

# The Accelerating Young Minds Platform For Personalized Learning (Human Touch)



## Competency Based Progression

Elementary Students grade k to 5 Start at level 1. Purpose to be certain academic such as cognitive development and other subject's areas are not missing. Student being assessed in real time and student is advanced as a mastery level has been reached. Eliminates what has been forgotten or not been provided.

## Broad Learning Opportunities

Elementary Students grade k to 5 Start at level 1. Purpose to be certain academic such as cognitive development and other subject's areas are not missing. Student being assessed in real time and student is advanced as a mastery level has been reached. Eliminates what has been forgotten or not been provided.

## Program Management

AYM is managed by the student. Parents and teachers are notified when and if a child needs help on specific activities. At that point help is provided on each activity where it is needed. Each student has his or her own password to use Human Touch. Access can be from anywhere the e student has connection to the Internet.

## Student Performance

Each student has his/her own performance records for academic as well as all other learning categories. Each activity establishes a goal for each learning task and provides real time feedback to the student. This feature encourages and motivates the student.

## Real Time Assessment

Every Click of the mouse by the student is recorded and immediate feedback is provided to the student. If needed, the student is able to repeat an activity on his or her own. A student advances based on the student's ability to master each learning activity. No tests needed.

## Cognitive Development

Cognitive development is the process of developing the wiring of the brain needed to create thinking capabilities. Pruning is the natural process of eliminating brain neurons that are not ignited at an early age. AYM covers 162 subject areas of learning.

## Teacher, Parent & Student

Each student will develop his or her interests, skills and attitudes over time. Student performance data is kept over time-year to year. In this way understanding what is real for each student can be seen and act as a reminder of who the student is – a growing and changing person.

## Learning Time Required

The time required for a student in kindergarten to master Level 1 is approximately 30 minutes per day per week. The timeframe for older students to master Levels 2 and 3 is about the same This amount of time is basically 50% of the time normally required in the classroom.

## Reality

The brain thinks only in terms of reality not fantasy. A large percentage of what we all use to learn is seen and recorded into long-term memory from the right hemisphere of the brain. This is the area where spatial thinking occurs. Human Touch does not use graphics but thousands of video, photographic and real voices to create reality in thinking capacity.

## Individual Alignment

Students do not learn the same things at the same time or with the same effort. As each student masters certain subjects, that student is automatically moved forward. The student builds thinking skills while learning on his/her own, which builds confidence and hope to continue learning.

## Administrative Management

School district administration can see in real time how each school is performing and can also drill down to see how each student is progressing performing.

Parents are able to see progress of their child in real time.

## Focus on the Individual

Having mastered the four previous levels of AYM, the student will begin to select from a wide variety of activities based on interests and aptitude. The purpose is to advance the abilities of the student by allowing the student to see his/her skills levels thereby enabling the student to focus on his/her desires for further development rather than what others have decided for the student.

**Available 2017.**