

Catalog







CREVERSE

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STEAM

CK Robo

Develop computational thinking skills through storytelling and problem-solving with robots

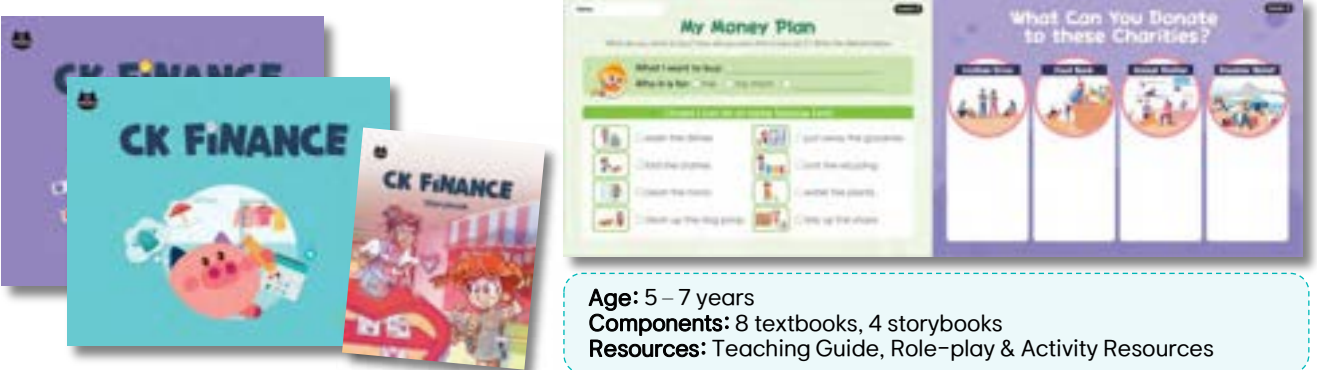


Age: 4 – 6 years
Components: 24 textbooks
Resources: Teaching Guide

- ✓ Expose young learners to programming principles such as problem analysis, abstraction, and algorithmic thinking
- ✓ Utilize storytelling and familiar daily situations to introduce problem identification & analysis
- ✓ Develop procedural thinking skills through critical & creative thinking exercises using robots

CK Finance

Cultivate financial literacy by instilling good financial understanding and habits through the lens of good character values



Age: 5 – 7 years
Components: 8 textbooks, 4 storybooks
Resources: Teaching Guide, Role-play & Activity Resources

- ✓ Introduce financial concepts through stories and comics
- ✓ Understand 4 core financial concepts of share, save, spend, earn
- ✓ Understand character values as related to each financial concept
- ✓ Practice making good financial decisions through games & activities



CK Algo

Math designed to increase problem-solving capability through increasing thinking capability and understanding algorithms



Age: 4 – 6 years
Components: 24 textbooks
Resources: Teaching Guide

- ✓ Fun math games and activities for math that students want to learn
- ✓ Develop logical thinking
- ✓ Understand algorithms and their applications
- ✓ Combine math and real-life problems

HOLA

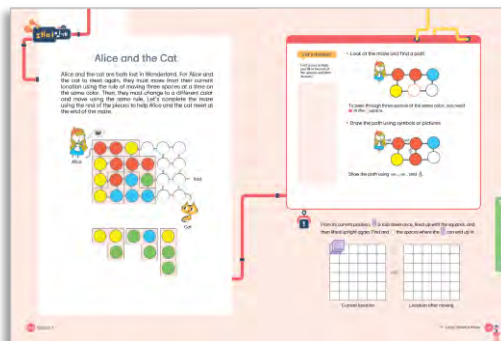
Train students in mathematical thinking and problem-solving ability through exploration, math games and puzzles, and creative thinking



Age: 6 – 12 years

Components: 10 textbooks

Resources: Answer Key & Explanations, Punch-out Learning Aids



- ✓ Math that makes kids want to learn math
- ✓ Application of mathematical thinking to real-life problems
- ✓ Utilize algorithms to design logical solutions to any type of problem
- ✓ Punch-out appendix pages with learning aids and activity pieces

Bright IG

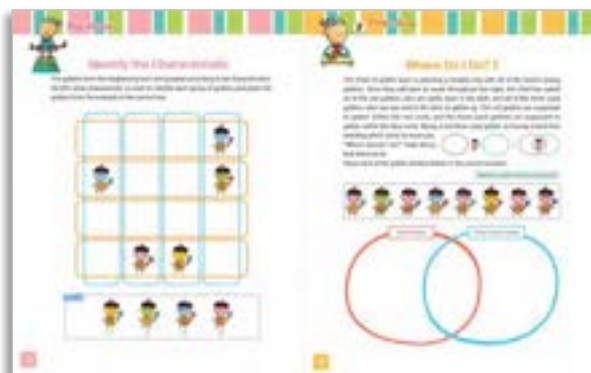
Building students' capacity for thinking capability through interactive play and collaborative activities



Age: 6 – 8 years

Components: 18 textbooks, 72 workbooks

Resources: Teaching Guide, Progress Tests



- ✓ Understand elementary math concepts and principles
- ✓ Strengthen arithmetic skills and creative calculations
- ✓ Discover math concepts through stories and play

BLACKHOLE

Develop advanced critical thinking skills for mathematics based in creative problem-solving



- ✓ Cultivate problem-solving abilities through strengthening logical, creative, and mathematical thinking
- ✓ Hands-on activities to help learners visualize and engage with various math principles
- ✓ Collaboration and discussion allow students to explore and discover principles on their own
- ✓ Challenge students to think innovatively
- ✓ Aligned to Common Core Standards

Age: 8 – 12 years

Components: 42 textbooks, 168 workbooks

Resources: Teaching Guide, Progress Tests

Patterns & Problem Solving

Geometry

Reasoning, Probability & Data

Measurement

Numbers & Operations

Games & Puzzles

Pre-WHY

Strengthen mathematical thinking and creativity through this curriculum centered around inquiry and discussion

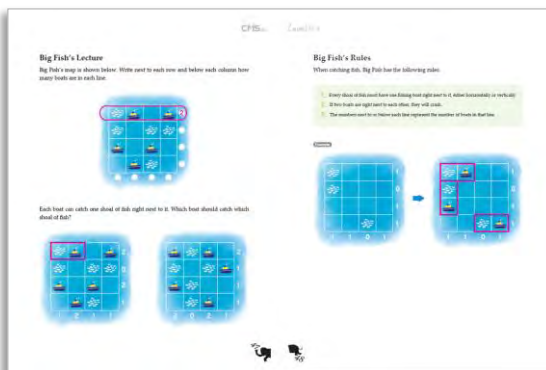


Age: 6 – 9 years

Components: 18 textbooks

Resources: Progress Tests, Teaching Guide

- ✓ Preparation series for the WHY series to help students adjust and understand basic thinking skills
- ✓ Learn math the fun way through exploration and activities such as math games and puzzles
- ✓ Students learn to share and express their thoughts and ideas to improve their thinking and logic



WHY

Inquiry-based thinking math curriculum to push the boundaries of students' creative and critical thinking to increase problem-solving capability



Age: 8 – 12 years

Components: 45 textbooks

Resources: Progress Tests, Teaching Guide

- ✓ Deepen and expand thinking capability through a variety of thinking activities
- ✓ Develop mathematical intuition, creativity, and communication skills and apply them to improve problem-solving abilities
- ✓ Covers a wide range of topics from elementary to middle and high school mathematical concepts
- ✓ 180 different themes and topics

Introduction

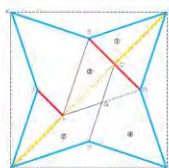
The Kobold puzzle was first invented by a German mathematician in the 19th century, and was very popular among mathematicians. Kobolds are German faeries, or gnomes, that like to help people with chores and solving. But when they feel insulted or uncomfortable, they play all kinds of tricks on people, too.

Although a Kobold puzzle is made of 7 pieces, it is different from a Tangram in that it has 4 asymmetric quadrangle pieces and each piece can be flipped. Because it is considered as one of the hardest piece puzzles, it is sometimes called the devil's puzzle.



Observing the Kobold Puzzle

Without directly measuring any angles or lengths, use fundamental knowledge about figures to find out relationships among the puzzle pieces. As shown below, the puzzle consists of squares KLEA. All blue segments are equal in length, and the ratio of the length of a yellow line to the length of a red line is 2:1. The yellow dashed line is equal in length to the yellow solid line.



1. Compute the lengths of each piece's sides.

2. How large is angle GBE?

3. What type of quadrangle is quadrangle BCDP?

4. Which segments are equal in length to segment BE? Explain why.

5. Which segments are equal in length to segment FG? Explain why.

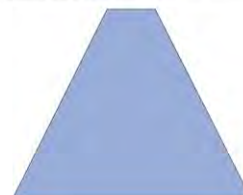
6. Arrange each piece's segments in order of length. Explain why.

7. Compare the area of each piece.

8. Find the ratio of the areas of pieces ①, ②, ③, and ④.

Solving the Kobold Puzzle

Cut out the Kobold puzzle pieces in the appendix. Use the same color to mark all segments of equal length. Now solve the following puzzle.



EFL for Young Learners

CK Letters & Sounds

Introductory phonics for young learners covering the alphabet and short & long vowels



Age: 3 – 4 years

Components: 6 sets (Reader, Activity Book, Homework Book)

Resources: Flashcards, Teaching Guide



- ✓ Book 1–4: Alphabet
- ✓ Book 5–6: Short Vowels
- ✓ Fun, colorful series to introduce the English alphabet and beginning phonics to young learners
- ✓ Easy-to-read decodable stories to build confidence

CK Phonics

Introductory phonics for young learners covering the alphabet, short & long vowels, vowel patterns, and consonant patterns using synthetic phonics



Age: 4 – 6 years

Components: 6 sets (Reader, Activity Book, Homework Book)

Resources: Flashcards, Teaching Guide, Progress Tests



- ✓ Book 1: Alphabet
- ✓ Book 2/3/4: Short/Long Vowels
- ✓ Book 4/5/6: Vowel/Consonant Patterns
- ✓ Follows synthetic phonics method of blending & segmenting
- ✓ Easy-to-read decodable stories to build confidence

CK English

Fundamental ESL skills for primary-age students

Age: 6 – 11 years

Components: 20 sets in total

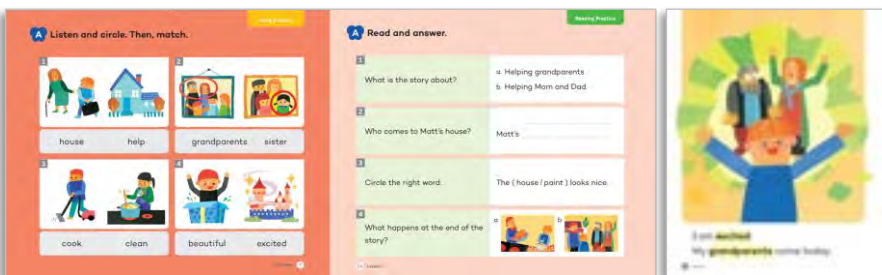
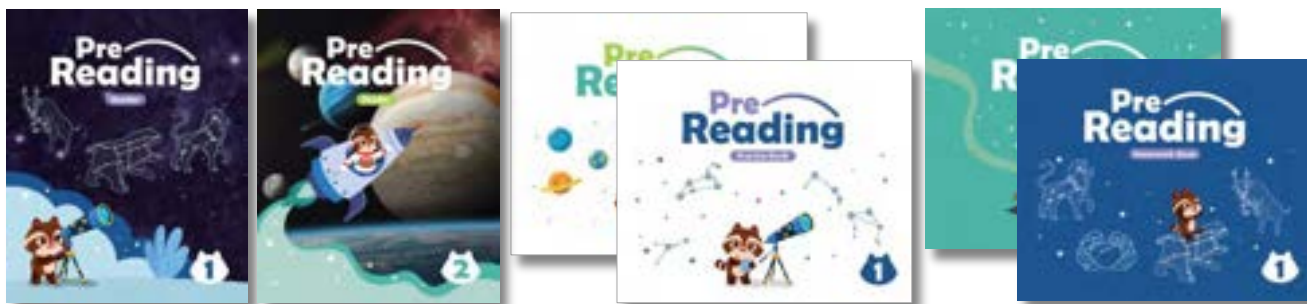
Reader, Practice Book, Review Book, Media Activity Book (CK 3~4)

Resources: Teaching Guide, Progress Tests

CEFR	CK1	CK2	CK3	CK4
Pre-A1				
A1				
A2				

CK English 1

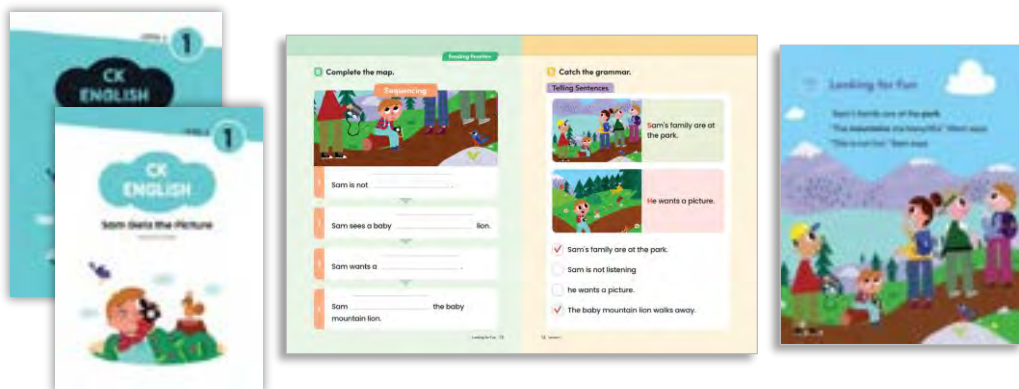
Pre-reading level with simple sentences and contextual pictures along with phonics review to prepare students for passage reading with a focus on speaking and comprehension



- ✓ 2 sets, 8 lessons per book
- ✓ 4 fiction + 4 nonfiction
- ✓ Reading focused on vocabulary and comprehension
- ✓ Understand simple sentence structures
- ✓ Various speaking activities and games

CK English 2

Further phonics review and longer reading passages, fiction and nonfiction, with an emphasis on writing, speaking, and grammar



- ✓ 6 sets, 4 lessons per book
- ✓ 1 fiction story + 1 related nonfiction passage per book
- ✓ Reading focused on vocabulary, comprehension, and passage structure
- ✓ Grammar introduced through simple, relatable examples
- ✓ Speaking and writing taught through simple role-play and variations

CK English 3 & 4

Study the 4 fundamental ESL skills (reading, listening, speaking, writing) through engaging stories & animations and related nonfiction passages exploring new technologies along with media activities to encourage creative thinking and expression



ESL Textbook

Media Activity Book



- ✓ 12 sets, 4 lessons per book
- ✓ 1 fiction story (in 3 parts) + 1 related nonfiction passage
- ✓ Each story tied to a different type of developing technological industry
- ✓ Scaffolded reading, grammar, writing, and speaking tasks incrementally increase in difficulty
- ✓ Each lesson accompanied by short-form media

- ✓ Encourages creative thinking and storytelling
- ✓ Various tasks and projects designed to engage students in the topic and reading passage
- ✓ Introduces students to creating media projects and grow their comfort in utilizing technology
- ✓ Stimulates creative problem-solving through projects tied to nonfiction passage (technology-focused)

Theme	Myself & Community		World		World & Universe	
6T	Information Technology	Cultural Technology	Environmental Technology	Biotechnology	Nano Technology	Space Technology

Expressions

i-Speak

Everyday expressions and vocabulary for young learners with a focus on dialogue and variations, covering topics such as colors, foods, numbers, family members, etc.

Age: 3 – 6 years
Components: 6 textbooks
Resources: Flashcards, Teaching Guide

- ✓ Companion series to CK Letters & Sounds and CK Phonics series or standalone series
- ✓ Introduces themed vocabulary and related expressions to learners along with various activities to practice and reinforce



Palette

Everyday expressions and vocabulary for beginning, early primary-aged learners covering topics from numbers and colors to classroom directions, describing hobbies, and retelling weekend activities

Age: 6 – 9 years
Components: 8 textbooks
Resources: Flashcards, Teaching Guide

- ✓ Introduces beginning learners to key vocabulary & phrases through dialogue and fun activities



Test Prep

Technique (TOEFL Jr.)

TOEFL Jr. preparation series with question type strategies and practice question sets

Score Level

Book 1-4

Book 5-8

3

4



Age: 8 – 12 years

Components: 8 textbooks

Resources: Teaching Guide

- ✓ Covers reading, listening, and grammar
- ✓ Familiarize learners with various types of passages and questions on the TOEFL Jr. exam
- ✓ Guides learners through steps to approach different question types and key words to watch out for



*Translation required for vocabulary lists

A2 Test Prep (TOEFL iBT)

TOEFL iBT preparation series with question type strategies and simulation tests



Age: 12 – 18 years

Components: 3 textbooks

Resources: Teaching Guide, Homework Worksheets

- ✓ Covers all 4 sections of the TOEFL iBT: reading, listening, writing, speaking
- ✓ Familiarize learners with question types on the exam
- ✓ Guides learners through steps to approach different question types and strategies to move through them faster

Target

75+

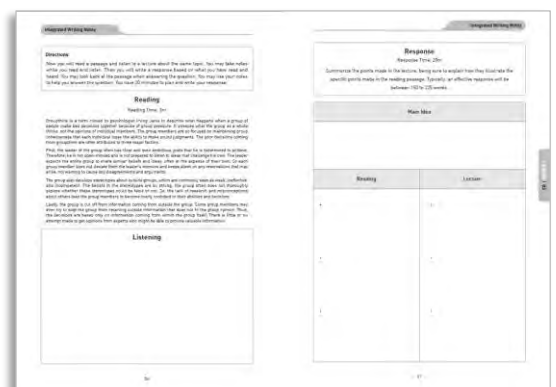
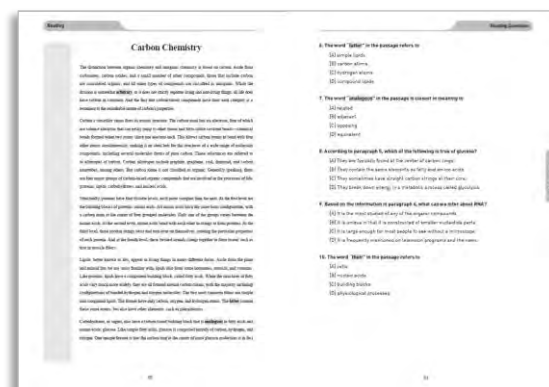
85+

95+

Book 1

Book 2

Book 3



*Translation required for vocabulary lists

Language Arts/ESL

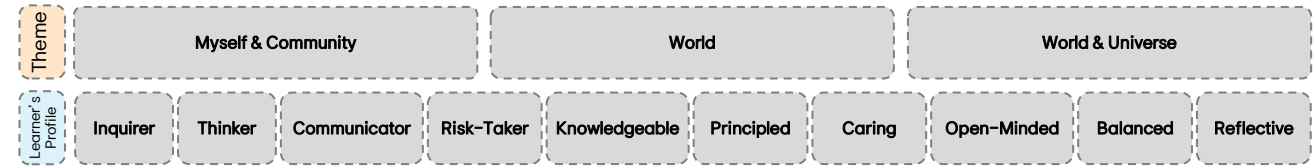
i-Master

Foundational English series for advanced literacy and cultivating imagination, based on the principles of IB PYP teaching and learning

Age: 8 – 11 years
Components: 12 sets (Reading Book, Practice Book, Review Book)
Resources: Teaching Guide, Progress Tests



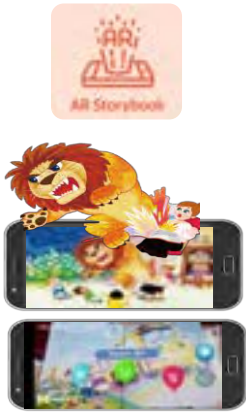
- ✓ 4 lessons per book: 2 fiction stories, 1 other text type, 1 nonfiction
- ✓ Incorporates IB PYP Learner’s Profile attributes into interdisciplinary themes to foster a global leadership mindset
- ✓ Applies principles of IB PYP teaching and learning: enhancing storytelling skills through projects centered around learners’ experiences and reflections
- ✓ Incorporates various tasks engaging in critical, creative, and reflective thinking



i-Story AR Readers

Colorful, classical art-inspired storybooks to captivate and interest young readers along with an AR app with read-aloud and game functions

Age: 4 – 8 years
Components: 9 AR storybooks
Resources: Teaching Guide



Title	Topic	Word Count
Kevin's First Day of School	School	251
Superhero Sammy	Family	344
Where Are You, Little Penguin?	Animals	333
The Lost Colors	Nature	527
Betty's Secret Recipe	Food	670
How to Save Christmas	Holidays	756
The Night Lights	Stars	892
Find Me a Home	Planets	882
The Planet Shop	Future	930

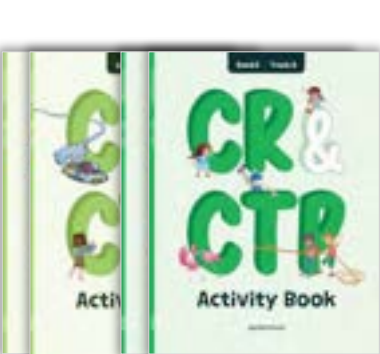
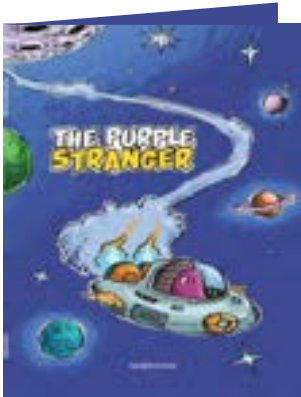
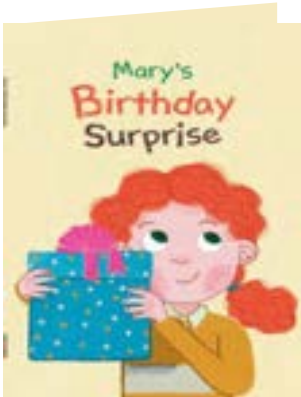


Creative Readers

Fun, colorful early literacy books for young readers with an optional companion student activity book that includes pre-reading activities and post-reading projects

Age: 6 – 9 years
Components: 12 books, 4 optional companion Student Activity Books
Resources: Teaching Guide

CEFR	Lexile
A1	290 – 410



Let's Create | Read Map

Write about your favorite things to make a get-to-know-me card.

apple	
red	
Color	
My Favorite Things	
Animal	
elephant	
big	

Drawings: green, red, yellow, purple, silver
Colors: green, red, yellow, purple, silver
Animals: elephant, tiger, giraffe, whale, eagle

Mary's Birthday Surprise

After Reading

Design a new cover and write a book recommendation.

Book Title: _____

I want you to read this book because _____

Star Rating: ★★★★★

Mary's Birthday Surprise

Let's Create

Based on your ideas from **Let's Create**, complete your get-to-know-me card.

Get-To-Know-Me Card

Name: _____

My Favorite Things

Color: _____
I like the color: _____
because I like _____ (etc.)

Animal: _____
My favorite animal is and _____
because it is _____

Mary's Birthday Surprise

CK English Readers

Fun, colorful early literacy leveled readers for young learners with an optional companion ESL/EFL curriculum and animated videos for levels 2 & 3, with a focus on emerging technologies

Age: 6 – 9 years

CEFR: A1 – A2

Level 1 & 2: A1

Level 3: A2

Components: 18 leveled readers

Resources: Teaching Guide

CEFR

Level 1

Level 2

Level 3

A1

A2

Lexile

180

330

450

Information
Technology

Cultural Technology

Environmental Technology

Biotechnology

Nano Technology

Space Technology

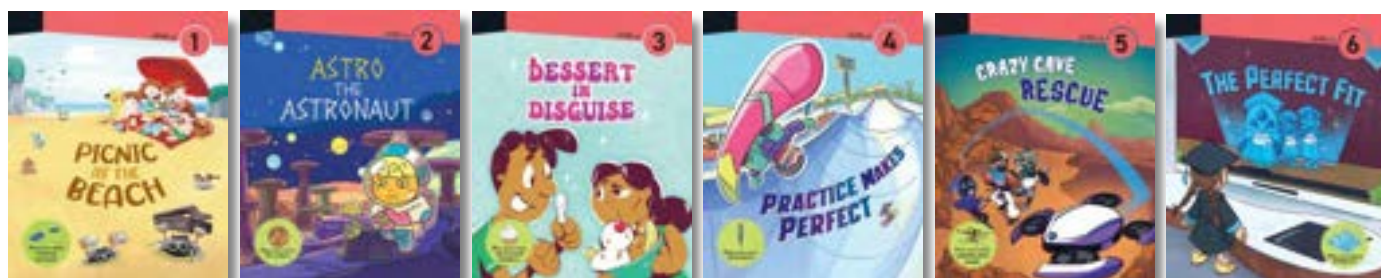
Level 1



Level 2



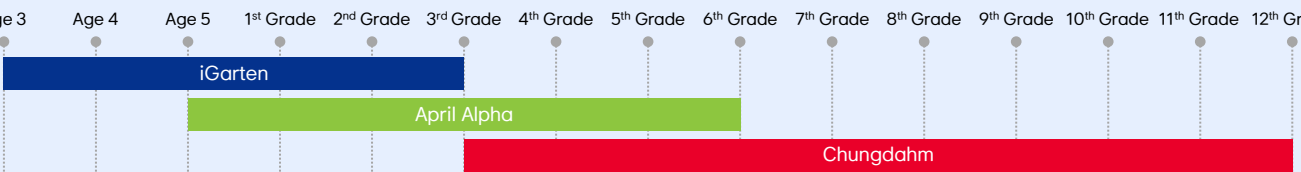
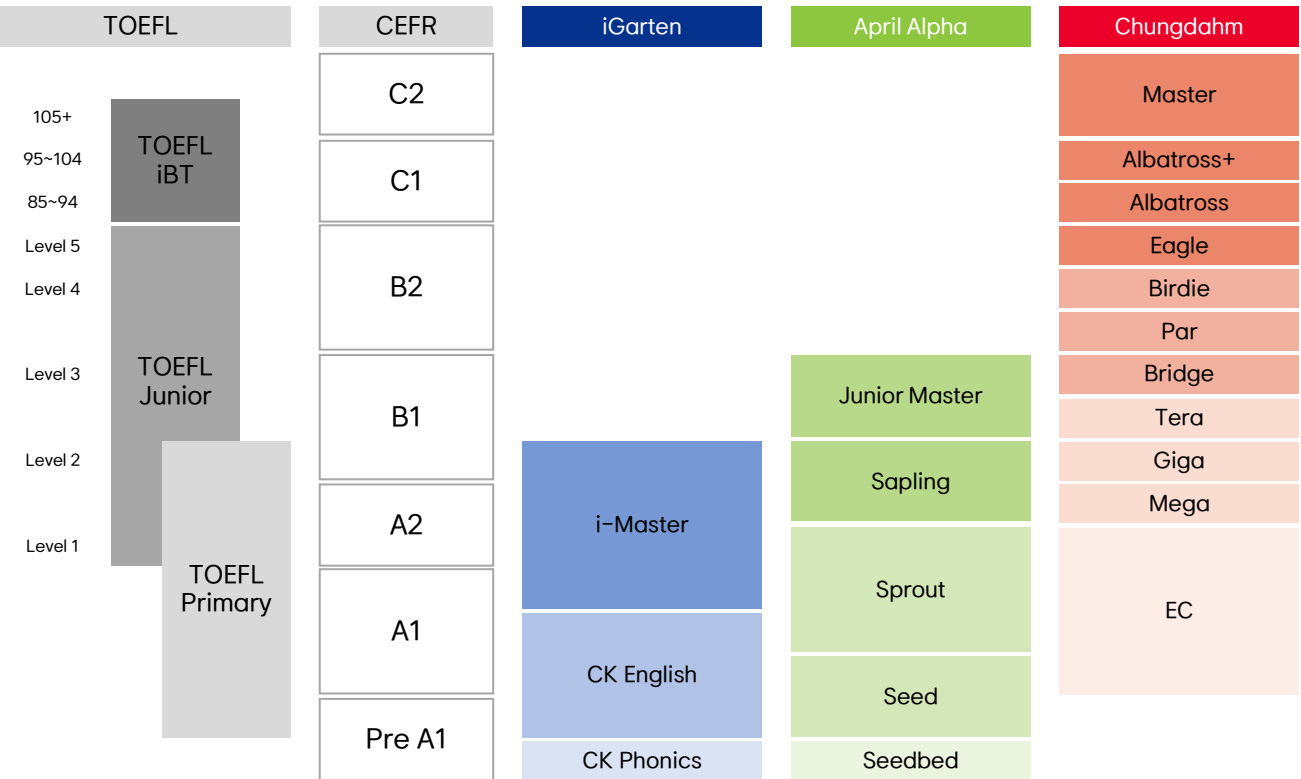
Level 3



Blended Learning

Creverse’s highly-regarded, blended-learning English programs were developed specifically with each age and level segment in mind. A balance of collaborative and independent tasks, offline and online learning, critical and creative thinking—all come together to not only train fluent English speakers, but to develop and nurture the next generation of thinkers and leaders.

Learning Roadmap



Learning System

Student c-Learning
(Smart TV + Textbooks)



Student Learning Portal



Teacher’s Portal



- Class prep
- Project output sharing

Mobile Apps



- Learning Portal
- Buff (Vocabulary practice)
- MeMe (Speaking/Writing)
- i-Story AR
- etc.

Technology-integrated English immersion pre-K and Kindergarten programs with a global focus to nurture and expand creativity, imagination, and expression

Core Programs

CK ESL

Topic-based integrated curriculum, segmented by age and level, for reading-focused development of the 4 basic skills (R·L·S·W)

Society & Me

Improve expressive potential by studying various social and cultural topics

The Classic

Develop an appreciation for the arts through exposure to famous paintings, music, etc. and create your own

CK Finance

Cultivate financial literacy through instilling good financial habits based on the concepts of share, save, spend, and earn

CK Algo

Build a strong foundation of basic math skills with a focus on problem-solving capability

CK Robo

Develop computational thinking skills through storytelling and problem-solving with robots

i-Project (i-Story, i-Explore, i-World)

i-Explore

Travel to different places through VR and then complete various missions on a virtual smartboard-based travel experience

i-World

Design and play in an imaginary world based on the same theme as i-Story and i-Explore to encourage creativity and imagination



April Alpha

Cultivates creative and convergent talents by organically linking language, thinking, and art



ESL Skills

- Strengthen language skills in all 4 major areas (R·L·S·W)
- Topics selected from common topics covered in primary education in Korea, China, Japan, and USA

Creative Reading

- Emphasis on increasing exposure to reading input at low-mid level for a stronger foundation in reading skills
- Strengthen reading comprehension skills

Creative Thinking Project

- Strengthen the ability to express oneself naturally and creatively
- Problem-solving using thinking tools and creating output
- Create and share media projects



Chungdahm Institute

Advanced level English thinking skills, with a focus on global communication skills, to prepare students for further education in English such as international schools or study abroad



Core Modules

C1

Develop academic language skills, focusing on the 4 skills (R·L·S·W) in an academic context, with an emphasis on analytical thinking

C2

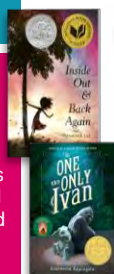
Project-based program focusing on comprehensive and alternative thinking (various perspectives on one topic)

A2

Strengthen test-taking skills in preparation for the TOEFL Jr. (Mega~Birdie levels) and TOEFL iBT (Eagle~Master levels)

V1

Literature-based program featuring award-winning novels for children, centered around discussion and focusing on imaginative thinking



Master Courses

47 university-level courses that incorporate both fiction and non-fiction classic literature and contemporary texts, blending critical analysis and creative thinking to solve global problems

The Art of Storytelling

Explore storytelling and produce your own stories across different mediums such as writing, filmmaking, theater, etc.

World-Class Discourse

Analyze different perspectives on values important to society and self through subjects such as philosophy, psychology, and morality

Insights into Megatrends

Explore megatrends driving the modern world such as climate change, urbanization, social change, etc.

Debate Forum

Prepare students for national and international competitions in Asian Parliamentary debate, MUN, Mock Trial, etc.

Global Admissions

Prepare students for global admissions with TOEFL prep classes and English literature covering classical and contemporary works



Virtual English Thinking Skills BOUNCY

BOUNCY is a metaverse platform that develops English thinking through virtual classes.



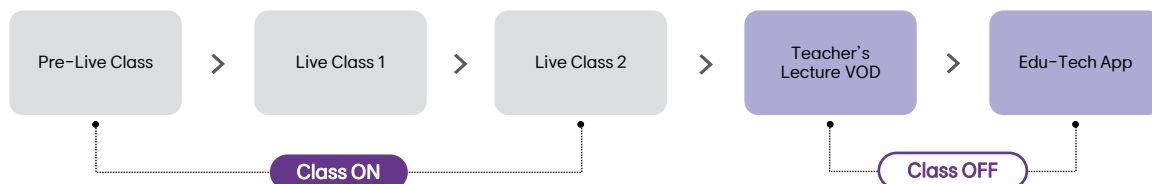
Education Roadmap

Level 1	Level 2	Level 3	Language Difficulty	Topic Difficulty
<ul style="list-style-type: none"> Phonics Sentence speaking Sentence writing Musicals/Chants Daily life expressions 	<ul style="list-style-type: none"> Drawing/Conversations Full sentences Projects Grammar fundamentals 	<ul style="list-style-type: none"> Storytelling Stories/E-mails/Paragraph writing Projects Basic grammar 	American public education standards	Topics aligned with Korean/American/Chinese/Japanese curricula

Features

Pre-Live Class	Self-directed learning supported by an AI teacher in a virtual environment
Digital Thinking Tools	Develop creative thinking by using various digital tools to create unique projects
VLC-Verse	Immersive learning experience in the metaverse by customizing avatar and planet using points earned through completing lessons and missions
Digital Device	Eliminate temporal and spatial constraints with access from any connected device

Class Operation



BOUNCY Class ☒ ON

AI Teacher

► Pre-Live Class

An asynchronous learning space where students can prepare for their live class with access to passages, topic overviews, and core expression previews

LIVE Teacher

► Live Class 1

The live teacher engages with the passages, directs group discussion, and provides live individual feedback. A systematic, real-time class for speaking and writing.

► Live Class 2

A synchronous, project-based class that leverages students' creativity and language skills to discuss, debate, and collaborate on creative activities.

BOUNCY Class ☐ OFF

VOD Teacher

► Teacher's Lecture VOD

Internalized learning through VOD lectures after live classes.

Edu-Tech App

► Bouncy Buff

Key vocab review using gamified quests that motivate students with cards and badges that they can use to evolve their avatar in the AR game.

► Bouncy MeMe

Students video record their own story demonstrating what they have learned from the AR speaking and writing, and get instructor feedback.

► ChunkToon

A learning application that reinforces and naturalizes vocabulary use by providing real-life context in the form of mini-stories (Toons).

Virtual Mathematical Thinking Skills

NOISY

Noisy awakens curiosity and develops self-exploration and thinking skills with 3-D digital teaching aids.



Program

Basic

Pre-WHY

Develop mathematical thinking and creativity through math games, puzzles, and storytelling



- Target: Grades 1~3
- Curriculum: 6 levels (A, R, C, H, E, and S)
- Materials: 18 textbooks, 18 workbooks

Advanced

WHY

Develop advanced mathematical thinking and creative problem-solving skills through activities, exploration, presentations, and discussion



- Target: Grades 2~6
- Curriculum: 12 levels (WHY 1 ~ WHY 12)
- Materials: 36 textbooks, 36 workbooks

Features

Live Interactive Class

Interactive group classes for teacher-student and student-student interaction

VOD Topic Review

Self-paced VODs to review previous topics and master the fundamentals

Smart Learning Portal

NOISY-verse: a metaverse where students can build their own avatars and planets, Thinking MeMe app for easy homework submission, and an AR social learning space

Effective Digital Aids

Teach thinking math online effectively with digital learning aids and math puzzles/games

Digital Tools

Overcome the biggest obstacle of teaching thinking math online—visual and tactile learning aids!

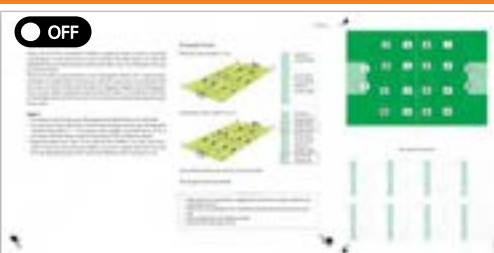
All the same tools needed to effectively teach our offline Pre-WHY and WHY series, including counting chips, wooden blocks, shape blocks, tangrams, etc.—all right on each student's screen.



Math Games & Puzzles

Play multi-player math games and solve puzzles on NOISY!

- Practice mode to let students familiarize themselves with the game
- Teacher vs. student mode
- Simultaneous student vs. student mode





Contact Us

[Creverse, Inc.](#)

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