



Real World Math...Out Of This World Fun!SM

LAUNCH PROGRAMS WINTER 2012

+ **LAUNCH LEARNING PRE-K/K MATH (AGES 3 YEARS, 9 MONTHS - 5 YEARS, 6 MONTHS)**

This program is designed to engage young children with stimulating mathematical themes and objects they encounter in their everyday lives. We provide explicit instruction and age-appropriate activities that encourage tots to think about, talk about and explore math concepts and skills. The program introduces topics through small group activities that foster socialization and captivate kids by disguising learning as fun!

- **Level 1: MY INTRO TO MATH** Level 1 provides exposure to a variety of simple math concepts including counting, shape attributes, grouping, geometric designs, length, and basic math vocabulary. (3yrs 9mos – 4yrs 6mos)
- **Level 2: MATH FOR MUNCHKINS** Level 2 introduces topics such as measurement, estimation, patterns, probability, sorting, comparing groups, and simple data analysis (graphing and tallies). (4yrs 0mos – 4yrs 9mos)
- **Level 3: ADVANCED MATH FOR MUNCHKINS** Level 3 is an advanced version of Level 2, offering more challenging material as well as an introduction to addition and subtraction (plus and minus signs). (4yrs 3mos – 5yrs 0mos)
- **Level 4: MATH IN MOTION** Level 4 combines physical activities with learning math. Concepts such as time, ordinal numbers, and measurement using standard units are introduced. Addition and subtraction are used to problem-solve. Skip-counting, symmetry, and basic money skills are explored. (4yrs 6mos – 5yrs 3mos)
- **Level 5: TRANSITION TO K** Level 5 prepares students for the Launch Learning K-8 math program (see below). Topics include fractions, 3-D figures, sequencing, greater than/less than, volume, and place value. Students are introduced to computer instruction through advanced educational software. (4yrs 9mos – 5yrs 6mos)

+ **LAUNCH LEARNING K-8 MATH INSTRUCTION (AGES 5 YEARS, 6 MONTHS – 13 YEARS)**

Launch Learning K-8 utilizes a unique combination of hands-on teaching tools, computer-based instructional methods and real-world problem-solving techniques - all mixed with a big blast of fun! This afterschool and weekend program is designed for children of all learning levels, including remedial for those who struggle with mathematics, supplemental for on-level reinforcement and enrichment for those with advanced skills. Children are individually assessed through an in-depth oral evaluation, and their study program is tailor-made to address their specific needs. With every visit each child receives at least 20 minutes of one-on-one instruction (the center maintains a 2:1 student-to-teacher ratio, on average) to ensure that every child receives results-driven, individualized learning. Designed for flexible scheduling!

+ **LAUNCH LEARNING ONE-2-ONE (AGES 4-13 / GRADES PRE-K THROUGH 8th)**

Launch Learning One-2-One is our inspiring math program in a one-on-one setting, providing even more dedicated and personalized instruction with a talented staff member. Sessions can be held at our center or privately at home.

+ **ROBOTS, ROCKETS & ELECTRONICS WORKSHOP (AGES 6-8 / GRADES 1ST THROUGH 3RD)**

In this do-it-yourself workshop kids learn about building robots and rockets and electronics, and they also make their very own models to take home! Children wire simple circuits to create burglar alarms, they use corrugated boxes to design crafty Garbage-Bots, and they join balsa wood with glue to build their very own model airplanes. Each session of the workshop brings a new surprise project! This 10-week workshop consists of 1.5 hour weekly scheduled sessions.

+ **VIDEO GAME & ANIMATION PROGRAMMING CLUB (AGES 9-13 / GRADES 4TH THROUGH 8TH)**

In this ongoing club, children learn to design and program their very own video games and animations! Computer programming is a great way for kids to creatively utilize real world math skills such as graphing and working with variables while engaging in active storytelling and artistic digital design. Using MIT's dynamic Scratch programming language, club members learn to develop almost anything they can imagine into a real game or animation. No previous programming experience is required and kids can join anytime. Kids attend for 1.5 hours at set club times.

+ **CUSTOM BIRTHDAY PARTIES (AGES 4-13)**

Launch birthday parties provide an out of this world birthday experience. Each 1.5-hour party features an exciting activity for up to 10 children. We provide everything needed for your child and his/her friends to have a blast, and we also offer customizable options to further enhance your party experience. Our experienced staff handles everything to ensure that all systems are "go" for fun!

173 West 81st Street (near Amsterdam Avenue)

www.launchmath.com

Contact: 949-528-6240 or info@launchmath.com



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LAUNCH PRICING

Winter 2012 Pricing Schedule

+ LAUNCH LEARNING PRE-K/K MATH (LEVELS 1/2/3/4/5)

10 Week Programs (One 45 minute session per week) - \$395

+ LAUNCH LEARNING K-8 MATH INSTRUCTIONAL SESSIONS

Assessment - \$99 total Waived with purchase of packages 15+.

5 sessions -	\$275 total	(\$55 each session)
10 sessions -	\$470 total	(\$47 each session)
15 sessions -	\$645 total	(\$43 each session)
25 sessions -	\$1000 total	(\$40 each session)
40 sessions -	\$1520 total	(\$38 each session)

Standard sessions are 1 hour long (45 minutes for K students).

+ LAUNCH LEARNING ONE-2-ONE (PRIVATE)

1 session -	\$125 per hour
10 sessions -	\$110 per hour (in-home)
10 sessions -	\$95 per hour (in-center)

Additional fee may apply for travel time to homes.

+ ROBOTS, ROCKETS & ELECTRONICS WORKSHOP

10 Week Program (One 1.5-hour session per week) - \$425

Note: \$50 additional fee for materials.

+ VIDEO GAME & ANIMATION PROGRAMMING CLUB

5 sessions -	\$225 total	(\$45 each session)
10 sessions -	\$400 total	(\$40 each session)
15 sessions -	\$525 total	(\$35 each session)

+ LAUNCH BIRTHDAY PARTIES

1.5 hour party for up to 10 children - \$525 to \$650 (varies)
\$25 each additional child - maximum 12 children

Inquire with Launch regarding pricing for customized services.



Terms and Conditions:

Launch Learning and Video Game Programming Club sessions are to be scheduled at sign-up (weekly time slot). Additional sessions require advance reservations via e-mail sent to info@launchmath.com. Seating is based on availability. All cancellations require 48-hour advance notice or scheduled session will be charged.

Schedule and Prices Subject to Change.

Package Expiration Schedule

5 packs- expire 8 weeks from purchase date
10 packs- expire 15 weeks from purchase date
15 packs- expire 22 weeks from purchase date
25 packs- expire 35 weeks from purchase date
40 packs- expire 52 weeks from purchase date

Note: Freezing option during summer break available for 25 and 40 packs.

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