

Evaluation & Calculation Module

Time Pack, 2nd edition - Ages 3+



STEAM
ACADEMY



STEAM
ACADEMY

launchpad
academy

GUIDED LEARNING TABLETS

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



Cuckoo Clock
Learning



I Can Tell Time



Kids Telling Time



Monday Monsters



Xander English
Time 1



Xander English
Time 2



7 Days of the Week



Baby Einstein:
Count Together



Hickory Dickory
Dock



Marvie's Days of
the Week Song

Creation & Sound Module

Engineering & Design Module

Nature & Environment Module

Technology & Space Module

Evaluation & Calculation

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.*

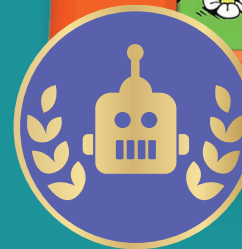
TOPICS IN THIS MODULE INCLUDE:

- Quantification
- Research
- Algebraic thinking
- Statistics
- Association
- Measurement

Evaluation & Calculation Module

Time Pack, 2nd edition

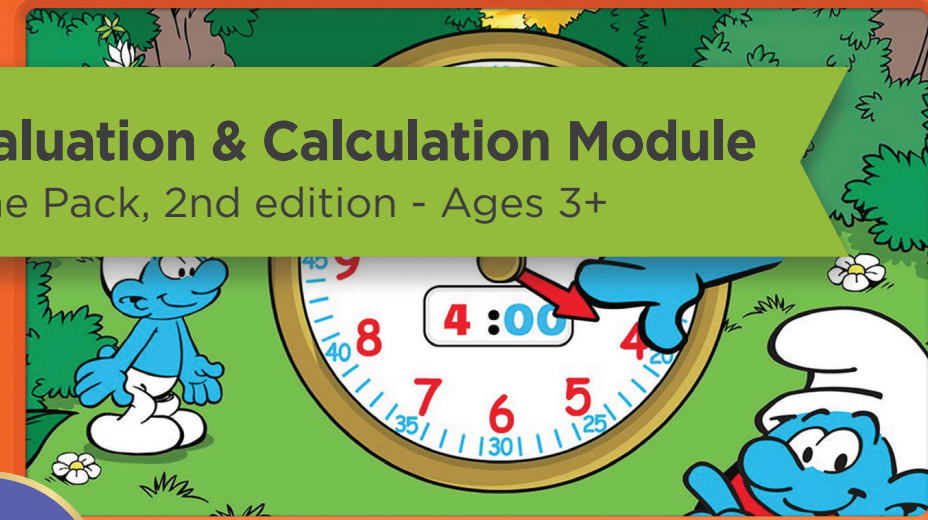
AGES 3+



STEAM
ACADEMY

Evaluation & Calculation Module

Time Pack, 2nd edition - Ages 3+



Learning Apps. Storybooks. Videos.

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.

playaway
PRODUCTS

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

CAUTION-ELECTRONICALLY OPERATED PRODUCT
The Launchpad format is recommended for children ages 3+ Adult Supervision Recommended. As with all electric products, precautions should be observed during handling and use to prevent electric shock.

© 2026 Playaway. All rights reserved. Designed in Ohio. Made in China.

LP003744

