



## Components

- 10 Readers
- 10 Activity Books
- 10 DVDs
- Audio and Songs CD
- Alphabet Flashcards
- High-frequency Words Flashcards
- Phonics Flashcards
- My Play Time App<sup>^</sup>
- English-Time™ App<sup>^</sup>
- Online 3D Animation Videos<sup>^</sup>
- Online Audio Recordings and Songs<sup>^</sup>
- Online Test<sup>^</sup>
- English-Time™ Games<sup>^</sup>
- English-Time™ Access Code Card
- Flash Drive<sup>#</sup>
- User Guide
- Parent's Guide
- Teacher's Guide
- Quick Start Guide
- Achievement Chart
- 6 Walterised Posters
- Let's Write with Walter™
- Picture Dictionary\*
- Song Book
- Walter™ Sticker Book
- 3D Glasses
- 2 ET Toys (only available in selected countries)

<sup>^</sup>Access code required

\*Multi language audio playback support

<sup>#</sup>Image is for reference only. USB character in individual package may vary by country and region.

## A fun and complete multimedia program to master the English language

- 10 levels of Walterised Readers provide many opportunities to learn grammar, vocabulary and phonics.
- Corresponding videos and audio recordings help develop listening skills.
- My Play Time and Play with Zing apps encourage learning on the go.
- The flash drive contains many games and activities designed to develop early computer skills and reinforce lessons learnt.
- The English-Time™ Flashcards are easy to use and promote effective learning through fun games for young learners of the language.

**English-Time**™ includes  
40 learning units in 10 levels.



Units	Titles	Topics	Units	Titles	Topics
1	Hello!	Greetings	21	Zing's Memories	Action verbs in the past
2	Where Are the Colors?	Colors	22	What Happened?	More action verbs in the past
3	Let's Count	Numbers 0-10	23	Where Were You?	Even more action verbs in the past
4	Computer Fun	Computer words	24	Who Sent the Virus?	Memories
5	Meet My Family	Members of the family	25	All About Pets	<b>Pets</b>
6	Our Home	Objects in a house	26	The Topsy Turvy Farm	Farm animals
7	Grandpa's E-Clothes Store	Articles of clothing	27	At the Alpha Zoo	Animals in the zoo
8	What a Mess!	Possessive pronouns	28	What Should We Do?	Taking care of the environment
9	Shake Your Body	Parts of the body	29	Going Camping	Camping
10	You Can Do It!	Actions one can and cannot do	30	Come to the Circus	<b>Circus</b>
11	What Are You Doing?	Action verbs	31	A Discovery in Space	Outer space
12	How Do You Feel?	Feelings	32	Journey to the Lost Zone	Transportation
13	What's the Time?	Days of the week	33	Tom's Dream City	Places in the city, building a house
14	Time at School	School projects	34	Dreams Can Come True	Fire station and the theater
15	Time with Friends	Sports and hobbies	35	Come and Visit	Post office
16	Time for Fun	Habits	36	Welcome to Dream City	Tourism
17	Calendar Fun	Months of the year, weather	37	Friends Around the World	Different cultures of the world
18	Winter and Spring	Winter and Spring	38	More Friends	Children from different continents
19	Summer and Fall	Summer and Fall	39	Planning a Farewell Party	Party items
20	Time to Eat	Food items	40	Surprise!	Party activities

Each level is covered through different components, and you should encourage your child to go through the program in the following order:

1. **DVDs/ Online 3D Animation Videos**
2. **Readers**
3. **Apps and English-Time™ Games**
4. **Online Tests**
5. **Activity Books**

It's also OK to let your child repeat all the videos and Readers until he or she is ready and/or interested in the rest of the components. Similarly, there's no harm if a child wants to finish all the games first. Most importantly, your child will learn only if he or she is having fun.

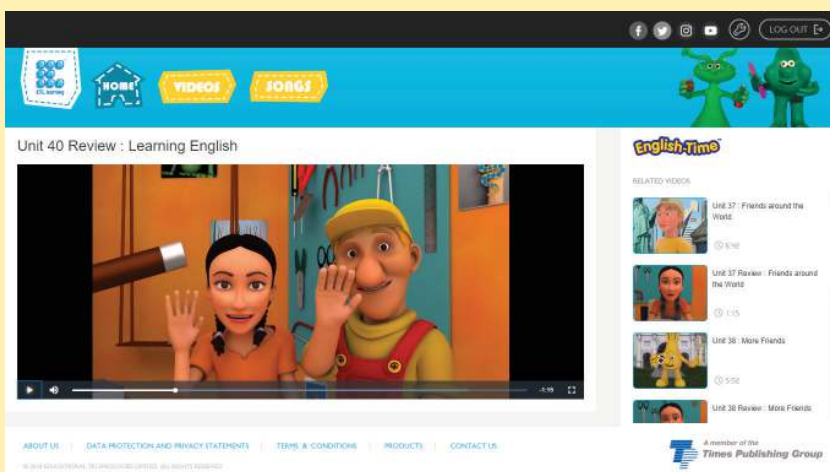
# ETL Learning Online Portal

English-Time™ 3D animation videos, audio recordings and songs are now available online at [resources.ETLlearning.com](https://resources.ETLlearning.com)



When you access our online portal for the first time, you will need to register with the 16-digit access code (provided in the English-Time™ package).

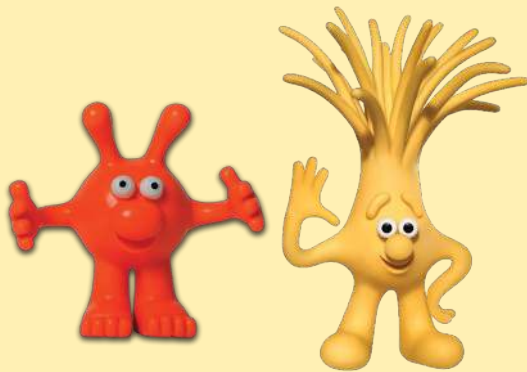
1. Visit [resources.ETLlearning.com](https://resources.ETLlearning.com)
2. Click 'LOGIN/ REGISTER'.
3. Click 'Register with your access code'.
4. Enter the 16-digit access code and then click 'REGISTER'.
5. Enter your email address and password and then click 'SAVE'.
6. A confirmation email will be sent to your registered email address.
7. Click the 'Activate Account' button in the email to activate your account.



## Videos are also available in DVD format



- 10 videos based in a fantasy setting called Cyberspace and contains a blend of real-life acting and clay animation cartoon characters to stimulate your child's imagination.
- Workshop segments allow your child to recap and review what they have learnt.



Sweepy and Zing dolls\* help your child establish a connection with two of the most popular characters of English-Time™

\*Only available in selected countries.



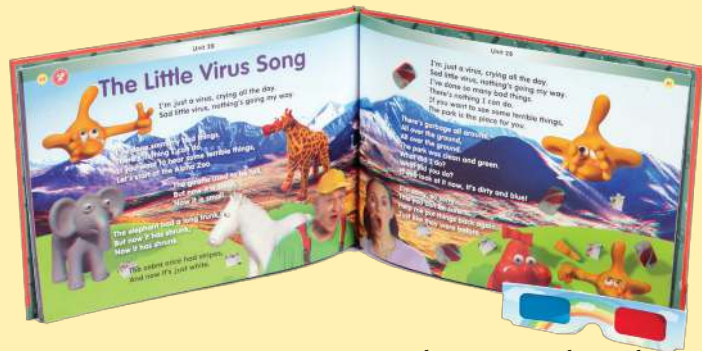
**English-Time™** offers a wide spectrum of interactive content filled with educational value!

# Learn English with our Readers and Activity Books!

The 10 Readers provide reading activities, vocabulary, phonics and song lyrics that help your child to learn at his own pace.

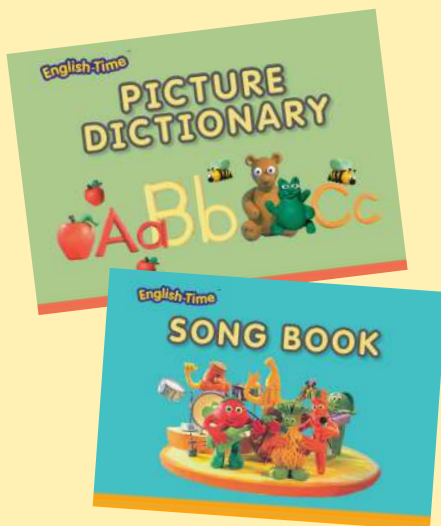


The Writing and Activity Books provide your child with interesting activities to develop writing skills and learn proper grammar. They also reinforce language and vocabulary learnt in the videos and Readers.



Exciting comic pages attract your child's interest and make learning fun.

3D pages can be viewed with English-Time™ 3D glasses.



Enjoy learning with these fun and interactive supplementary materials!

The Picture Dictionary covers over 1500 words used in English-Time™. Encourage your child to look up difficult words he comes across.

The Song Book consists of original songs used in English-Time™. The lyrics will help your child remember language structures taught in the Readers.

The Achievement Chart and Star Stickers help you and your child to track his or her progress through the 40 units of English-Time™.

Colourful posters cover a diverse range of topics from the alphabet to music, occupations and numbers.



# Let your child learn on the go with the My Play Time and Play with Zing Lite Apps!



## Play with Zing Lite

Play with Zing Lite is a free app with 60 games that can be used as complementary learning material to English-Time™. Download the app onto your mobile device and your child can play the games offline.

## Game features:

- Learn about greetings, colors, clothes, parts of the body, school, time, animals, transportation, different cultures and much more.
- Complete games to unlock more units.
- 30+ catchy English-Time™ songs.



## My Play Time

My Play Time is an app that offers a new and immersive way of learning to read and speak in English! Your child can choose from any of the 40 story units to re-enact and practice what he or she has learnt in the corresponding unit in the English-Time™ program.

\*English-Time™ App (available on Android™ and in selected countries only)

This App complements the print and multimedia content. There are 10 levels / 40 units with over 120 games completed with a Path of Progress and unique scoring system. You will need to enter the 16-digit access code (provided in the English-Time™ package) to activate the apps.

Please refer to the English-Time™ Quick Start Guide provided or contact your local distributor to find out more.



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Apple, the Apple logo, iPhone, and iPod touch are trademarks of Apple Inc., registered in the US and other countries.

App Store is a service mark of Apple Inc.

# Flashcards catered for all learners

The English-Time™ flashcards are easy to use and promote effective learning through fun games for young learners of the language. They help your child to learn important skills to become a better reader.

These flashcards cater to the learning styles your child might have:

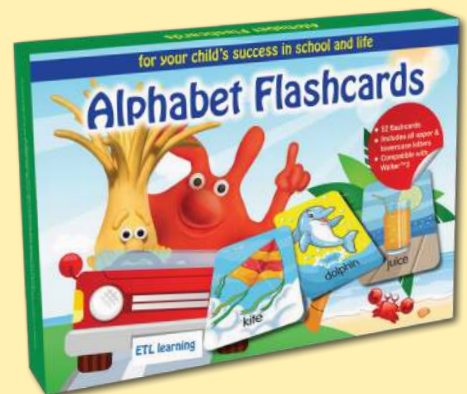
**Visual learners** can see text and pictures and develop an imaginative mind.

**Auditory learners** can speak and hear new words on the flashcards to promote understanding.

**Kinesthetic learners** can trace the words on the back of the cards. Flipping and sorting the cards through games can also help develop their motor skills.

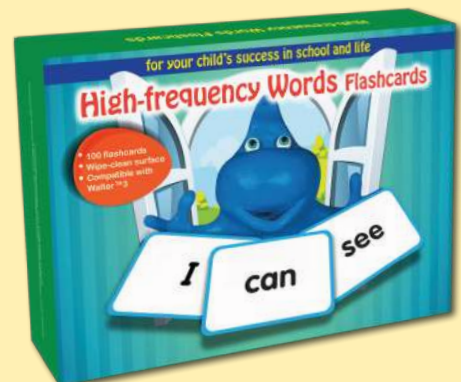
## Alphabet Flashcards

Alphabet flashcards reinforce identification of the 26 letters and help your child become familiar with the sequence of the alphabet.



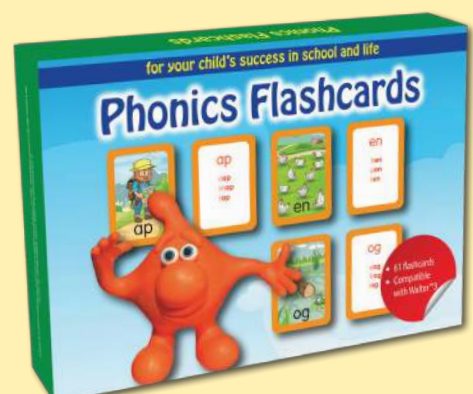
## High-frequency Words Flashcards

High-frequency words are those that occur frequently in written materials and are essential to fluent reading, but they may not follow phonetic rules and may be difficult to sound out. These flashcards will help the child to recognize common words quickly and become a faster and more fluent reader.



## Phonics Flashcards

Phonics flashcards reinforce the sounds of the English language and help your child to learn a correct pronunciation from a young age.



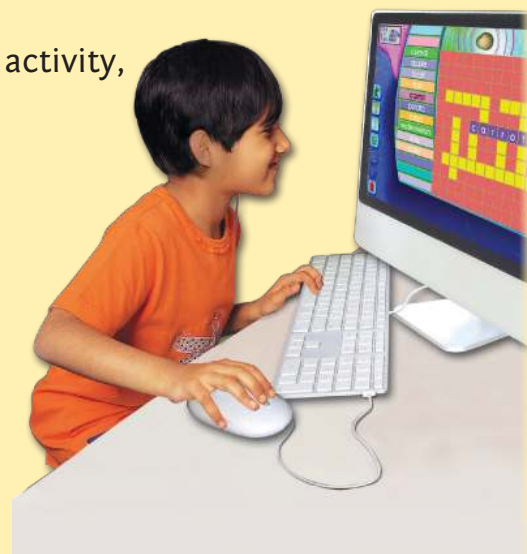
# The games in the flash drive reinforce the lessons learnt in the Readers!

- More than 300 activities.
- The English-Time™ games also include a simulated email activity, a Song Workshop with karaoke function, and a Create It activity - all designed to teach and entertain your child.

## Getting Started

Setup is required when you access the games for the first time on a new computer. The games can be installed in a maximum of three computers and you can create accounts for up to three different users.

- Make sure you are connected to the internet and have installed the latest version of Adobe Flash Player: [www.adobe.com/support/flashplayer/downloads.html](http://www.adobe.com/support/flashplayer/downloads.html)
- Plug in the Flash Drive.
- On PC: Double-click on **'My Computer'** to find the new drive letter (e.g., "Removable Disk" E: drive).  
On Mac: Open up a **'Finder' window** and look for the new mounted drive under **'Devices'**.
- Open 'etl-launcher' to launch the game.
- On your first login, you will be prompted to enter the access code provided in the English-Time™ package.



## Assess your child's English proficiency using the Online Tests

English-Time™ comes with unlimited free access to online tests. There are 80 tests for the 40 units, each with over 25 questions. This is how it works:

- Use the access code provided.
- Go to [www.english-time.com/onlinetest/](http://www.english-time.com/onlinetest/)
- Click on 'Set up your English-Time™ account'. Complete the registration form with the access code and click submit.
- You will receive an e-mail confirming the username and password you have chosen. Your child can now log in at any time using the username and password.
- Upon successful completion of each level, your child will be rewarded with a certificate that can be printed.
- Upon successful completion of all 10 levels, a Certificate of Achievement will be issued to your child from ETL Learning. Your local distributor will contact you for collection.





# Compatibility with walter™ 3



English-Time™ is compatible with Walter™3!

Walter™ 3 makes the series come alive!

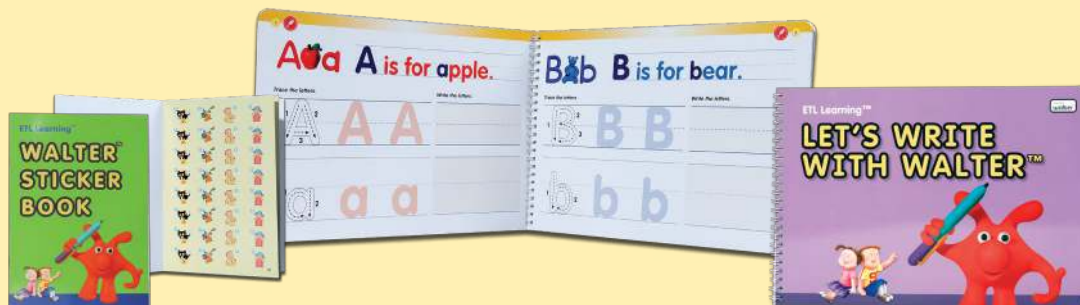
Walter™ 3 talks, writes, records and plays many enriching games with your child, allowing him or her to explore independently.

Using Walter™ 3 with our books and flashcards helps your child become a self-directed learner, enabling him or her to thrive in this fast-changing world. This is part of the 21<sup>st</sup> Century Competencies identified by Singapore's Ministry of Education, a strong education system recognized around the world.

Walter™ 3 can also be connected with compatible Bluetooth devices^ for better sound quality and is ideal for use in classrooms or at home.

- Scan the pictures and words to hear Walter™ 3 read and create sound effects.
- Follow the stories in the Readers with Walter™ 3! Listen and read along with Walter™ 3 to improve English pronunciation.
- Enjoy favourite songs in the Readers and the Song Book with Walter™ 3 and improve listening skills at the same time!
- Reinforce new vocabulary with Walter™ 3 in the Picture Dictionary. Toggle between different languages with 🔄.

^Bluetooth function is only available in selected countries.



Let's Write with Walter™ helps your child learn the correct way of writing alphabet and numbers by providing instant feedback from Walter™ 3.

Personalize your child's learning experience by using the recording stickers in Walter™ Sticker Book to record names of places and objects with your own voice. Place the stickers wherever you want and let your child play back the recording to listen and learn from you!