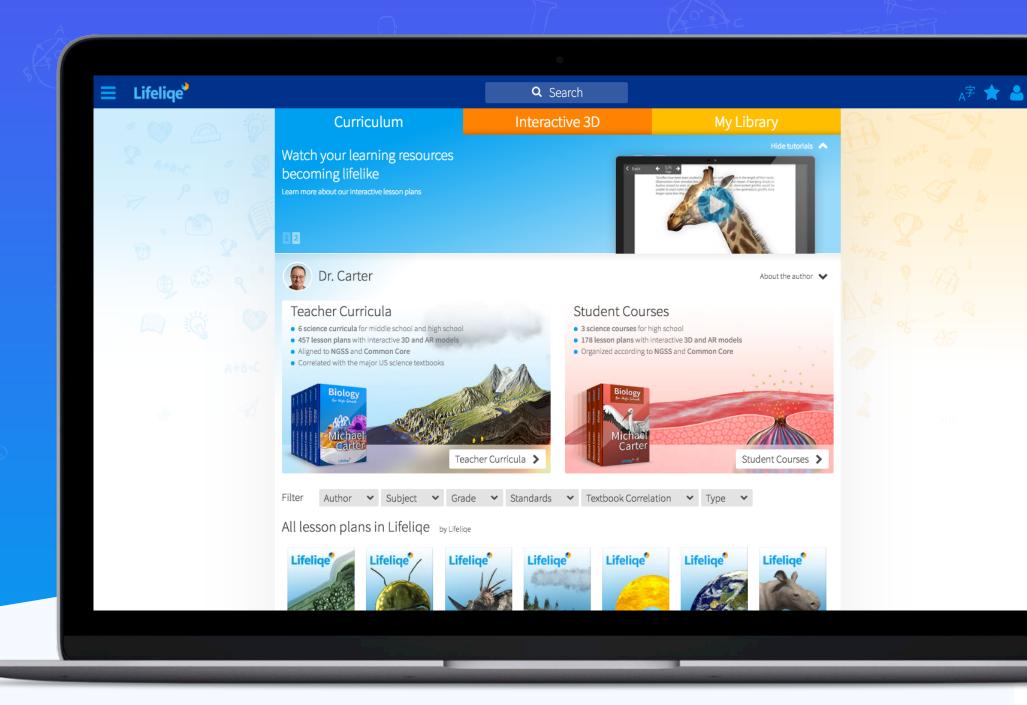


Lifeliqe is designed for teaching STEM subjects in any K-12 classroom

On the most commonly used devices:

PC's, laptops, tablets, chromebooks or interactive whiteboards.



Our digital Science Curriculum

is the perfect tool to engage students while learning STEM subjects

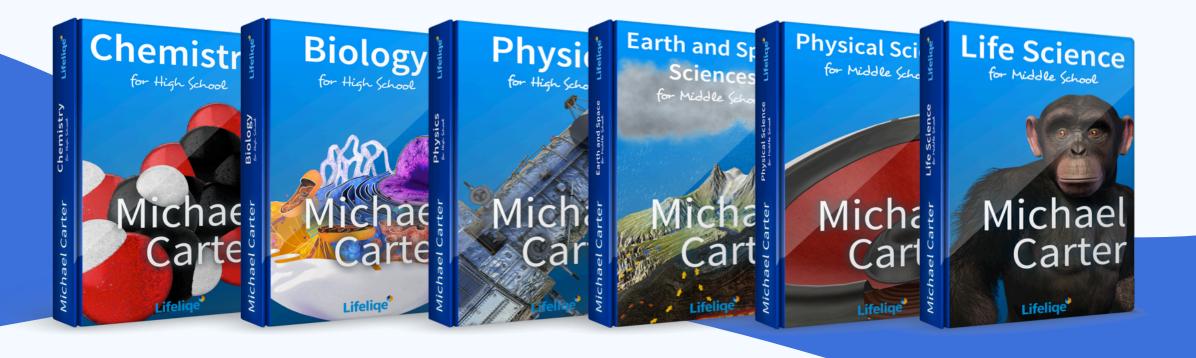
- The first K-12 science curricula enhanced with interactive 3D
- Hundreads of lesson plans aligned to Next Generation Science Standards (NGSS) and Common Core
- The robust library of more than thousand of 3D models for education, also available in Augmented Reality (AR)
- Microscopic Deep Zoom images and videos

Replacing or supplementing your science textbooks has never been so simple!

Lifeliqe's digital curricula is correlated with the most commonly used science textbooks in the U.S., including titles by Pearson, McGraw-Hill, and Discovery Education.

Complete STEM curricula for middle school and high school

Each curriculum contains 75+ lesson plans with 3D models.



Lifeliqe curriculum titles were written by Michael Carter, PhD, an author, researcher, and renowned education expert.



Dr. Carter was an education advisor to Steve Jobs in the early Mac and NeXT days.

What makes it special?

Dr. Carter leverages the full power of Lifeliqe's interactive 3D and AR models, while applying the 5E's instructional model. This model was developed as an effective and engaging way for teaching STEM.

It includes 5 different learning stages: **Engage, Explore, Explain, Elaborate,** and **Evaluate.**

Easy to start, easy to use with any device

Lifeliqe is a <u>web app</u>, so just open it in Chrome or another supported browser (Opera, Safari, Edge, IE, Firefox), log in and use it on any device in the classroom!

If you want to install Lifeliqe to an interactive whiteboard or if your school just doesn't have enough bandwidth, there's standard app for <u>Win / iOS</u>

For multiple license pricing please contact us at sales@lifeliqe.com Individual pricing starts as low as \$8.25 per month with a yearly plan.