Engaging games created specifically for young learners, JumpStart Academy combines guided content, adorable JumpStart characters and an endless variety of play-to-learn educational activities that teach your children essential skills.

This kit includes worksheets and lesson plans to start your child’s educational journey with JumpStart Academy.

The Learning Ecosystem

JumpStart Academy creates an immersive and highly effective learning ecosystem through a targeted 3 step process.

1. Engagement
   Our experts provide the perfect blend of education and engaging techniques to keep your learner excited.

2. Reinforcement
   We employ a diverse set of teaching methods to meet the specific needs of every learner, regardless of background or interests.

3. Reporting
   We provide detailed insight, progress reports and tracking capabilities to give you full scope of your learner.

The JumpStart Academy Advantage

- Embraces individual learning styles
- Unique and engaging activities
- Builds self-confidence
- Promotes individual creativity and self-expression
- Motivating Reward Structure
- Parental involvement via lesson assignment and progress reporting

Enjoy the following activities, hand-selected for your little learner!
What Does the Picture Say?

Circle the sentence that goes with each picture.

The man runs.
The monkey is old.

The big cat eats.
The little cat eats.

The bear walks.
The bird flies.

The little cat sleeps.
The big cat sleeps.

Mac is a dog.
Mac is a book.
Color the Summer Shades

Sip on the glass of lime juice to beat the heat outside.

Orange - 1
Grey - 2
Blue - 3
Green - 4
Yellow - 5
Learn to Spell

Do you carry these to school? Read and learn the spellings of the words with pictures. Then unscramble the words to write their correct spellings.

Unscramble the words:

ERULR - 
RREESA - 
OKOSB -
EILCNP -
EPPIRS -

Clues: Ruler, Eraser, Books, Pencil, Sipper
# The Missing Ones

Fill in the hundreds chart with the missing numbers.

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Greater or Less

Write > (greater than) or < (less than) in each □.

Example:
Greater than
7 □ 5

Example:
Less than
5 □ 7

This card game is a great way to reinforce the concept of greater than/less than. First, get 20 index cards or flash cards and write a different number on each one. Shuffle the cards and deal them all out face down. Next, you and your child each pick a card and lay it face up. The person with the greater number keeps the cards. Keep playing until all the cards have been played. The person with the most cards wins the game.
Lost in Space

Can you help Timmy name the planets? Use a crayon to trace the line from the name of the planet to the planet.

<table>
<thead>
<tr>
<th>Name</th>
<th>Image</th>
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<tbody>
<tr>
<td>Mercury</td>
<td><img src="image" alt="Mercury" /></td>
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<tr>
<td>Venus</td>
<td><img src="image" alt="Venus" /></td>
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<tr>
<td>Earth</td>
<td><img src="image" alt="Earth" /></td>
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<tr>
<td>Mars</td>
<td><img src="image" alt="Mars" /></td>
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<td>Jupiter</td>
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<tr>
<td>Saturn</td>
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<td>Uranus</td>
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<td>Neptune</td>
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<tr>
<td>Pluto</td>
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</table>

Take your child to the local library and check out easy-to-read books about the planets. Read the books together and help your child discover fascinating facts such as these: Mars is called the Red Planet because it has red dirt and a pink sky. Jupiter is the largest planet; if Jupiter were a hollow ball, all the other planets could fit inside. Write the facts on sheets of paper and then staple the papers together to make a booklet.