Learning Through Sports Launches New 3-D Version of Kid's College Reading, Language Arts and Math Supplement
Learning Game Appeals to Students Who Would Rather Play Than Learn

BIRMINGHAM, Ala. – September 29, 2005 – Learning Through Sports today launched a 3-D version of Kid's College – a web-based mathematics, reading and language arts supplement targeted at unmotivated learners. The 3-D version features more live action and realistic visuals that make Kid's College more appealing to K-8 students, helping them to engage in the lessons and learn the academic content being presented. Kid's College is the only 3-D sports-themed learning software of its kind for the educational market.

"Kid's College is the ideal resource for unmotivated learners or for those who need a bit more entertainment while working on their core academic skills," said Brian Shulman, founder and CEO of Learning Through Sports. "This 3-D version is much more realistic and is appealing to students so they are more likely to focus on the lessons being presented."

"Students really enjoy Kid's College and they learn so much while using the program. We have had great success reaching our students -- both the high-achievers and those needing extra motivation," said Kara Buttolph, technology coordinator at Platte Valley Middle School in Colorado. "A new 3-D version will be an exciting enhancement for them and is sure to capture their attention."

Kid's College is a supplemental learning program used to "remediate" or enrich specific skill areas in math, reading and language arts. Teachers select state standards or skills for their students to work on and the program automatically selects a series of questions and then adjusts the difficulty of those question based on their answers.   If a student misses a question, instructional help is provided to help them work through the problem and come up with the correct answer. After successfully completing the lesson, the student earns an All-American trophy in their sport and can print a diploma acknowledging their success.

Students may choose from 5 sports for boys and girls (baseball, football, soccer, volleyball or basketball) as the game they play while working through a specific path of academic content. Answering questions correctly unlocks the sports plays.   Students compete to post high scores. Kid's College can also been customized for the district with their school logos and team colors.

Because Kid's College is web-based, it can be used on any computer in the school or district

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without the need to install software. Students may also work on activities at home if their teacher chooses to assign homework with the system. The program also includes robust reporting tools so teachers may evaluate progress for individuals, groups, by skill, or by standard.

All schools currently using Kid's College will automatically receive access to the 3-D version. Schools requesting more information may contact Learning Through Sports at 866-552-9192 or www.learningthroughsports.com.

About Learning Through Sports

Learning Through Sports (LTS) is an educational publisher of interactive sports games that teach core subject areas and behavioral skills to students in grades K-12. LTS flagship products are Kid's College, a web-based reading/language arts and math skills intervention program and STAR Sportsmanship, a role-playing program for students, coaches and parents that teaches how to make good decisions on and off the playing field and includes information on how to avoid steroids abuse. Today, LTS programs have been used by over 5 million students in over 2,500 schools across the nation. For more information, call: 866-552-9192. or visit www.learningthroughsports.com.

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