

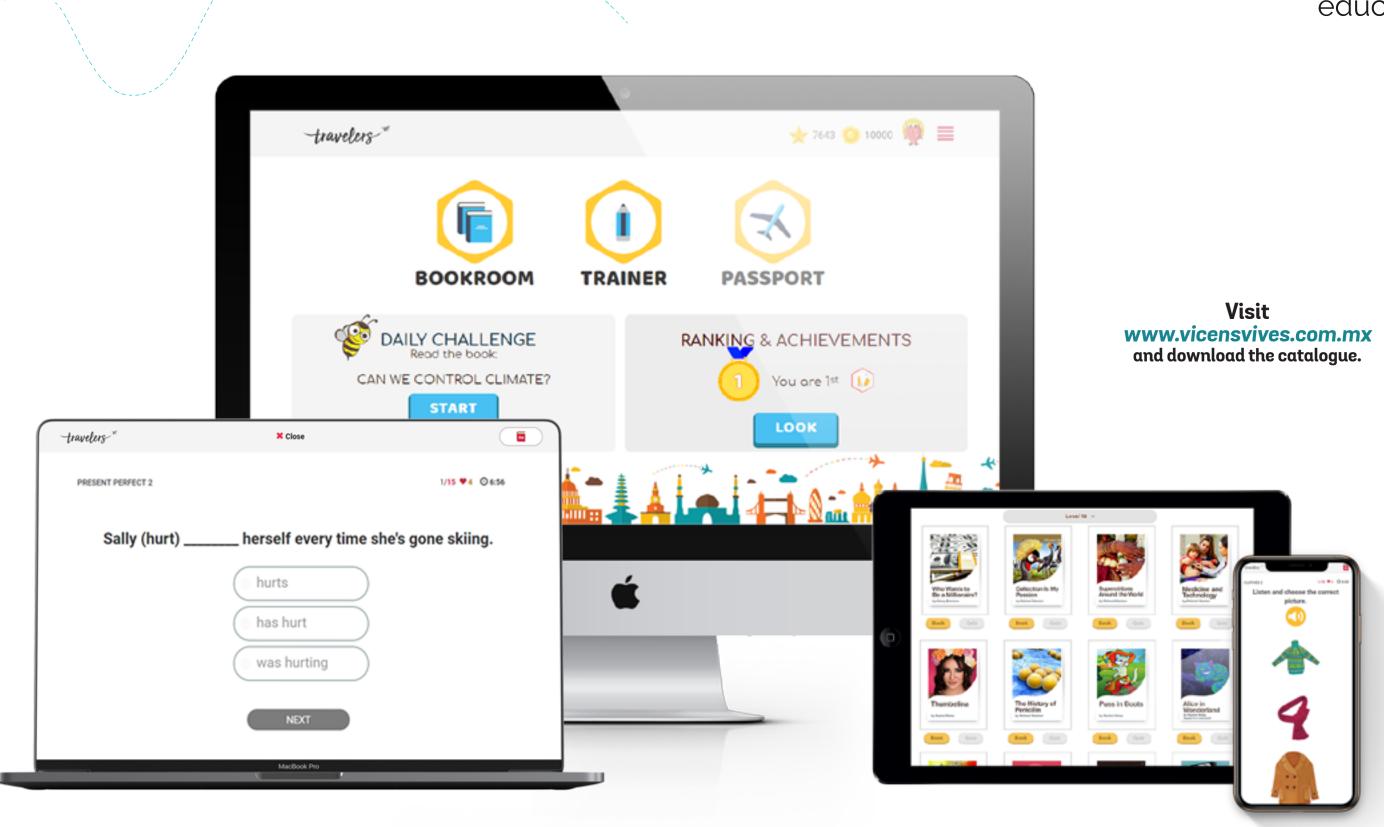




READ & PLAY travelers







Milton is an educational publisher who specialises in **innovative English teaching materials** for schools.

Our educational materials are used by more than 100,000 students worldwide.

English teachers need new tools to motivate their students

I want my students to read in English

Most English textbooks do not provide enough reading resources for the students. Finding the proper reading resources for the students is often challenging. Students do not know how to pronounce a word, and many parents cannot help them at home.

I need them to practise regularly

Students would progress much faster and consolidate their learning if they practised their English skills more regularly. Practise at home with regular textbooks is boring and difficult.

I also want to keep them motivated

Digital native students are difficult to motivate. Traditional textbooks and analog resources are boring for them. Digital gamified resources draw their attention and make them more motivated.





READ & PLAY

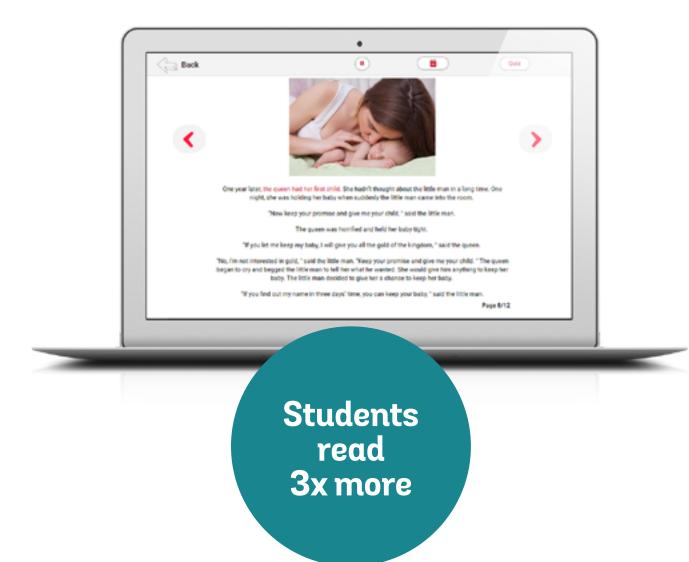
The Travelers Platform

A digital reading tool...

More than 400 audiobooks organised by lexile levels, to engage your students in reading in English.

They can read and listen to the stories at the same time, practising both reading and listening comprehension.

Gamification dynamics motivate your students to return and practise every day.



...and interactive skills and test preparation tool.

More than 800 exercises covering from Pre-A1 (Starters) to B1 (PET) and designed to practise every skill, with a special focus on official English Tests (Cambridge or Trinity).

The exercises are varied, fun and engaging, so students want to practise every day.



READ & PLAY

Versatile and easy to implement in your school

Use it in the classroom...

Use any reading or exercise on the digital board. Practise group reading, listening, or any skill.

If you can use tablets once a week, implement a "weekly reading day" with your class.



...and at home.

Students can use their individual login to practise at home on any device: laptop, tablet or smartphone.

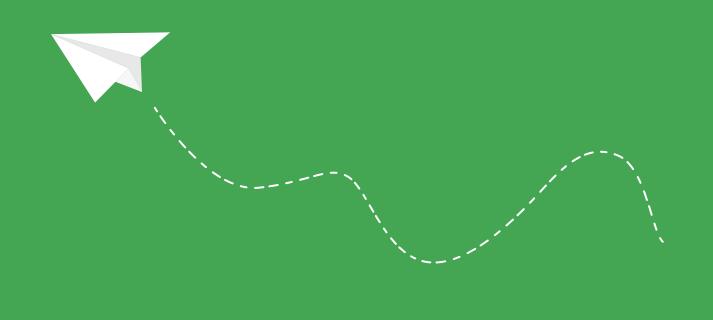


Compatible with the Travelers textbook



or any other major publisher.

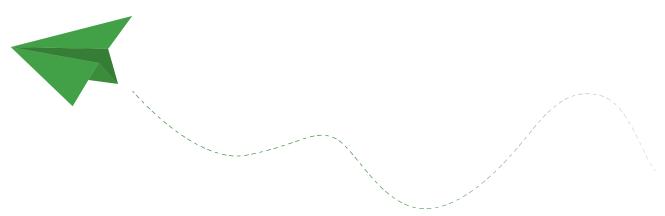






Travelers

Travelers is the all-in-one fun reading and practice solution for your students.





Full digital library with more than 400 audiobooks to foster individual reading.



Skill and test prep tool with more than 2.000 exercises and game-like activities.





Gamification challenge to keep students motivated and engaged in their learning.



Assignments set up by the teacher or a daily challenge proposed by the platform create a daily routine for the student at home or at school.

BOOKROOM

The Bookroom

and non-fiction stories: classic

tales, science, journeys, culture, biographies and more that are interesting for students.

The Bookroom is a full digital library with more than 400 audiobooks to foster individual reading.

More than 400 audio readings in 26 levels of difficulty. Students usually complete 2-3 Level 18 v levels per year with 15 readings per level. Collection Is My Be a Millionaire? Passion Around the World Technology by Richard Stanton The History of Puss in Boots Alice in Thumbelina Penicillin Wonderland by Rachel Weiss by Bichard Startor by Rachel Weiss **Readers** include a mix of fiction

Our graded levels allow each student to progress at his or her own pace. More eager readers can progress to more difficult levels, while less eager readers can always access any of the lower levels and practise easier readings.

Reading length varies from 3-5 min for younger readers up to 20 min for older ones.

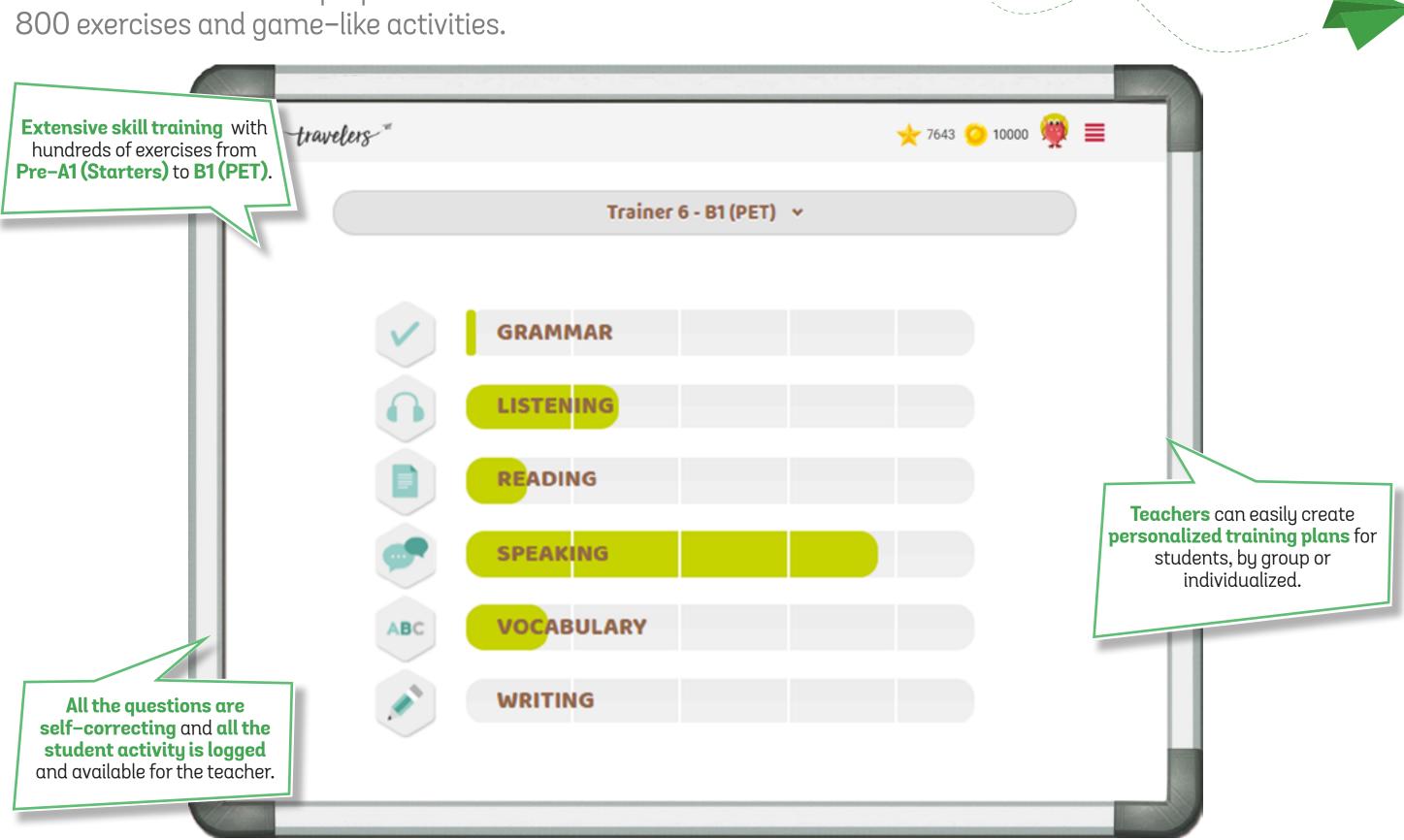
BOOKROOM

Audio-readings

Audio-readings are a powerful way to practise, reading and listening comprehension and A 5 question quiz at the end of pronunciation at the same time. each reading validates student comprehension and progress. Progress can be tracked through the teacher panel. Native audio in multiple accents and karaoke-style highlighting help follow the Back **II** Quiz reading, and improve listening comprehension. There once was a businessman who worked all the time. He worked from early in the morning until late at night. While he rode the train, he answered emails on his phone. He even went to the office on Sundays when no one else was working. He never took the time to read a magazine or have a conversation with a friend. He just worked, worked and worked. Page 3/12 MacBook Air Reading length, grammar structures and vocabulary have been carefully edited by **expert** Check the definition of any English teachers to match students' word with a built-in competence. dictionary.

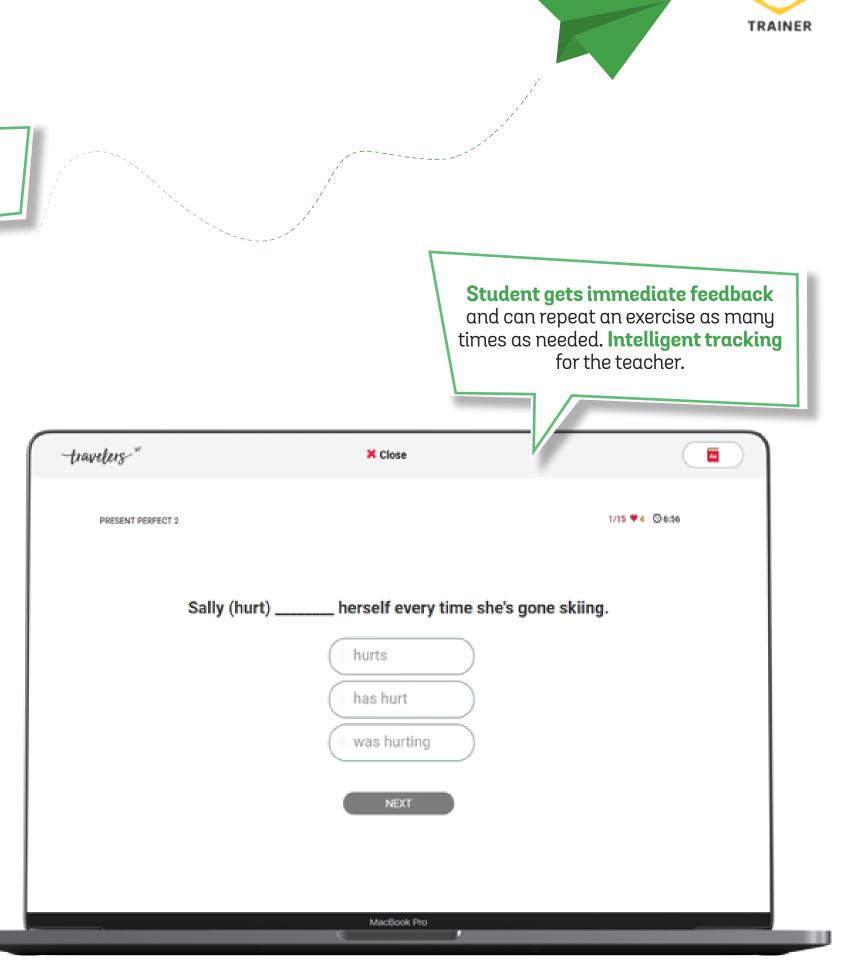
Trainer

Trainer is a skill and test prep tool with more than



Digital exercises are fun and engaging for the student





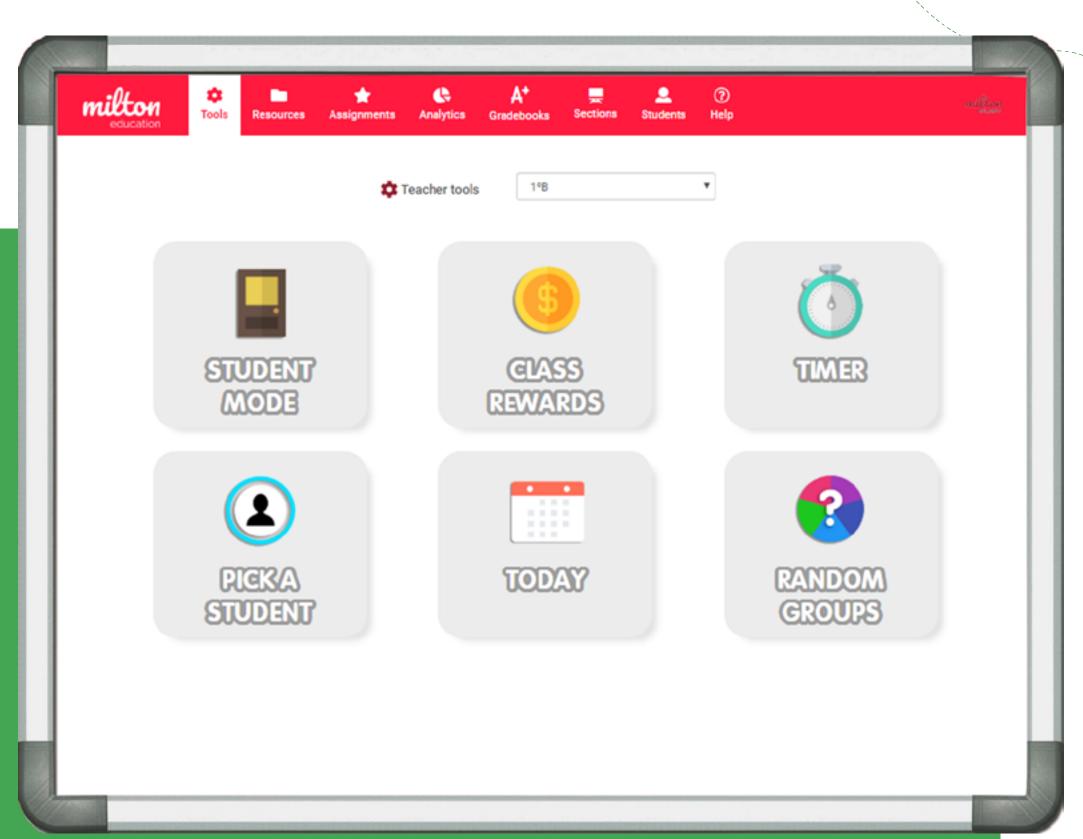
PASSPORT

Passport

Passport is an embedded gamification challenge that engages students in daily reading and practice.



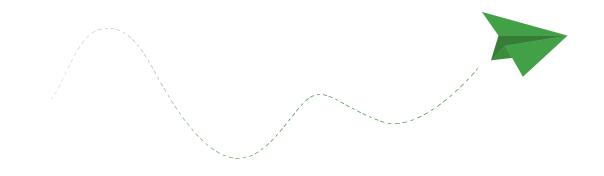
Teachers are in full control with the Teacher Panel



Teacher tools for the classroom

Fun, ready-to-use tools allow the teacher to run more engaging class sessions. Reward students within the platform, set the timer, pick a random student or create groups easily and automatically.

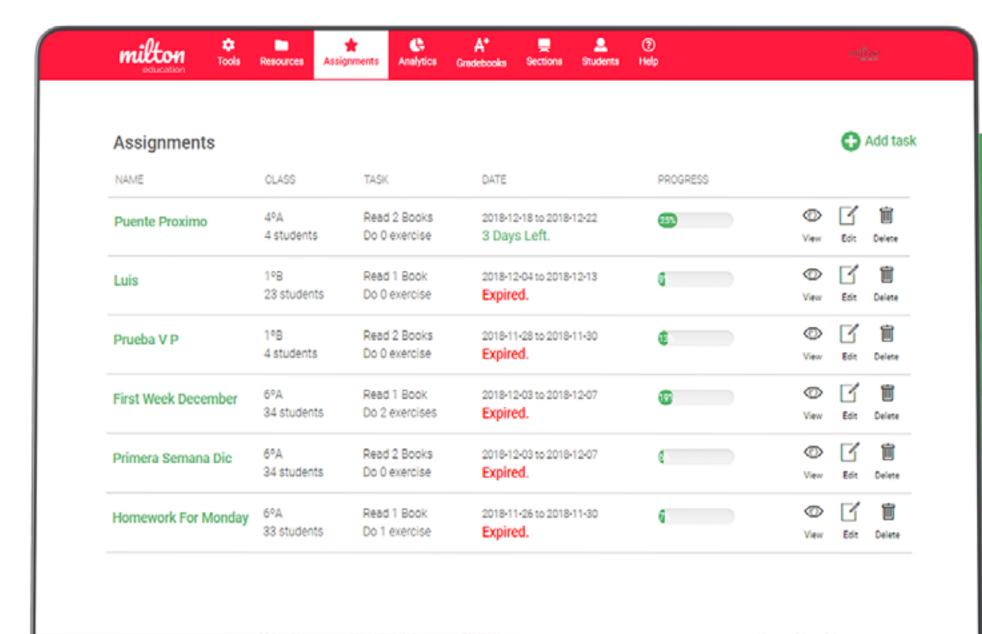
Create personalized or group reading or practice plans



Assignments

Individual or group assignments can be created in seconds allowing the teacher to manage the class on autopilot. Reading plans, practise plans: you name it, we've got it.

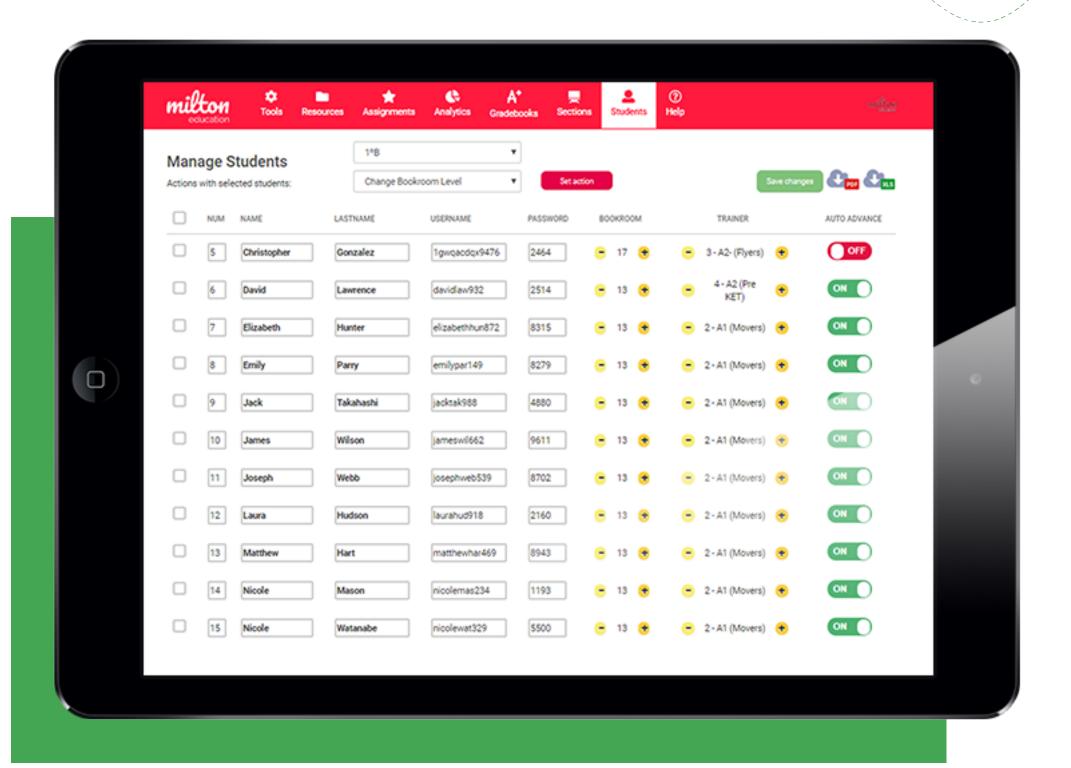
Students can see their pending assignments when they log in to Travelers, and all the tasks are tracked to give teachers all the information required to track each student.





MacBook Pro

Easily manage your students and track their progress



Analytics

Detailed reports of each student provide the teacher with invaluable information to track progress and detect learning blocks.

Student management

Personalize each student's level, creating a much more effective learning experience for each and every one of them.

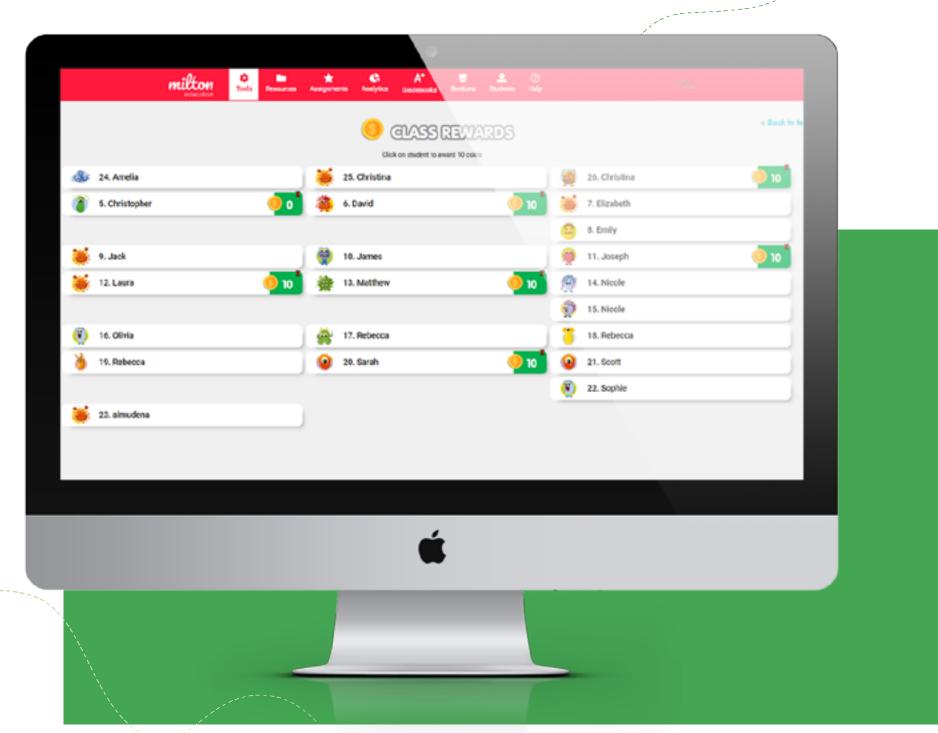


Motivate them in class

Class rewards

Teachers can give coins, badges and special objects to students based on class performance.





READ & PLAY travelers

A digital license for Travelers costs less than a single book and provides an invaluable resource to your English students.



Request a demo for your school.

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