

# What IS Click and Learn Software?

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The Click and Learn system is a series of curriculum products that use 6 of the Multiple Intelligences to help students learn quickly. Students with different learning styles can all use the system. Students think of our software as a "Game." Teachers think of our software as a Drill and Repetition system. Everyone knows that it helps Make Learning Fun.

Click and Learn also includes the [Oklahoma Core Curriculum Tests \(PASS\) Prep Package](#).

## Your School Web Site on the Internet

Click and Learn software gives each school their own customized web site. One single User ID/Password gives you access to our entire system.

## Access the software from anywhere in the World!

Students and teachers can use their User ID/Password to access our system from the classroom, the computer lab, the public library, from their own homes, or anywhere in the world.

## How Do Teachers Use It?

Use your User ID/Password to log on to the web site that Click and Learn provides. Select the specific drills that you want your students to run. Give your students the User ID/Password and show them how to use the software (takes about 5 minutes). Encourage them. Praise them. Reward them. Easy? Cool? You Bet!

## How Do Students Use It?

Students use the User ID/Password to log on to the web site that Click and Learn provides. They find the drills that you have assigned. They click the Start/Go buttons and begin playing.

## Is It Easy To Use?

A principal in an Oklahoma elementary school said this software was easier to use than any he had seen -- anywhere. A doctor in Florida told us it was so easy that "Even an adult can use it!"

## Is It Effective?

A recent doctoral dissertation showed that students can learn names and locations of all 50 states in about 2 and 1/2 hours. We filmed students in Knoxville as they learned names and locations of all 50 states in 90 minutes.

## Evaluate Click and Learn Software at:

[www.clickandlearn.cc/cc](http://www.clickandlearn.cc/cc)

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# Test Prep / State Standards

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In order to help teachers and administrators reach the goals of No Child Left Behind, Click and Learn has developed a system that lets you view and explain hundreds of sample test questions that are similar to questions that will be on the annual test.

## **1,479 Sample Test Questions**

Our question bank contains sample test questions for all grades from 3-8 as well as the End of Instruction categories (Algebra, English, Biology and US History).

## **Discuss All Questions with Your Students**

The Click and Learn system makes it easy for you to display the questions with a projection screen and discuss each question with your students. Simply log into our system, select the Test Prep category, and project the questions on the front wall.

## **Sample Paper Tests Help Students Prepare for the Real Thing!**

We provide a link that lets you print all sample test questions. You can photocopy the tests and let your students prepare for the big test at the end of the school year. Students can circle the answers on the test pages or you can give your students realistic practice by using Scantron forms.

## **Our Auto-Graded Testing System Give you Printed Output**

If you have access to the computer lab for a class period, you can use our Auto-Graded test system. Students simply click the correct answer (a,b,c,d) on the online tests and, at the end of the test they click the Print button to provide you with the graded test.

## **Free Overhead Slides**

**Note:** The steps above assume that you can get Internet access in your classroom and that you have access to a projector to display the sample test questions from our website. If you don't have access to the Internet or a projector, you can use overhead slides instead. The overhead slides are free on our website.

We will give you access to our system so you can explore all of the tools that we have developed.

**The below Clicker System is optional but not required to use Click and Learn Software:**

## **Our Clicker Response System Keeps ALL Students Involved**

With our clicker system, every student must answer each question throughout the class day. Another advantage of this system is that you don't need to reserve the computer lab -- each \$25 clicker provides as much feed back as the full computer system in the computer lab.

## **Our Clicker Reporting System lets you Track Student Progress**

You can use our clicker reporting system to determine the progress of each student. You can even print reports for parents so they can stay involved in their child's progress.



# Multiple Intelligences

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## What are The Multiple Intelligences?

In 1983, Howard Gardner (at Harvard) determined that there are 7 ways that students learn. We knew that students learn differently, but Mr. Gardner gave a "name" to the various ways students learn. Much study had been done on Multiple Intelligences in the last 19 years. Below is the list of Multiple Intelligences and an explanation of how they are incorporated into the Click and Learn system.

**1) Verbal/Linguistic:** The capacity to use language, your native language, and perhaps other languages, to express what's on your mind and to understand other people. Poets really specialize in linguistic intelligence, but any kind of writer, orator, speaker, lawyer, or a person for whom language is an important stock in trade, highlights linguistic intelligence.

Click and Learn makes use of this MI when students whisper the answers as they click. They are learning to associate the state name with a place on a map. This is also why we require the student to "recite all 50 states in 50 seconds."

**2) Logical/Mathematical:** People with highly developed logical mathematical intelligence understand the underlying principles of some kind of a causal system, the way a scientist or a logician does; or can manipulate numbers, quantities and operations, the way a Mathematician does.

Click and Learn makes use of this MI by presenting the questions in a logical (alphabetical) order. As the student is racing the clock to click the answer, they are thinking "what state is next in the alphabet." If they do not do this, they will not be able to beat the clock or Win the Game.

**3) Visual/Spatial:** The ability to represent the spatial world internally in your mind - the way a sailor or airplane pilot navigates the large spatial world, or the way a chess player or sculptor represents a more circumscribed spatial world. Spatial intelligence can be used in the arts or in the sciences. If you are spatially intelligent and oriented toward the arts, you are more likely to become a painter or sculptor or architect than, say a musician or a writer. Similarly, certain sciences like anatomy or topology emphasize spatial intelligence.

Click and Learn makes use of this MI by presenting the subject as a picture or map on the screen that the students are constantly watching and interacting with. Intense and contrasting colors are also used. The students are developing a Mental Map of the USA, the World, their state or bones of the body. We also use this MI with the Flashcard games where we present the shape of a state or country on the screen and ask the student to identify the state.

**4) Bodily/Kinesthetic Intelligence:** The capacity to use your whole body or parts of your body (your hands, your fingers, your arms), to solve a problem, make something, or put on a production. The most evident examples are people in athletics or the performing arts, particularly when dancing or acting.

Click and Learn makes use of this MI by requiring the students to click the answers in a particular pattern. As the student moves their hand and clicks the buttons, they are remembering the pattern for the location of the states or bones of the body. They are also involving their adrenaline because they are racing the clock to win the game. This is also why we provide the blank paper maps for testing - it is important for the student to write the answers on paper - several times if necessary.

**5) Musical/Rhythmic Intelligence:** The capacity to think to music, to be able to hear patterns, recognize them, and perhaps manipulate them. People who have strong musical intelligence don't just remember music easily - they can't get it out of their minds, it's so omnipresent.

We do not use the Musical/Rhythmic MI in the Click and Learn games/drills.

**6) Interpersonal Intelligence:** Interpersonal intelligence, is understanding other people. It's an ability we all need, but is at a premium if you are a teacher, clinician, salesperson, or a politician. Anybody who deals with other people has to be skilled in the interpersonal sphere.

Click and Learn makes use of this MI in several ways. 1) In a computer lab, it is good to let your students interact with each other as they use the computer. You will notice that they challenge each other and brag about their speed. 2) Have students work in pairs and "time" each other as they recite the 50 states. Students take turns timing each other. 3) After you are sure that a student can recite the 50 states, call on them one by one in class and have them recite. They CAN do it and they are excited to be an equal in the class as they recite.

**7) Intrapersonal Intelligence:** Having an understanding of yourself, of knowing who you are, what you can do, what you want to do, how you react to things, which things to avoid, and which things to gravitate toward.

Click and Learn makes use of this MI. "Intra-Personal" means "inside yourself." Almost every computer application (particularly educational games) helps the student develop their intrapersonal intelligence. They are working at their own speed without outside pressure.

**Two More Ways:** We believe that students also use "Linkage" and "Association" to help them learn. Linkage: To us, Linkage means: "Linking past knowledge with new knowledge. Students link their knowledge of the alphabet with the alphabetical list of the 50 states. As they think and learn and play, they are constantly linking back to First Grade skills (the alphabet).

**Association:** As we learn the states, countries or counties we are forming mental images and mental associations with the information we are processing. We associate the four "New" states - we associate the two "North" states. We associate Kenya with the New York Marathon. We associate Vietnam with the war. We associate St. Louis with the Arch and we associate the "Steelers" with Pennsylvania.

In addition, we all have Personal associations that may mean nothing to others. For example, one student (last name Butler) has a best friend (last name Chase). When he is learning the counties of Kansas, the county after Butler is Chase! He uses that as an association to help him learn. Another example for older students: Douglas Edwards was one of the most well-known news correspondents in the 50's. As an older student clicks Douglas County in Kansas, he knows that the next county will be Edwards. These are very personal ways of learning and remembering.

**Note:** Titles and explanations for the 7 Multiple Intelligences were taken from a study by Jane Carlson-Pickering which was paid for by the University of Rhode Island and the Rhode Island Foundation. Much more information regarding her study can be found on the Internet.

**Note:** Howard Gardner continues his research and study. He recently added two more Intelligences: Naturalist Intelligence and Existential Intelligence.

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# Triple Coding

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## What is Triple Coding" and how does it work?

Triple Coding is a term developed by Jane Carlson-Pickering while doing research to determine why some teaching methods are more successful than others.

Her team of researchers determined that: "One of the reasons the Multiple Intelligences and technology work so well together is because researchers now know that when an individual wants to deeply understand something complex in nature, they should triple code their learning experiences. This means if you are exposed to new ideas that are presented to you through a minimum of three different intelligences, you will have a better chance of remembering the information.

If a teacher weaves together several teaching strategies to present information about one topic, then we can say that he is triple coding the educational experience.

A Mind-Map is a visual record of either a piece of written material or an oral presentation . . . giving them pictorial images helps an individual grasp the information quickly and rapidly with pictures, colors, and new vocabulary . . . it may tap into several of their intelligences just by the nature of its design . . . information is now stored in the brain both verbally and non verbally. . .

With the Click and Learn software, your students use SIX (6) of the Multiple Intelligences as they learn states, countries, counties and other information (see handout on Multiple Intelligences).

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Source: "Teachers in Technology Initiative - RITTI-Fellows Research; Jane Carlson-Pickering - Coordinator." Website: [http://www.ri.net/RITTI\\_Fellows/Carlson-Pickering/MI\\_Tech.htm](http://www.ri.net/RITTI_Fellows/Carlson-Pickering/MI_Tech.htm)

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## Price guide for Click and Learn On-Line Software

### Yearly Subscriptions school site license:

300 or more students \$2,995.00

less than 300 students \$1,495.00

The prices above include all Click and Learn sections except:

Humanities \$500.00

Oklahoma History \$500.00

*Note: Large discounts are given for multiple site licensures*

Training per day \$500.00

Optional, but not necessary to use with Click and Learn, is The Clicker System, which is \$1,050/classroom and includes the core unit with 32 clickers. Additional clickers are \$25.00 each.