

This Month™

Calendar-Driven Learning Games for K-5 Classrooms & Families

400+

Students
in active pilot

K-5

Full grade-range
alignment

<155KB

Game file size
for school networks

70%+

Family traffic
on mobile

Every week, something in the world is worth learning about. This Month™ turns the calendar into curriculum.

Built around the School Calendar

- New games and activities every week, tied to real calendar events — holidays, anniversaries, seasonal phenomena, cultural moments, and major events in Science & STEAM
- 100% client-side, no server required during play, under 155KB — runs on any school Chromebook or device without setup
- Teacher dashboard, Built-in curation tools, lesson plans, teacher resources. Teacher's create an agenda of games, in a daily, weekly on month-long format. Specialized Links for families, FERPA-compliant analytics.

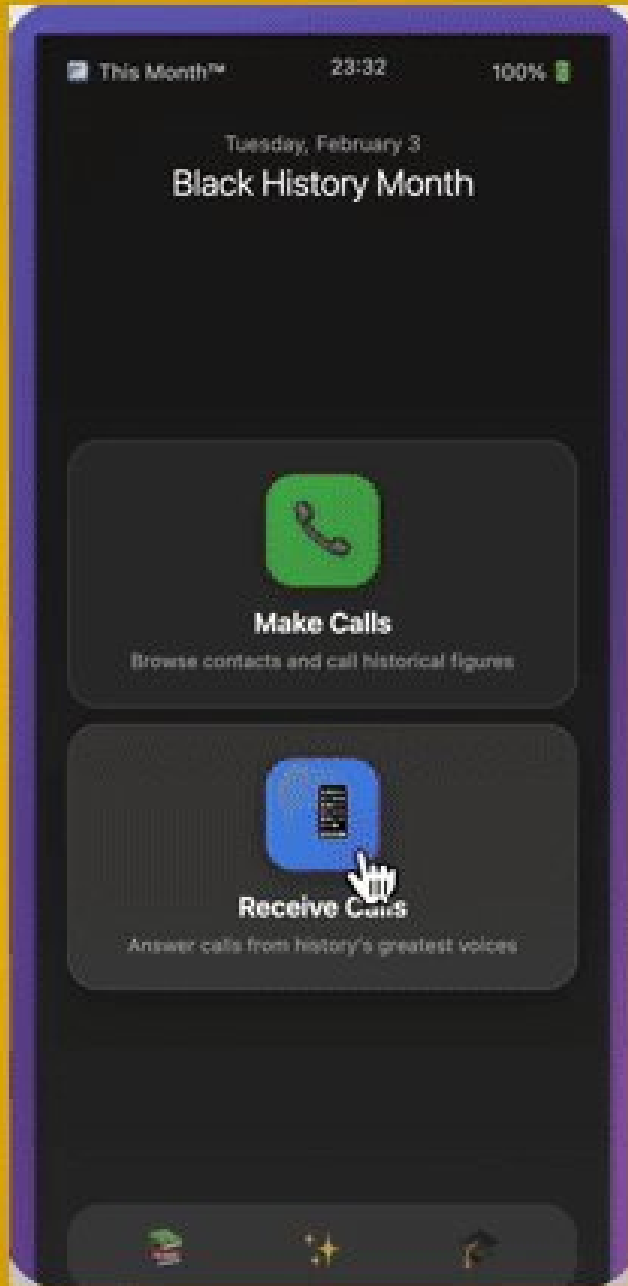


Meet

Wormly™

Meet Wormly™

- Students collect hidden letters and spell target words — five words per session from SoR-aligned grade-band word banks: K-1, 2-3, 4-5
- Letter box shapes reinforce visual discrimination between and among lowercase letters. This approach centers a pedagogically precise SoR structure as students begin to recognize, sound out, and recall as they progress through simple to more complex words.
- Every session auto-generates a formative assessment receipt: accuracy, explaining which SoR constructs practiced, all ELA standards covered. It is currently configured as FERPA compliant, and utilizes privacy-safe tokens. For student login and tracking speak with our specialist hello@thismonth.us



History's Calling Me™



History's Calling Me™

- Students receive an actual phone call from a historical figure — voice, narrative, and critical thinking woven into a single multimedia session
- She Texted Me™ edition: historical women communicate by text message; students parse evidence and respond in writing, building typing skills alongside comprehension
- Saved conversation report delivered to teacher with pre-evaluative data — typing speed, accuracy, response patterns; further editions in development

Your Time Machine

Time Format: **12-Hour** 24-Hour

Difficulty: **Hour Only** Hour + :30 Any Time



Mission Control

Click any emoji to jump to that mission



Mission 1: Meet Louis Howard Latimer

Set the Date:

 March 15, 1882

MONTH

DAY

YEAR

MM

DD

YYYY

Set your time machine to:

3 : 00 AM

 Historical Moment



**Time
Machine
Lab™**

Time Machine Lab™

- Every mission opens with an age-differentiated time/date challenge — clock hands for younger students, date conversion for older — before the machine departs
- At the destination: primary sources, research prompts, evidence comparison and written responses meeting ELA analytical standards alongside math
- Rotating destinations across countries, historical figures, and epochs; seasonal themes refresh content throughout the school year

Physics Friday™

THIS MONTH™ - PHYSICS FRIDAY

TO THE MOON MISSION SIMULATOR

Fly the mission · Learn the physics · Unlock each phase

Reading Level: K-1 2-3 4-5

PHASE 1 Launch & Ascent | PHASE 2 Earth Orbit & TLI | PHASE 3 Lunar Flyby | PHASE 4 Reentry & Splashdown

MISSION LOG - JSC HOUSTON
T+00:00 To the Moon Mission Simulator initialized. Phase 1 ready.

ALT: 0 km

VEHICLE SPEED: 0 km/h

Ignite Engines Reset Speed: 4x

MISSION CONTROLS

Thrust Level: 78% Strong lift
Engine power %

Fuel Load: 100% Full tank
How full the tank is

ENGINE 0% FORCE

HEIGHT 0 km

PHASE 1 LAUNCH

FROM EARTH 0 km
FROM MOON 518,940 km

FREE RETURN

SPEED 9.3 km/s
GRAV PULL Earth

EARTH MOON

FREE-RETURN COAST — HEADING HOME

Begin Transit Reset



How to use: experiment with making the slope steeper and watch how it affects the speed of the ball. Try it with a real ball and a plank of wood. For age and grade appropriate lesson plan plus teacher tips scroll down below. For droid devices, the rolling ball may display best if you turn you phone sideways to display.

Tsunami Wave Simulator

Explore how tsunamis change as they approach shore

Deep Ocean | Continental Shelf | Shore

Legend: Sky, Deep Ocean, Medium Depth, Shallow Water, Seafloor, Beach/Shore

Start Wave

Wave Speed (Deep) | Wave Speed (Shore)

Physics Ball Ramp!

Watch how steeper ramps make the ball go faster!

Gentle (5°) | Medium (15°) | Steep (30°)

Start Rolling! Reset

Ready!

Physics Friday™

- Interactive simulations tied to real calendar moments — meteor showers, solstices, eclipses, moon phases, states of matter, wave dynamics, “rocket science” and the physics involved in the recent lunar mission
- The Tsunami Wave Simulator draws organic return traffic consistently beyond any campaign result — strong signal of earned engagement
- Calendar-triggered drops make content feel immediate; the series gives the platform its science depth across the full K-5 range

Miraculous Math Moments™

THIS MONTH™ PRESENTS



MARCH MADNESS FOR MATH!

THE ULTIMATE CLASSROOM MATH CHAMPIONSHIP

Cupcake Math: What Happens When Yummy Treats are Shared?

Math Miracle, Early Learners March 9, 2026



Budgeting with Shopping Cart Math! 1



Easter Egg Addition

Spring Math Word Problems · Grades K-5

MIRACULOUS MATH MOMENTS™

Correct: 0

Streak: 0

Grades K-1

Sums within 10

Grades 2-3

Sums within 100

Grades 4-5

Multi-digit & decimals

Result Unknown

$3 + 2 = ?$

Change Unknown

$3 + ? = 5$

Start Unknown

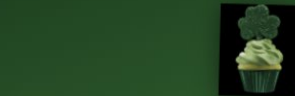
$? + 2 = 5$

Spring Mix!

All types

Progress

0 / 6 solved



Lucky Differences

St. Patrick's Day Cupcake Subtraction

Correct: 0

Streak: 0

K-1

2-3

4-5

Result Unknown

$8 - 3 = ?$

Change Unknown

$8 - ? = 5$

Start Unknown

$? - 3 = 5$

Lucky Mix!

All types mixed

Holiday Budget Challenge

A This Month™ Activity

Grades K-1 | Budget Smart, Shop Happy!

How to Play: You have \$20 to buy holiday gifts! Click items to add them to your cart. Stay under budget and check out when ready!

Choose Your Math Challenge:

Add Items Together

Example: $\$5 + \$3 = ?$

Subtract from Budget

Example: $\$20 - \$3 = ?$

Miraculous Math Moments™

- Full K–5 curriculum coverage — number sense, operations, geometry, data — through seasonal real-world scenarios that make abstract concepts tangible, and applicable to life
- March Madness for Math: timed arithmetic games with teacher-managed bracket competitions between math teams;
- Series titles licensable per title or as a full suite: Shopping Cart Math Series, Pumpkin Patch and lucky money Partial Sums, Virtual Dreidel, Pie Making Party Math, Solstice Salsa, Make a Greek Salad, Empanada Prep and other food prep series that exercise children’s understanding of fractions, portions, and division.

TEJ Books

- Page-by-page narration supports joint attention between child and caregiver — designed for reading together, not solo screen time
- Removes barriers for low-literacy and non-native-English speaking families; curated monthly alongside the games platform to extend classroom themes into the home for ideal family engagement.
- Available for separate territory licensing — standalone or bundled with the games suite; localized narration is the primary adaptation requirement

Content partnerships with children's publishers welcome.

How We Work with Partners

- Geographic licensing: territory-specific rights for individual titles or the full platform, adaptable to regional curriculum standards and cultural contexts
- We offer Self-Hosted Deployments and Territory Specific Infrastructure, no app store required, Deployable on any device, or specified to school devices only. Can be configured for a learning management system, an LMS.
- Publishing partnerships: print companion materials, teacher guides, family packs, co-branded editions and some white-label arrangements still available.

Contact: info@thence.us · month.thence.us · THENCE LLC · Bologna Book Fair 2026