iPad to your PC or Mac and record everything exactly as you see on your iPad. The cost is \$12.99 but they offer great educational discount. Here is their website address: <http://www.airsquirrels.com/reflector/>
2. Once installed, follow instruction and within a minute you will see Engender Education screen appears on your PC or Mac. Tap record and record all the lessons you have previously built. You can also record the lesson as you are creating it.
3. Now create a free YouTube channel and upload your lessons. You can provide the channel link to your students and their parents. Optionally, you can also obtain comments from them. If your lessons become popular, you can also earn money from YouTube (not guaranteed of course).
4. Take advantage of the new Whiteboard Animation feature. Along with the speed drawing setting, and a little tweak to the slideshow transition between lessons, you can create amazing professional quality videos.

Creating videos are fun. Please check out Engender Education channel at the following link: <https://www.youtube.com/channel/UCksVVDP1mAGQHZpFdvGyAXA>

Here are some additional tips & rules when you are creating your own YouTube Channel:

1. You must register with us from inside the app in order to use the content
2. Obtain the permission from the lesson creator if it is not created by you
3. Observe copyright law when you are using copyrighted images and music
4. Please give credit to www.EngenderEducation

Share it with the world!

Frequently Asked Questions

Q: How do I delete a lesson?

Go to the Domain Menu, and find the lesson you want to delete. Swipe either left or right anywhere on the lesson bar and a red delete button will appear. Tap the button to confirm deletion, or tap anywhere else to cancel. If you accidentally delete a lesson, you can download it from the cloud, if it was published previously. For unpublished lessons, we recommend you back them up by emailing them to yourself and saving the email in case you wish to recover them later.

Q: Can we control the path of the lesson?

Currently, only lessons with audio recording allow you to move to a specific point. This is possible only during View Mode (or non-interactive mode). To move the path, simply tap and slide the audio bar left and right.

Q: What is the “Start Here” option when you are trying to exit the lesson?

Good question. Let’s say you are a teacher and wish to write something on the blackboard before the class begins. Well, you can do the same with “Start Here” option. Simply create a lesson as if you are preparing for the class. You can draw, add stamps, add background and foreground images, etc. When you are ready to “officially” teach, you can tap the “Start Here” option and begin your lesson. When the lesson is played, all of the preparation will be available instantly and only the actions after the “Start Here” point will be played back in detail. Cool, isn’t it?

Q: How Do I Register (sign up)?

Go to Settings -> Register/Login -> tap Register -> Enter a username or alias, your email address and a strong password, and press [Enter]. The screen should automatically take you to the Login Screen. Here, simply enter your registration code, and tap [Enter]. Once it is activated, you will need to return to the Settings -> Register/Login -> tap Login -> Enter your email address and re-enter the original password you have created. This process is done only ONCE. This security measure is to prevent spam and unwanted registrations. Thank you for your understanding.

Q: What are the Refresh Off and Refresh On options on the cloud?

Great question! Once our community is well established, you may expect to see lessons being published from all across the globe. Turning the Refresh On will enable you to see the new postings as the lessons are being published, like the moving tickers on the stock market. This will also allow our administrators to conduct quality assurance.

Q: Why are most of the sample lessons are so simple and “boring?”

We agree and apologize. An important thing to note is that the whole point of Engender Education is to create a thriving community with dynamic, relevant, and engaging lessons.

Not a single entity can accomplish this. We designed the sample lessons to give parents and teachers a quick overview. These are NOT actual lessons. However, we will build the lessons, one at a time. The cost of the app depends on the number of quality lessons available. Your initial investment of \$2.99 will entitle you to all future lessons. This \$2.99 investment, at a minimum, allows you to use all the tools to build new lessons. If you teach students or help your child with homework, this app is the ONLY app that not only shows you the upcoming curriculum, but also allows you to create engaging lessons effortlessly.

Q: Why there is NO SOUND?

Most sample lessons are created with no sound. To create a lesson with sound, go to Settings and turn on voice recording. Play back the lesson and you will hear your accompanying voice recording. Or, you can add sound by editing the existing lessons. If you still do not hear any sound, adjust your device volume and make sure it is not muted.

Q: Why it is NOT interactive?

The lessons are NOT like video games. The interactive features include any combination of these functions: 1) answering the question by drawing, writing, 2) moving, rearranging, rotating and resizing objects, 3) playing with parents, teachers, or other students, 4) tapping objects, 5) adjusting shapes to fit or solve problems, 6) creating something new, etc. The app is NOT a consumable product that you play once and are done with it. Instead of one video game, you can create your own games, or download more from top teachers and subject matter experts.

Q: Why is your app so complicated?

You can view the sample lessons that cover the entire Common Core standards immediately. The app can be learned in as little as 5 minutes. You will be ready to create your first lesson. To be able to create more advanced lessons, it might take you up to an hour to learn. To create engaging and effective lessons, it all depends on how much time you are willing to invest. This is not a magic wand; the teacher's guide is a 21-page document. We welcome any suggestions and we will work hard to improve and simplify the app without sacrificing any features.

Q: I am a single parent, what is your recommendation for a study plan?

You are not alone. There is an old saying that a mother's heart is the child's schoolroom. You are your child's most important teacher. First, please make an effort to understand the common core standards for your child's current grade. Second, explain patiently with your child and assess his or her understanding of each topic. Third, research and/or download lessons that you identify as what your child needs. Share these lessons with your child and observe. If no lessons are available, you can use the tools to create the lessons or ask us to help. Yes, you can do it. Finally, make sure that your child reaches at least the second level of Bloom's taxonomy; which is to fully understand each topic. A study plan should be scalable vertically and horizontally. Never limit it by your child's grade level.

Q: Are you educational experts?

No, we are not. We are technological experts and passionate parents with children from K to 12. However, we are actively seeking the best teachers and subject matter experts. Our

initial release is mainly an advanced and well organized platform to build a community for parents and teachers to create and share dynamic and engaging content. If you are interested in being part of our team, please contact us. We will provide you with free expert tools that would otherwise cost thousands of dollars.

Q: How do I download lessons from the cloud?

Easy, you can download lessons directly from within your app. Go to Home Menu, tap at the Cloud button (on your lower left). You will be taken to the designated website for your grade level. You can browse, preview, search and find one that you wish to download. Tap at the blue download button and it will load into your device and play immediately. You don't need Internet connection after a lesson is downloaded. But you do need wifi connection to download the lesson. A 3-minute lesson on a broadband takes less than 10 seconds. Yes, it is super fast! Please be patient as we are still building our library. We promise you will have at least 500 quality lessons within a year, each lesson can potentially offer you variety of playing options.

Q: How do I saved my lessons without publishing them to the cloud?

All lessons are saved offline. They will not be deleted unless you choose to do so. All upgrades "should" support previous versions unless otherwise mentioned. However, we do recommend that you save the lessons that you created by sending the lesson via email to yourself. Then, you can save the lessons to your desktop, or to any cloud backup such as Google Drive. These lessons can be retrieved later directly or via email. Remember, the lesson is associated with the app. When you tap at the lesson from your device's email, it will be loaded directly to the app.

Q. What is that new setting "Save History Undo?"

In our previous release, the lesson will save everything you do, including undo. Often times, you do not wish your students to see the mistakes that you made. So now the default is to turn this Save feature to OFF. So, when you undo any of your errors while creating a lesson, it will be forgotten. Turn it to ON if you wish to see all of your undo actions.

Q. What is that new "Stamps Hovering" inside the Advanced Setup?

If you turn this on when you are creating your lesson, all stamps, images, text layers, shapes will automatically bring to front when it is tapped. The default is to leave it off. So, when it is off, all layers will remain unchanged.

Q: Does this app offer assessment function?

The app is designed with assessment in mind. However, in our initial release, our focus is in the development of instructional material and to build a community to share quality lessons. For the time being, you are welcome to create unlimited lessons based on Bloom's taxonomy. The assessment can be done via observation of how students respond to the lessons. We are planning to add the assessment function to this app. Your suggestions are greatly appreciated. Please email us at support@EngenderEducation.com.

Thank you and enjoy this app.

From the Developers to Teachers

Dear Teachers,

Why is this app for you? You can create ultra-cool lessons that wow your students. These are not the low quality cheesy lessons that put you off. Have you been frustrated by those silly game apps and wished that you could build one yourself? Trust me, it is not easy. You need to buy expensive software or apps and learn how to use them. Or you can hire a graphic artist, an animation guy and a coder and spend time managing the team. Now after all this, you still need to buy high quality images and clip-art to fuel your content, or risk being sued for copyright violations. After an arduous journey and potentially tons of money out of pocket, you may have created some content that might impress your students. But soon you will find yourself missing the infrastructure to deliver, organize and update these lessons. So, you are back to square one.

Imagine that all these issues have already been solved by a team of experts. Yes, we have accomplished all of the above after four long years of development. Not only that, because we are a relatively new company, we have to impress you in order to earn your trust. This is your chance to get this app for a one-time nominal fee. Use this app to do all the features described above and build unlimited lessons. Build any lessons that align to the new Common Core State Standards, or to your State's own standards. You can even create lessons that meet or exceed the standards set by the Programme for International Student Assessment (or PISA).

Suddenly, you become the superhero in your school, or school district, or the great State of yours, or a national hero. Most importantly you are doing what all teachers are meant to do; to deliver engaging and customized lessons that best meet the needs of your students.

Wait, there is more. Now you find yourself popular among many of your students. But there is a group of super-talented geniuses who need bigger challenges, and there is a group of students who are struggling and need extra help and motivation. Here is the light-bulb moment. With the help of our simple to use tools, you can spend a minimum amount of time with maximum results helping these two group of students, one-on-one. Challenges are easily met and the struggles are quickly disappearing. Not only do you make these kids happy, you alleviate the concerns of their parents, and you feel a strong sense of accomplishment.

The reality is, on the other hand, not all of us are heroes. Not everyone is an expert storyteller. Not everyone has the motivation to be the hero. We may have the so-called teacher's block. We are only human. The good news is that the app comes with a community of successful stories, inspiring presentations, and high-quality, relevant lessons. They are contributed by like-minded teachers, educated parents who are also subject-matter experts, and prodigious students who are demonstrating their leadership skills. Instead of paying \$2.99 for each lesson, you get unlimited quality lessons free, for life.

Imagine you are a fifth grade math teacher. You have access to thousands of the newest and finest lessons, all organized into the proper domains so you can pick and choose the very best to be included in your curriculum.

So, the choice is yours. Sometimes status quo or hand-me-down lessons from big name publishers is NOT a good thing. Remember when you were struggling in college and your motivation happened to be at its peak? That is who we are, the petite company with a few super talented guys who want to make a difference. We have no politics, we only do what we think is the best for our customers – you, and your students..

Below is a list of everything you can do with this app. We will start with the key benefits and expand this list as we add new features and uncover the success stories:

1. Use it as a reference to Common Core State Standards
2. Create lessons and present them to your students
3. Download lessons created by other teachers, or SME parents, when available
4. Use it as an electronic whiteboard when tutoring one on one
5. Take notes on anything new on the curriculum, including training
6. Share with students and parents via email
7. Allow substitute teachers to use your lessons
8. Organize all your lessons with the database and search tools, online and offline
9. Publish your lessons and share them with the world
10. Acquire feedbacks on your lessons from other teachers, parents, and students
11. Assess your students via observation and via return emails
12. Use the practices folder to jot down your ideas
13. Learn and share new learning technologies via community (coming soon)
14. Help ESL students with translated lessons (coming soon)
15. Practice Bloom's taxonomy with our advanced tools
16. Use this app as scrapbook, ideal book, or sketch book
17. Use this app as your PowerPoint presentation, slideshow
18. Use this app as a teleprompter
19. Use this app as your voice recorder
20. Use the cloud as your backup device
21. Research what's best, what's cool, and what's inspiring
22. Customize your lessons for gifted kids
23. Customize your lessons for special needs kids
24. Create lessons for handicapped children
25. Simulate any board games
26. Make & publish movies quickly
27. Customize curricula
28. Design graphics for classroom, school, or personal web pages
29. Create cool animations
30. Send cool electronic cards, animated or image, with or without sound
31. Design and draw comics or cartoons
32. Write and direct school plays
33. Coach kids sports

34. Teach children how to draw
35. Create, save, and reuse unlimited clip-art images
36. Design logos, icons, and signage
37. Simulate any apps, games or non-games
38. Do wire framing
39. View and share almost any document
40. Collaborate with your team
41. Teach writing, reading, speaking, listening and grammar in your English class
42. Show relationships between math and Science, and in Science labs

Are you tired of the word 'alignment'? Many textbooks or programs are now aligning to the Common Core by simply providing a reference. Some publishers just put a sticker on the cover of their existing books and claimed it is aligned. Our app is built from the ground up, completely based on the Common Core standards. Once you are setting in with the domains and their corresponding standards, you are free to focus on your teaching. Math is about day-to-day life, not about alignments and meaningless numbers and symbols.

The biggest problem with the Common Core implementation is the failed effort of attempting to recycle old materials with corresponding standards. It has forgotten that the purpose of Common Core is to place emphasis on fluency and build critical thinking skills. By overwhelming children with outdated instructions, technology will only fail again.

The second problem with the Common Core education is the new herd of apps that are trying to gamify the education. It is not the games that are uninteresting. The problem is that the games that are not scalable, and children get bored quickly, rendering the education instantly obsolete.

The third problem is the fear of inadequacy. How is it possible to have an old standard as thick as the yellow pages being condensed to just 5 domains and 30 standards? First of all, old standards were designed with a catch-all mentality. That is like trying to memorize the entire dictionary of 200,000 words to learn English. If a child successfully acquires critical thinking skills, everything (yes, I meant EVERYTHING) will become easy to grasp. That includes Math, Science, ELA, and Social Studies. Math happens to be the universal language that is best suited to teaching critical thinking. So by focusing on the essence of the math, and mentoring your students with the right questions, they will acquire skills for life-long learning.

From the Developers to Parents

Hey Moms and Dads,

I bet you're here to find the best math app for your child. Money is not your biggest concern, but if the app sucks you will be angry - even if it is free. I have some good news for you. Please be patient and hear me out: Like you, we are parents of children going through K to 12. My twin boys are now in 11th grade. As smart as they are, math is not something they learn overnight. When was the last time you picked up their textbook? With nearly 1000 pages, it could easily weigh 10 pounds. Have you tried to flip through these pages? I bet your first impression is "there is no way in hell that I can help with my kid's homework - let's get a tutor."

Here are the three great pieces of news for you.:

1. Common Core comes to the rescue. Instead of going through 300+ pages of textbooks that include more than a dozen chapters and hundreds of subjects, Common Core has narrowed it down to 5 domains and around 30 standards, by focusing on fluency and critical thinking. We can go into detail on this later. This app includes all domains and their corresponding standards. It provides you with a 'simplest' example for each standard. With the help of our app, you can spend as little as 30 minutes and have a basic understanding of what your child will learn in the entire school year.

2. Now the fear of the unknown is gone, your new fear will be not knowing your child's exact standing. Here is the second piece of good news. You can do it yourself.. Invest perhaps a total of 4 hours to thoroughly understand each of the 30 standards. Although we do expect that there will be plenty of great lessons created by top teachers and other parents who are also subject matter experts, such luxury may be absent if you are one of the early adopter of this app. This is a GOOD thing because it gives you an opportunity to invest some time in doing your own homework. Trust me, your child will appreciate the help from their parents more so than from anyone else. For serious parents who wish to invest the time, we will provide you with all the resources free of charge. You can assess your child's understanding of math and help your child with their homework with ease. A bonus: all techniques are proven and require very little of your time. Another bonus: if you a shy of a little confidence we will provide you tutoring for free! Yes!!! Absolutely free. Why pay \$20 an hour when you can get 200 hours of expert tutoring for free? All we ask of you is to get involved. We don't tutor if you don't show your share of responsibilities. You must follow our methods in order to successfully teach your child.

3. Here comes the best part. Creating lessons for your child. This goes beyond sitting down one on one writing on a blank piece of paper. That can be boring and uninspiring. Helping your child on the spot can be intimidating - if not embarrassing. Yes, embarrassing when

you don't know how to answer a simple question. Ever heard of the saying that preparation is the key to success? Take charge, learn the subject matter before they hit you with the questions! Unfortunately, there is NO EASY WAY to do this. If you truly care about your child, we would recommend that you spend 4-8 hours a week preparing for your child's classes. Yes, this is just math alone. Good news is that you only need to do it for the first 8 weeks. So a total of 48 hours must be invested. This is the WORST CASE SCENARIO, but it is the most challenging and rewarding scenario. No matter how young or old you are, this is the free education we can provide for you. Based on your educational background and your work skills, we will supply you the appropriate training and tools so you can pre-build all the lessons that you believe will be best for your child. This is the perfect time to bond with your child, find his or her interest, and inspire your child to excel. Are you interested in investing that 48 hours?

Now, if these three great pieces of information do not motivate you, here are a few more features that might interest you:

1. You can understand what your child is learning in school
2. You can download free lessons when they become available
3. You can request free tutoring when you or your child are stuck with a problem
4. You can use it as an electronic whiteboard
5. You can pass it on to your other children
6. You can use it as a scrapbook, ideas book, or a sketch book

If you like this app, spread the good news by giving us a great review!

NOTE: We have designed our app to meet the new Parental Gate guidelines set by iTunes store. We have created the double gates so kids cannot access to the area you do not wish them to. In fact, once you enable the gate, your kid won't even know that this area existed. Also, we don't ask for in-app purchases, and we will NEVER, EVER use ads. Rest assured that this app is be 100% focused on learning.

Previous Releases

Release 1.8 (available on November 7, 2013)

You will be pleased with the following new features:

1. Now support iOS7, and continue support iOS5.1, iOS6
2. Support new iPad Air, and continue support iPad1, 2, 3, 4, iPad Mini
3. Add three major new features, creating truly amazing lessons
4. Add new stamps, new shapes, all free
5. Now you can vote and comment on any lessons
6. Compatible with lessons from previous version. However, we do recommend you to save your lessons that you created (see FAQ)

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