

/// **3** Skills™



**PLAY**  
with a purpose



## An award-winning approach to **BUILDING ACADEMIC AND LIFE SKILLS**

Lifelong learning—it's what all educators hope to inspire in their students. And when students are equipped with the right skills, that dream can be a reality. n2y developed L<sup>3</sup> Skills to inspire unique learners to extend their achievement beyond daily instruction—and empower them with the skills and confidence to successfully apply their learning in life.

### **EMPOWER INTERACTIVE SKILL BUILDING**

Capture the imagination and boost persistence in a safe, online environment that offers over 150 research-based games with dynamic interactive play and relevant skills-based activities.

### **BUILD CONFIDENCE AND PRIDE IN ALL LEARNERS**

Help students experience the joys of achievement and inclusion—grow their skill set through accessible, engaging educational games.

### **AUGMENT INSTRUCTION WITH INDEPENDENT LEARNING**

Give students opportunities beyond the classroom to acquire and refine skills through immersive, high-interest activities from five key academic and skill categories.





# Empower interactive SKILL BUILDING

Want to help your unique learners take their academic and life skills to the next level? Deliver skill-building games in a familiar, engaging environment with high-interest topics; clear, accessible visuals; and a full range of activities developed *by educators for educators*.



## DEVELOP SKILLS THROUGH ACTIVE ENGAGEMENT

Capture students' imagination and inspire them to practice newly developing skills or revisit those they've already tried with fun, immersive experiences. The blend of research-based activity types introduces interrelated skills, concepts, and scenarios. And the meaningful play involved is an evidence-based strategy that ensures retention of skills.

## BUILD ACADEMIC AND LIFE SKILLS

Develop the skills most often addressed in IEPs with research-based games that provide essential learning in five categories: ELA, math, cause and effect, life skills, and fine motor. Strengthen problem solving, attention to detail, task completion, and social interaction—skills that students can use for academic and real-life success!



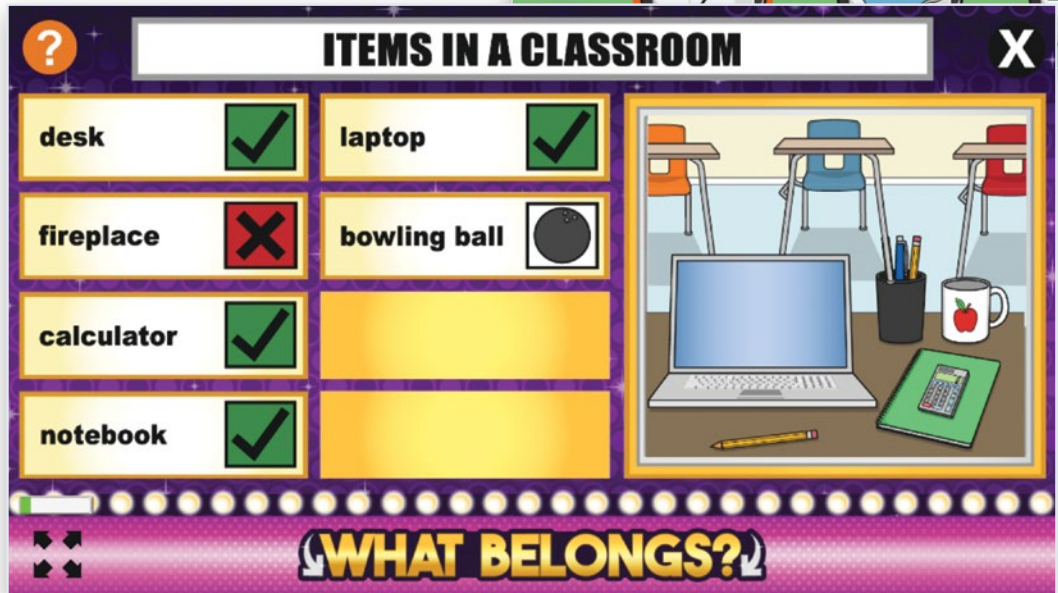
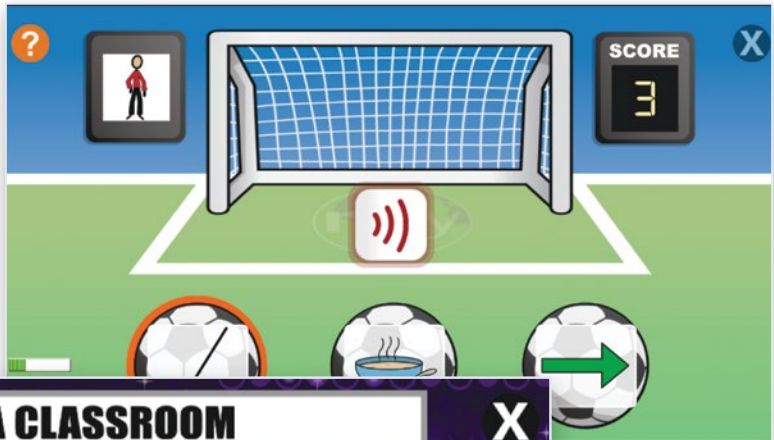
## TRACK GROWTH WHILE DEMONSTRATING COMPLIANCE

Quickly see how students are making progress with powerful data reporting, including their responsiveness on single-switch activities. Demonstrate compliance in skills acquisition, IEP goal achievement, and track progress across years with detailed reports on individual growth.

| My Reports                         |            |               |              |                |                    |                                    |  |
|------------------------------------|------------|---------------|--------------|----------------|--------------------|------------------------------------|--|
| Report Solutions                   |            |               |              |                |                    |                                    |  |
| Favorites                          |            |               |              |                |                    |                                    |  |
| Play Report                        |            |               |              |                |                    |                                    |  |
| Play Report                        |            |               |              |                |                    |                                    |  |
| My Reports: 13 Skills              |            |               |              |                |                    |                                    |  |
| 1 Player Selected                  |            |               |              |                |                    |                                    |  |
| 8/23/2021 - Today                  |            |               |              |                |                    |                                    |  |
| Activity Play Report               |            |               |              |                |                    |                                    |  |
| Time Period: 8/24/2021 - 8/26/2021 |            |               |              |                |                    |                                    |  |
| Date Created: 8/26/2021            |            |               |              |                |                    |                                    |  |
| Created By: bwallace@school.com    |            |               |              |                |                    |                                    |  |
| Jessica Weiss                      |            |               |              |                |                    |                                    |  |
| Bug Catcher: Counting 1-10         |            |               |              |                |                    |                                    |  |
| Category: Math Skills              |            |               |              |                |                    |                                    |  |
| Ages 3-6                           |            |               |              |                |                    |                                    |  |
| Counting Objects                   |            |               |              |                |                    |                                    |  |
| Number Identification              |            |               |              |                |                    |                                    |  |
| Object Identification              |            |               |              |                |                    |                                    |  |
| Play Count: 2                      |            |               |              |                |                    |                                    |  |
| Date Played                        | Play Time  | Accessibility | Completion % | Responsiveness | Incorrect Attempts | Notes                              |  |
| Aug 24, 2021 5:56pm                | 6 minutes  | No            | 10/10 - 100% | N/A            | 41                 | Coached to use Help on the ...     |  |
| Aug 24, 2021 6:56pm                | 7 minutes  | No            | 10/10 - 100% | N/A            | 9                  |                                    |  |
| Busy Bakery: Counting Cookies      |            |               |              |                |                    |                                    |  |
| Category: Math Skills              |            |               |              |                |                    |                                    |  |
| Ages 3-6                           |            |               |              |                |                    |                                    |  |
| Counting Objects                   |            |               |              |                |                    |                                    |  |
| Following Directions               |            |               |              |                |                    |                                    |  |
| Listening                          |            |               |              |                |                    |                                    |  |
| Simulation                         |            |               |              |                |                    |                                    |  |
| Visual Discrimination              |            |               |              |                |                    |                                    |  |
| Play Count: 4                      |            |               |              |                |                    |                                    |  |
| Date Played                        | Play Time  | Accessibility | Completion % | Responsiveness | Incorrect Attempts | Notes                              |  |
| Aug 24, 2021 3:56pm                | 26 minutes | No            | 8/8 - 100%   | N/A            | 23                 | First play. Student loves this ... |  |
| Aug 24, 2021 4:56pm                | 9 minutes  | No            | 8/8 - 100%   | N/A            | 7                  |                                    |  |
| Aug 24, 2021 5:56pm                | 6 minutes  | No            | 8/8 - 100%   | N/A            | 7                  |                                    |  |
| Aug 24, 2021 6:56pm                | 5 minutes  | No            | 8/8 - 100%   | N/A            | 3                  |                                    |  |
| Draggin' Dragon Count by 1s 1-10   |            |               |              |                |                    |                                    |  |
| Category: Math Skills              |            |               |              |                |                    |                                    |  |
| Ages 3-6                           |            |               |              |                |                    |                                    |  |
| Following Directions               |            |               |              |                |                    |                                    |  |
| Put Items in Order                 |            |               |              |                |                    |                                    |  |
| Play Count: 1                      |            |               |              |                |                    |                                    |  |
| Date Played                        | Play Time  | Accessibility | Completion % | Responsiveness | Incorrect Attempts | Notes                              |  |
| Aug 24, 2021 7:56pm                | 1 minutes  | No            | 1/1 - 100%   | 8              | 0                  |                                    |  |

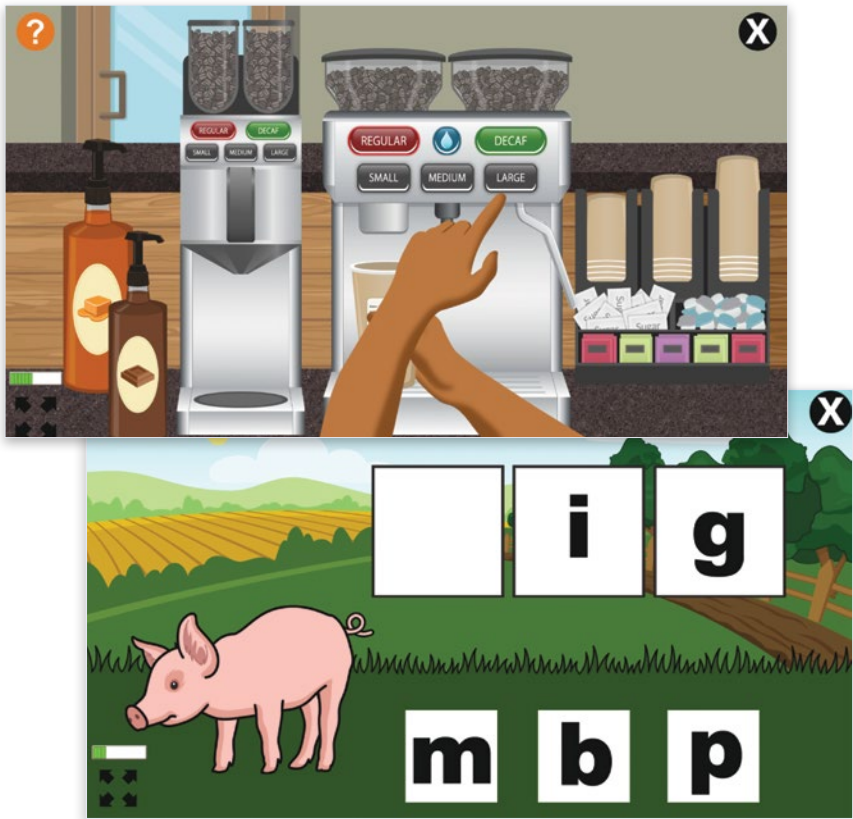
# BUILD CONFIDENCE AND PRIDE in all learners

Do you have students who feel left out of the online culture of their peers? L<sup>3</sup> Skills provides real access to fun online learning activities for those with a range of accessibility needs, helping unique learners experience achievement and inclusion.



## MOTIVATE WITH A SENSE OF ACCOMPLISHMENT

Foster student confidence in their ability to learn with built-in rewards for persistence and achievement. Players receive positive auditory and visual feedback for correct answers in games and feel a real sense of success as they make clear progress.



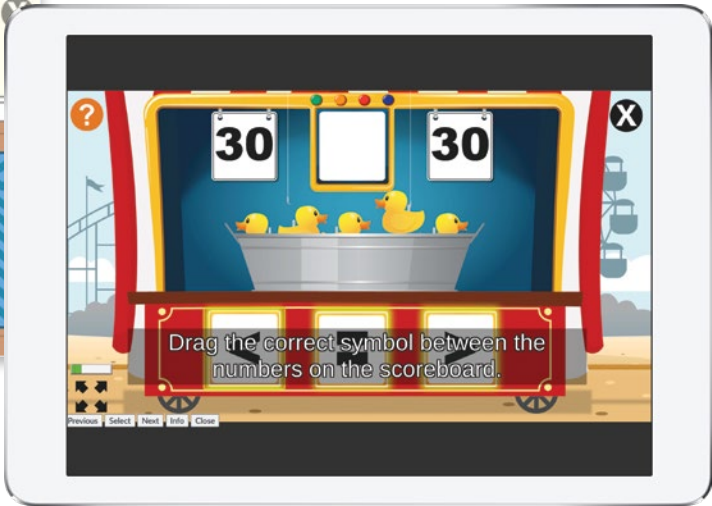
## DELIVER AGE-RESPECTFUL, INTERACTIVE PRACTICE

L<sup>3</sup> Skills redefines learning through play with predictable navigation, visually uncluttered design, and accessible, gender-neutral activities tailored for unique learners. It's easy to preview, select, and assign age-appropriate challenges at just the right ability level to ensure progress.



## EMPOWER PARTICIPATION WITH ACCESSIBILITY

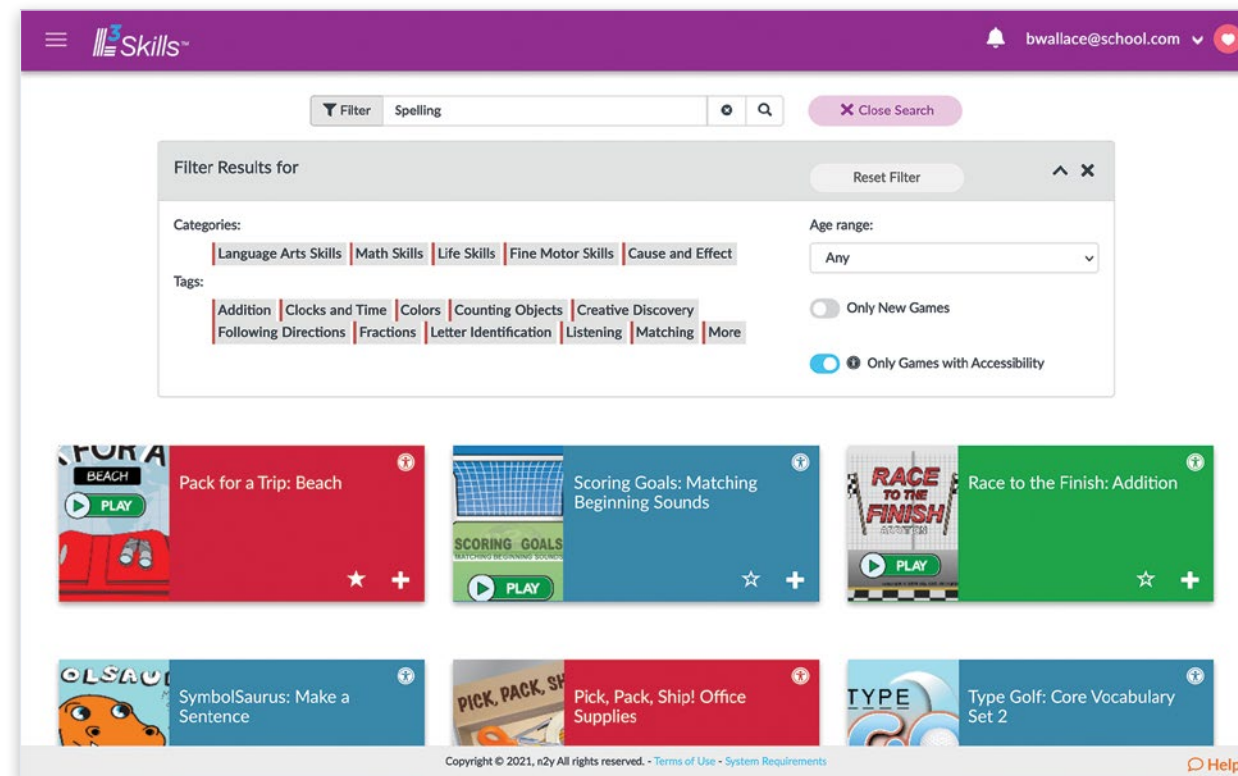
Reach all students with activities supported by closed captioning, audio narration, and single-switch action—and quickly identify games with any accessibility features. Players stay active and focused within the safe, immersive, ad-free environment.





# Augment instruction with INDEPENDENT LEARNING

Looking for a flexible option for skills practice that also promotes self-sufficiency? Choose from multiple activity types across age and ability ranges to enrich and expand learning. Use the games to meet individual skill development needs, engage small groups, and reach students across settings.



## ASSIGN ACTIVITIES BASED ON STUDENT NEEDS AND INTERESTS

Quickly preview an activity, identify the skills it covers, match it to needs and targeted growth, and assign it to a student for easy access through Student View. Enhance retention by choosing activities with high-interest topics, like sports and animals, and build relevant life skills, such as phone manners, chores, service jobs, and more. Search by category, age range, topic, or content area to find the right activities for each learner—with new ones added regularly!

## EXTEND LEARNING IN SCHOOL AND BEYOND

Add flexibility to your instructional day by assigning games that expand on what you're teaching in your classroom. Speech language pathologists, occupational therapists, and other service providers can facilitate play in any setting, and parents can easily access high-quality skills practice.



## DEVELOP INDEPENDENCE WITH TECHNOLOGY

Give students the ability to practice their skills anytime and anywhere through assigned activities in Student View—accessible using many devices, including smartphones. Students can see their path to completion through a progress bar that visually reinforces independent learning. Built-in coaching and feedback encourage learners to continue to improve their performance.





# MAXIMIZE ENGAGEMENT

## with n2y's Total Solution

Enhancing consistency and ease of use, L<sup>3</sup> Skills connects to other n2y solutions in multiple ways. Games are assigned and visible in Student View, alongside lessons and assignments from Unique Learning System® and News2you.™ And lessons in Unique Learning System include recommendations to relevant games for added practice on a concept. Data tracking is easily accessed in one convenient location with reporting for Unique Learning System, Polaris®, and Positivity®, enabling you to manage and monitor the needs of the whole student.



# Count on our AWARD-WINNING INSTRUCTIONAL RESOURCES

**L<sup>3</sup> Skills™**

**\$159<sup>99</sup>**  
per year

## WHAT'S INCLUDED?

A ONE-YEAR LICENSE PROVIDES:

- Unlimited access to over 150 diverse, research-based activities for one service provider and 15 students, with Student View access
- Practice in many critical soft-skill areas such as cause and effect, problem solving and persistence, attention to detail, task completion, goal setting, creative discovery, gains in memory, digital literacy and navigation, and social awareness
- Powerful data reporting for tracking improvement both in the short term and across multiple years
- Access to regular updates and additions
- A growing number of accessibility features including closed captioning, audio narration, and a collection of single-switch activities dedicated to cause-and-effect instruction using USB switch access
- Compatibility with today's mobile devices, making it simple to assign and play activities anytime, anywhere
- Online self-paced training and a live virtual working session where you can ask questions and get answers—you'll be ready to teach from day one!

**//CODiE//**  
2021 SIIA CODiE FINALIST

**//CODiE//**  
2020 SIIA CODiE WINNER

**//CODiE//**  
2019 SIIA CODiE WINNER

Try samples, schedule a demo, request a free trial, get a quote, or buy now!

Explore more at [n2y.com/l3-skills](https://n2y.com/l3-skills)

Each license includes one service provider access, with student logins for a maximum of 15 students.  
PRICES SUBJECT TO CHANGE WITHOUT NOTICE

“[One of my students] absolutely cackles every time he gets to play L<sup>3</sup> Skills Pumpkin Splat (single switch) and it's enabled us to get him to participate in some other activities with technology as well!  
Thank you n2y!

**Miranda Adams**

**SPECIAL EDUCATION TEACHER  
MADISON CONSOLIDATED SCHOOLS, IN**



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