



### **Language Learning Facilitator**

LANGUAGE SQUARE enables your child to learn the vocabulary and to feel happy with the easiness of acquiring new knowledge. LANGUAGE SQUARE facilitates the complexity of learning by simplified concepts and by using the methods of visual imaging, listening and pronunciation.

### **Learning through Play and Fun**

LANGUAGE SQUARE is an efficient language learning tool for children who start learning English vocabulary at an early age. It is a fact that early foreign language education is very important for children's future, but parents need affordable teaching resources to enable their children to learn even at home and during leisure activities.

### **Technology Enhances Learning**

Computers are intrinsically compelling for young children. The sounds and graphics gain children's attention. Increasingly, young children observe adults and older children working on computers, and they want to do it, too.

Children get interested because they can make things happen with computers. Moreover, developmentally appropriate software engages children in creative play, mastery learning, problem solving, and conversation. Children control the pacing and the action. They can repeat a process or activity as often as they like or need and experiment with variations. They can collaborate in making decisions and share their discoveries and creations. LANGUAGE SQUARE was created with respect to these scientific findings and with the aim to enable your children to learn in the way they really need and want.

### **Children Develop Cognitive and Social Abilities**

Well-designed early childhood software grows in dimension with the children, enabling them to find new challenges as they obtain higher proficiency. Appropriate visual and verbal features designed in the LANGUAGE SQUARE expand play and quiz opportunities while leaving your child in control. A vast collection of drawings, sounds, and information of all kinds are placed at the child's disposal. LANGUAGE SQUARE is an appropriate software even for children as young as three or four. This tool enables parents to observe the child at the computer, to socialize and to have a view into a child's cognitive processes. By being next to each other in front of the computer, parents not only encourage their children to learn, but to use the computer as well.

