



# Early Learning The Edmark House Series

**GRADES PREK-2**

**Millie's Math House®**  
**Bailey's Book House®**  
**Sammy's Science House®**  
**Trudy's Time and Place House®**



## A Complete Solution for ALL Early Learners

The NEW Edmark House Series combines all the favorite activities found in previous versions with even more engaging content and NEW reporting and management tools to target each student's individual learning goals.

Designed by early learning and special needs experts, Edmark House Series combines proven instructional design with a rich, multi-sensory learning environment to support each student's learning style, guiding them to success.



### KEY FEATURES

- 30% more activities that supplement cross-curricular instruction—math, language arts, science, geography, and time
- Powerful reporting and learning management tools to target each student's individual needs—including real-time progress reports and the ability to assign activities from all House Series programs
- Easy-to-administer assessments that help gauge student proficiency and inform the teacher of progress
- Expanded *Explore & Discover* and *Question & Answer* modes provide even more opportunities for independent and structured learning
- Expanded accessibility options to ensure all students have equal access to learning
- Improved user interface and updated characters that take advantage of the latest digital technology
- Flexible delivery options designed to meet every classroom budget and resource need



### **NEW!**

30% more activities  
New progress reporting tools  
Advanced print controls

### **Expanded Accessibility Options:**

Special Needs students benefit with:

- Built-in universal access and pacing options
- Ability to select and assign accessibility options by student
- Screen scaling for larger screen views

# Thematic Learning

30% more activities—  
interactive & print

## Early Reading



### Bailey's Book House

**BUILD A FOUNDATION FOR READING BY EXPLORING LETTERS, WORDS, RHYMING, AND SENTENCE BUILDING**

Now, through nine playful activities, students can learn about letter names and sounds, rhyming words, adjectives, how text relates to contextual and visual clues, positional words, letter recognition, sentence building, and much more. These activities help students build language concepts and thinking skills they need to communicate and make sense of the world around them.

## Explore Numbers

### Millie's Math House

**DEVELOP FUNDAMENTAL EARLY MATH SKILLS WITH MILLIE AND FRIENDS**

Students build a foundation of fundamental math concepts and thinking skills. Through activities that feel like play, students explore numbers, shapes, sizes, quantities, patterns, and sequencing. New activities address measurement concepts and number sentences.



## Life Science



### Sammy's Science House

**INTRODUCE YOUNG STUDENTS TO IMPORTANT EARLY SCIENCE AND THINKING SKILLS**

Sammy helps young scientists build their understanding of biology and time concepts with two new modules that explore stages of plant development over time, and look at how different animals age. All seven modules focus on discovering how to think like a scientist—learning how to observe, analyze, and test theories.

## Social Studies

### Trudy's Time & Place House

**EARLY LEARNERS EXPLORE AND DISCOVER ESSENTIAL SOCIAL SCIENCE CONCEPTS**

Your students will love the new activities with Trudy. Students will expand their knowledge of the world around them through new modules that allow them to visit and compare cities, towns, and the countryside. With Trudy's new jobs module, students can learn about people in the community and what they do. Students will also build their understanding of traveling by working with already well-loved landmark activities, cardinal and relative direction, and map symbols.

