

kar2ouche® Elementary Titles



Grades 2 - 6



Discover the ancient city states of Athens and Sparta through the eyes of Greek warriors, gods and goddesses, as well as children and adults from all levels of ancient Greece. Ten role-play activities are provided to develop history skills such as understanding chronology and interpreting evidence.

Grades 1 - 6



Kar2ouche Famous People from History provides an extensive range of characters that will take you on a journey through history from 450 BC to the present day. Characters include Florence Nightingale, Desmond Tutu and Mary Queen of Scots.

Up to Grade 2



With Kar2ouche Creative Writing, students can read, listen to and watch pre-made storyboards of fairy stories and traditional tales, such as the Three Little Pigs and Cinderella, and then produce their own versions as well as their own creative writing stories.

Grades 2 - 6



Kar2ouche Living Things and Healthy Lives allows students to develop their knowledge of subjects ranging from dental care to diet, micro-organisms to movement and growth. Their work with Kar2ouche will complement both practical experiments and research in the classroom.

Grades 2 - 6



In Kar2ouche Début: French, students join a family of aliens as they set out to discover the country, people, culture and language of France. A series of structured, interactive activities allows students to hear native French speakers, engage in dialogues and create virtual role-plays.

Grades 2 - 6



Kar2ouche Living Things In Their Environments helps students to develop their knowledge of the living world through the exploration, discussion and visualisation of the lives of plants and animals. There are four units – two focus on plant biology, and two on the animal kingdom.

Grades 2 - 6

kar2ouche
egyptians
Role-playing software for creative learning



Kar2ouche Egyptians presents the compelling stories of Tutankhamun and Isis and Osiris to enable students to recreate scenes and legends from life in ancient Egypt. Activities include creating timelines, investigating artefacts, comparing the lifestyles of the rich and poor, and producing creative and factual writing.

Grades 2 - 6

kar2ouche
narrative texts & creative writing
Role-playing software for creative learning



Kar2ouche Narrative Texts & Creative Writing uses the work of established authors to stimulate students' own creative writing. Extracts from authors such as Alan Garner, Nina Bawden and the poet, UA Fanthorpe, will help students to plan, write and improve their narrative skills.

Grades 2 - 6

kar2ouche
maths & problem solving
Role-playing software for creative learning



Kar2ouche Maths and Problem Solving introduces students to mathematical concepts and skills in a relevant, interesting and fun context. It encourages them to apply their learning in real situations and demonstrate their understanding, as opposed to practising skills in a repetitive and disembodied way.

Grades 2 - 6

kar2ouche
primary shakespeare
Role-playing software for creative learning



Kar2ouche Primary Shakespeare introduces Primary students to famous scenes from three of Shakespeare's most widely studied plays: A Midsummer Night's Dream, Macbeth and Romeo & Juliet. Activities are provided, targeted for Grades 3 to 6.

Up to Grade 2

kar2ouche
me & my friends
Role-playing software for creative learning



Kar2ouche Me & My Friends helps students to develop awareness of their relationships with others. The storyboard and role-play activities enable them to understand more about their friendships, resolving problems, keeping safe and looking after their own bodies.

Grades 2 - 6

kar2ouche
local democracy
Role-playing software for creative learning



Kar2ouche Local Democracy helps students to develop an awareness of democracy, community and local government. Not only will they learn about rules, laws, and crime and punishment, they will also consider their own rights and responsibilities as citizens.

Grades 6 - 9

kar2ouche
**moving on:
primary to
secondary school**
Role-playing software for creative learning



Kar2ouche Moving On has been designed specifically to address the practical and emotional issues that children face during their move from Primary to Secondary school. The activities are aimed mainly at Grade 6 students, although there are some designed for Grade 7.

Grades 2 - 6



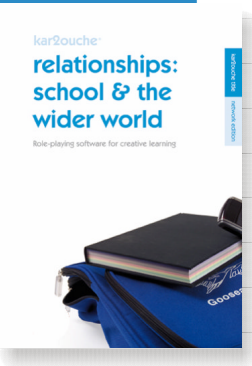
Extracts from stories by authors such as Aesop, C S Lewis, Jill Murphy, Alan Garner and Anne Fine encourage students to develop their own creative writing skills, including creating atmospheric settings, planning original stories and sequels, writing impressive openings, and experimenting with structure and timing.

Grades 2 - 6



This versatile title supports literacy across the curriculum. Students will retell, report, persuade, explain and discuss. Curriculum areas covered include history, geography and science as well as literacy.

Grades 2 - 6



Kar2ouche Relationships: School & the Wider World helps students to understand relationship issues, such as resolving conflict, peer group pressure, personal safety and social responsibility.

Grades 1 - 6



Kar2ouche Starting French 1 offers students a fun way to learn the basics of French, as they meet an alien family visiting Earth to learn about different cultures and languages.

Grades 2 - 6



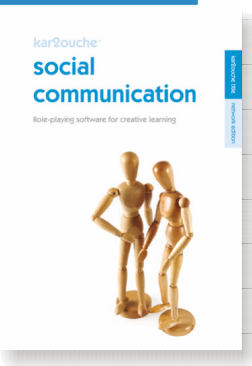
Kar2ouche Romans presents an insight into life in Roman Britain, and engages students in a number of cross-curricular activities linked to specific National Literacy Strategy objectives in History, English and Literacy. They include the Sussex Horde, Inside an Amphitheatre and Saxon Raids.

Grades 1 - 6



Kar2ouche Starting French 2 continues the fun adventures of a family of aliens who have landed in France and are learning to speak French.

Grades 1 - 9



Activities cover classroom behaviour, teachers' use of language, organisation skills, dealing with break and lunch times, journeys to and from school and handling disruptions to the normal routine such as fire drills or room changes. Students are encouraged to discuss their own experiences, explore how their choices influence the situation they are in and how they might affect the outcome.

Grades 6 - 11

kar2ouche
tam o' shanter
Role-playing software for creative learning



Kar2ouche brings the story of Tam O' Shanter to life with its own selection of 3D characters, backgrounds and props, alongside the complete text and audio recording of Burns' famous Scottish narrative poem. Produced in association with Learning and Teaching Scotland.

Grades 2 - 6

kar2ouche
victorians
Role-playing software for creative learning



Kar2ouche Victorians enables students to engage with this fascinating period of history, by introducing them to many of the important and influential characters from Victorian times, such as Queen Victoria and Prince Albert, Lord Shaftesbury and Florence Nightingale.

Grades 2 - 6

kar2ouche
tudors
Role-playing software for creative learning



With Kar2ouche Tudors, students can meet all the leading figures of the age, from Henry VIII and his six wives, to Sir Francis Drake and William Shakespeare.

Grades 2 - 6

kar2ouche
vikings
Role-playing software for creative learning



The activities provided in Kar2ouche Vikings will help students to find out about everyday life as a Viking. The tales of three different Vikings will enable them to explore a variety of themes and develop their skills in History, English and Literacy.

Grades 2 - 6

kar2ouche
**on the farm:
ict across the
curriculum**
Teacher Support Pack



On the Farm will help students to find out more about everyday life on a farm. They will listen to accounts of life on a farm and write stories based on farming. They can also investigate the welfare of animals and crops, food types, habitats, food chains and webs.

Grades 1 - 2

kar2ouche
on the island
Literacy, geographical, historical
and social understanding
Teacher Support Pack



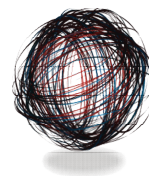
On the Island allows students to learn about life on a typical island. The activities about the everyday life of people who live on the island will allow students to develop historical, geographical and social understanding as well as developing their communication and language skills.

Grades 2 - 6

kar2ouche
**understanding
religion**
Role-playing software for creative learning



Kar2ouche Understanding Religion gives students the opportunity to learn about – and from – religion. They are asked to analyse, interpret and evaluate a wide range of issues from different religious perspectives, and to develop their own sense of identity and belonging as citizens.



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