

Evaluation & Calculation Module

Define Pack, Ages 3+

STEAM Academy offers an interdisciplinary approach that weaves together the science, technology, engineering, art, and math skills learned in the classroom and connects them to things kids see every day.

The goal of the Evaluation & Calculation Module is to teach kids to identify and analyze the details, data, and patterns that define the world around them. Topics in this module include quantification, research, algebraic thinking, statistics, association, and measurement.

The apps, storybooks, and videos within this pack include:

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|---|---|---|--|
|  Car City Puzzle Games - Brain Teaser for Kids |  Kids Tangrams |  Big and Small Lili & Torto's Opposite Show |  Monster Birthday Surprise |
|  Find It: Shapes All Around Me |  Octonauts and the Whale Shark |  Days of the Week and Understanding our Calendar |  Silly Shapes |
|  Heavy or Light |  Sink or Float |  Fast and Slow - Lili & Torto's Opposite Show |  The Glue Monkeys Build a Big Rig |

This tablet is in the Evaluation & Calculation Module. For a well-rounded STEAM experience, explore other modules in this age group.

Creation & Sound

Engineering & Design

Nature & Environment

Technology & Space

Evaluation & Calculation

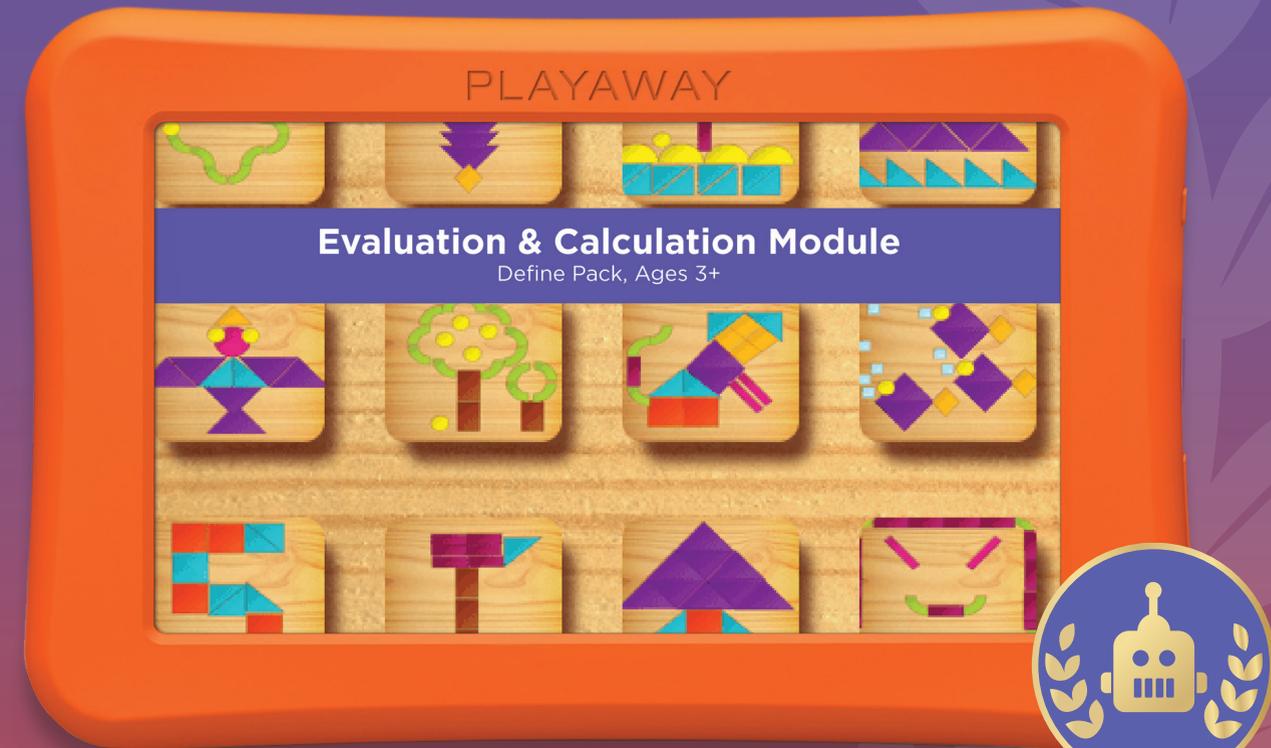
launchpad
STEAM academy
A GUIDED LEARNING TABLET

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Evaluation & Calculation Module
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Apps. Storybooks. Videos.

STEAM
ACADEMY

 **WARNING:**
CHOKING HAZARD - Small parts.
Not for children under 3 years.

The Playaway format is recommended for children ages 4+
Adult Supervision Recommended.
CAUTION—ELECTRONICALLY OPERATED PRODUCT
As with all electric products, precautions should be
observed during handling and use to prevent electric shock.