

EOG Achiever!

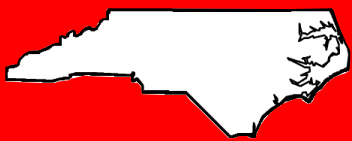
Online EOG Preparation • Formative Assessment • Instruction

B R A I N C H I L D[®]

Serving schools since 1995.



The Shortest Path to Higher Achievement



**Unlimited Instruction on North Carolina
Standard Course of Study Objectives**

Reading • Math • Science • Social Studies

See the North Carolina DPI Evaluation of EOG Achiever! at www.brainchild.com/NC

Standards-Based Instruction All Year for the Price of a Student Workbook!

Give your students all the instruction they need on the standards they are expected to master. It's easy to keep track of their strengths, weaknesses, and progress. **EOG Achiever!** is used to maintain skills over the summer, start each year with a solid learning plan, and get ready for the state test by taking practice tests to find the areas they need to go back and work on.

Simple Operation

Students and teachers begin using the system immediately. Free training and support are available as often as needed.

Students login, choose a subject, then choose a lesson to work on. Each lesson is numbered by the Standard Course of Study objective. Notice the **"Assignments"** option. The system is self-directed by the student, or teachers can make specific standards-based assignments.



Checking the personal learning plan.

True Formative Assessment: The Student Personal Learning Plan

EOG Achiever! automates formative assessment:

- Students understand each standard to be mastered
- Students understand their current performance
- They engage in actions to close the gaps
- Teachers can articulate achievement targets
- Teachers use assessments to revise instruction

Differentiated Instruction for Each Student

Each COS objective is assessed. A green checkmark indicates mastery. A yellow ball indicates proficiency. A red ball means that additional instruction is needed, or the pretest on that standard has not been taken yet.

Practice EOG Tests and Benchmark Tests

Practice EOG's can be taken to provide summative assessment data and reduce test anxiety. Benchmark tests can be administered district-wide on specified standards and dates.

Choose a subject.

EOG Achiever! Logout

Welcome Jeff

Language Arts

Math

Science

Assignments	
Lesson	Due Date
Math: 1.01B Place Value	Friday, February 1, 2008
Math: 1.01C Equivalent Forms	Monday, February 4, 2008
Reading: 3.02 Literary Elements	Tuesday, February 5, 2008

Choose a lesson by state standard.

EOG Achiever! Logout

Personal Learning Plan

✓ Mastery (excellent performance)
● Proficient (good performance)
● Not completed or not proficient.

Take Practice EOG Test

Numbers and Operations		Measurement	
● 0%	1.01B Place Value	● 0%	2.01 Area and Perimeter
✓ 100%	1.02A Multiply and Divide	✓ 100%	2.01A Time
✓ 100%	1.05 Estimation	✓ 80%	2.01B Length
✓ 100%	1.04A Add Fractions	● 60%	2.01B Weight and Capacity
✓ 100%	1.04A Add Decimals	Algebra	
✓ 100%	1.01C Compare and Order	✓ 80%	5.01A Patterns
✓ 100%	1.01C Equivalent Forms	✓ 100%	5.01B Ordered Pairs
● 0%	1.01A Read, Write Numbers	● 0%	5.02 Expressions
Geometry		✓ 100%	5.03A Equations
✓ 100%	3.01 Coordinate Geometry	Data and Probability	
●	3.03 Symmetry & Congruency	✓ 80%	4.01 Graphs and Charts
●	3.03 Transformations	●	4.02 Central Tendency
●	3.02 Lines and Angles	●	4.04 Probability
		●	4.04 Arrangements
Benchmark Test Name		Benchmark Test Date	

The learning plan provides differentiated instruction.

Pretest, Play Lesson, Study, Post Test

The student takes a **pretest** on each COS objective. Students quickly see their strengths and weaknesses.

Play Lesson presents a **multimedia lesson** with sound and animations, teaching each academic concept.

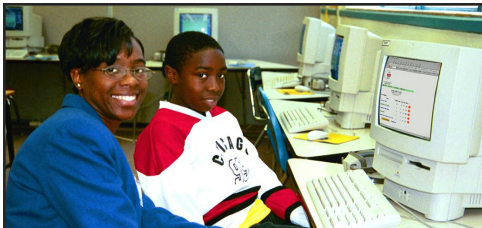
The **Study** mode is used to practice questions. Feedback is immediate, and specific to each answer selection.

The **Test** mode is used to post test the standard.

Review and Correct Mistakes lets the student see the wrong answers and get immediate feedback while the subject is fresh in the student's mind.

Multimedia Instruction is Important!

Struggling learners have different learning styles. Auditory and visual learners benefit from sound and animations that show them, and tell them, how to solve problems. Multimedia can teach and reteach as often as the student needs it.



Teachers save time and guide students to success.

All feedback is not created equal.

Some systems let students guess until they find the correct answer, then tell them the solution. This is practice, not instruction. Struggling students can be frustrated by repeated quizzes. They need instruction, not just practice.

EOG Achiever! Creates Engaged Students

With the proper feedback and multimedia instruction, students learn that they can help themselves. They gain confidence and become engaged students.

Choose the activity.

Question in Study mode.

Question: The circle graph shows what percent of students play various sports.

How many students play baseball?

A 75% play baseball

Explain B 65% play baseball

C 35% play baseball

D 15% play baseball

Next

Previous

Feedback for each answer selection.

A circle graph represents parts of 100.

Add all the parts and subtract from 100 to find the missing part.

$$25\% + 25\% + 15\% = 65\%$$

$$100\% - 65\% = ?$$

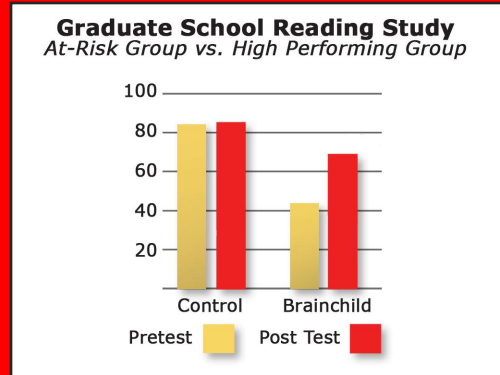
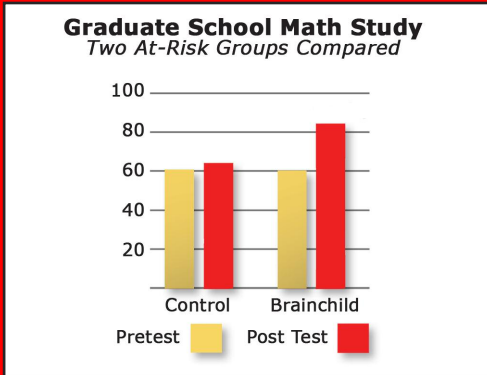
“EOG Achiever! helped all our students pass the EOG re-test and advance to their next grade level. Through daily use, each met or surpassed Level III as required by the state of North Carolina. Our staff is totally elated and will continue to give Brainchild high marks in the substantial part it has played in our program.”

- Cynthia Williams, Testing & Curriculum Coordinator
Children's Village Academy, Kinston, NC

**Engaged
Students
are Active
Learners!**



EOG Achiever! is Research-Based



Gather data easily to improve your school! The **Classroom Report** shows the classroom average score and individual student scores on each North Carolina Course of Study objective to adjust instruction.

Achiever!
Welcome Angela Smith

Maintenance
Tools
Reports
Help
Logout

Class

- ▶ Student Report
- Classroom Report
- Classroom Progress Report
- Student Practice Tests
- Student Passwords
- Student Benchmark Tests
- Classroom Benchmark Tests
- Assignments Report

Class: Grade 4/Math/1

View Report Print

*Set your printer to LANDSCAPE to print reports.

[Download as Excel File](#)

Lesson Keys		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Class Averages		80%	75%	90%	60%	40%													--%	--%	--%	--%
Brown	Robin	40%	70%	80%	40%	10%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%
Carter	Amy	80%	80%	70%	80%	20%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%
Chalmers	Dennis	100%	90%	100%	50%	40%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%	--%

Management System Features

Maintenance allows adding and deleting of students. The initial enrollment is performed by Brainchild.

Tools is where you can print paper tests with answer keys, or make student assignments.

Reports accesses a wide variety of performance and usage reports and lists of student passwords.

Help is where you can view or download user guides, call the 800 support number for immediate support, and email observations and requests.

Authorized Agent:

To get started:

- Email class rosters to Brainchild.
- Receive user names and passwords.
- Begin usage!

Unlimited free tech and enrollment support assures your school's success.

Contact us for a free demonstration!