

1. Welcome! See what your child will be learning...

Welcome to StarToaster.com. Your child will enjoy the adventure and learn so much! Over **300 lessons** are packed within *The Treasure of HighTower*, the first book in the *Orphs of the Woodlands Series*. You can view these lessons by visiting your child's *SKILLS PAGE. Periodically, we will send you a Progress Report on what your child has learned, as well as a glimpse of what's ahead.

***How to view your child's SKILLS PAGE:**

1. After activating your child's account, login to **MY ACCOUNT** using your email address and your parent password.
2. Click **VIEW SKILLS** on the book with your child's name.

8 Subjects



There are fun lessons in each subject.

***Click on any subject to view lessons and "jobs".**

*Click a **REVIEW** link to see a Lesson. Click on **DONE TRAINING** to view a job. Then click on the **JOB LIST** button to return to the Skills Page.

Over 300 Lessons



A checkmark appears on the **SKILLS PAGE** next to each "job" your child does correctly. For every ten jobs successfully completed, your child gets a pay raise, and the number in the shield goes up by one. What a powerful incentive to learn!



How your child will learn HUNDREDS of vocabulary words...

Learning vocabulary words improves your child's reading comprehension. As your child reads *The Treasure of HighTower*, hundreds of rollovers reveal synonyms for words in the story. There is no need to hunt for a dictionary!

These rollovers are very effective at expanding your child's vocabulary. If four synonyms are presented, your child has learned five words instead of just one. The synonyms listed are arranged from the easiest to the most challenging. The first synonym tells your child what all the other words mean.

The Treasure of HighTower

Boar's Head

I had watched straggly orphs pass my home at Boar's Head. They **trudged** up Low Road toward HighTower, looking for hope. The orphs of the W one beggars there. I myself k tree, for I thought I was saf

trudged (v.): tramped, stumbled, plodded, traipsed

But now I had to leave. If the WAK Underground still wanted me, I hoped they would somehow find me at HighTower.

At the end of each chapter, vocabulary words are reviewed from flashcards. Then your child can do jobs that use their new-found vocabulary knowledge. Perhaps they will work as a **Cookie Consultant** to choose the right words to label a bag of cookies. Or they could work as a **Synonym Specialist** for Packrat Publishing or a **Wacky Wordsmith**. The choice is theirs!



TO VIEW THE VOCABULARY FLASHCARDS AND JOBS:

1. Login to **MY ACCOUNT** using your parent password.
2. Click **VIEW SKILLS** on the book with your child's name.
3. Click the subject **VOCABULARY**.
4. Click any **REVIEW** icon to see a sample flashcard.
5. Click any **JOB** icon to see a sample vocabulary job.



Explore the fun “jobs” for your child in the Woodlands!

Your child will learn so much in the Woodlands! After each chapter of *The Treasure of HighTower*, your child can choose fun jobs to earn goldstars, the currency of the Woodlands. Jobs start with lessons in a variety of subjects. These lessons are presented using **videos, flashcards, Memory Typer, or notes**. Each lesson is designed to engage students and keep them interested. New subjects and concepts are introduced in every chapter.

You can view a complete list of all of the “jobs” in *The Treasure of HighTower* by logging into your parent account and clicking on **VIEW LESSONS**. There you will see the hundreds of lessons on math, science, language, vocabulary, thinking skills, character, life skills, and the arts that are woven into the story.

TO LEARN EVEN MORE ABOUT JOBS:

1. Go to the **HELP CENTER** on the navigation bar in the book.
2. Click on the videos labeled Part **#2a** and **#2b Getting Jobs**.

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|--|--|---|---|
|  Latin Translator Ch. 3: |  Latin Linguist Ch. 3: |  Tour Guide Ch. 4: |  Capitalization Consultant Ch. 9: |
|  Homonym Helper Ch. 9: |  Sentence Scholar Ch. 9: |  Sentence Specialist Ch. 9: |  Punctuation Professional Ch. 9: |
|  Fragment Finder Ch. 9: |  Comma Consultant Ch. 9: |  Homonym Helper Ch. 9: |  Letter Linguist Ch. 9: |
|  Sign Specialist Ch. 9: |  Confusion Consultant Ch. 9: |  Article Editor Ch. 9: |  Homonym Helper Ch. 9: |
|  |  |  |  |

4: Learn about the book, “The Treasure of HighTower”

A good education and strong values are cornerstones for success. *Orphs of the Woodlands* encourages children to learn all that they can while instilling positive character traits. We knew that you would want to know more about the story, so the synopsis appears on the next page...

Themes include:

- **Doing your utmost**
- **Learning something new every day**
- **The importance of being trustworthy**

Quotes, lessons, and the story itself all work together to send the same positive messages to young readers. *Orphs of the Woodlands* is a safe and reliable place where children are encouraged to learn and grow.

HERE'S HOW YOU CAN VIEW THE ENTIRE BOOK:

1. Login to **MY ACCOUNT** using your email address and parent password.
2. Click on **VIEW BOOK**.

SYNOPSIS:

The main character, whom your child names, is a gray squirrel who has been orphaned by Night Creatures. His mother's last words to him are, "I will love you for always and forever." He moves to a hemlock tree where he howls into its hollow branches to keep critters away as he dreams of fighting the Night Creatures.

One day, the gray squirrel tosses nuts to some passing orphs (orphaned critters). This kindness is noticed by the WAK Underground, and he is given the opportunity to join them as a spy. He's sidetracked in his plan to fight the Night Creatures when he must care for an orphaned baby chipmunk named MufFum. (No, that isn't a typo. Chipmunks often insert capital letters where they don't belong.) On top of that, he finds himself responsible for an entire settlement of orphs! Even though the squirrel's desire to fight the Night Creatures is delayed, what he learns along the way is life changing, and eventually, he gets to work as a spy. He applies all that he has learned as he tries to locate the treasure of HighTower before the Night Creatures find it.

The story starts with the quote, "YOU WRITE YOUR OWN HISTORY...make it good!" This quote sets the tone of the book as readers are challenged to make the most of their lives.

5: View a fun lesson from Professor Forp!

Have you ever wished that a tutor could visit your home and teach a lesson? Meet Professor Forp. He teaches math and science in *Orphs of the Woodlands*. His lessons are sprinkled with humor, and he makes learning fun. The topics he covers in *The Treasure of HighTower* include:

- Simple Machines
- Acidity
- Decimal Points
- Reading large Numbers
- Lines and Angles
- Circles
- Algebra
- Mean, Median, & Mode
- Rounding
- Perimeter
- Area
- Volume
- Sound Waves
- and so much more!

Concepts are introduced with a visit to the professor in the story. The same lessons appear at the end of each chapter as the student chooses jobs. Between the engaging Professor Forp and the interesting jobs in the Woodlands, no wonder learning is so much fun!



YOU CAN VIEW PROFESSOR FORP'S VIDEOS BY VISITING YOUR CHILD'S SKILLS PAGE:

1. Login to **MY ACCOUNT** using your parent password.
2. Click **VIEW SKILLS** on the book with your child's name.
3. Prof. Forp's lessons can be found under **MATH** and **SCIENCE**.

[CLICK HERE](#) to watch Prof. Forp's video about pH.

6: How thinking skills are taught.

How can you make it easier for your child to learn? *Orphs of the Woodlands* is packed with knowledge, but it also teaches how to think. Thinking skills are so critical that we treat it as a separate subject.

Students also learn how to improve their memory and pay attention to details. While working as spies, children must remember facts about characters in the story so that they can create TOP SECRET spy files. Their work may also include recalling what they have seen. For these jobs, a picture is displayed for a set period of time, and they must remember what they viewed. Students are given tips on how to remember things, as well as reminders to “Pay attention!”



Your child's ability to focus and pay attention brings good results in every subject and in all of life. It's a practical skill that applies to practically everything. Encourage your child to do the spy jobs under Thinking Skills.



HOW YOU CAN VIEW “SPY” JOBS:

1. Login to **MY ACCOUNT** using your parent password.
2. Click **VIEW SKILLS** on the book with your child's name.
3. Click **THINKING SKILLS**.

Spy jobs with a magnifying glass have a fun memory test. Jobs that have a spy icon cover reading retention.



Helping your child get ahead.

How do you keep your child motivated to learn? *Orphs of the Woodlands* has built-in incentives that encourage children to learn independently. That's important because sometimes things happen that interfere with your child's education. Whether it's a new baby, a special trip, or illness, life's distractions can hamper your child's progress in school. Our self-guided approach compels children to move forward no matter what the circumstances. It helps them to catch up. The momentum also motivates them to get ahead.



Orphs of the Woodlands is peppered with lessons on:

1. math
2. science
3. language
4. vocabulary
5. thinking skills
6. character
7. life skills
8. and the arts

It's rich with incentives to learn, such as goldstars for doing jobs in the Woodlands. *Orphs of the Woodlands* helps your child get ahead in their schoolwork and motivates them to continue to push to be their best.

Earn goldstars to rescue more orphs: 5 orphs need a home.

HELP WANTED

Great Work!

You have earned enough goldstars to take care of your orphs.

Jobs Completed: 1 Goldstars Earned: 8 Orphs Given Care: 6

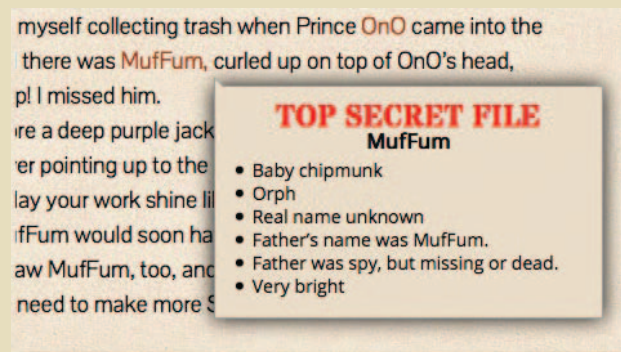
There are **5** more orphs that need to be rescued.
It will cost **30 more goldstars** to give them a home.
Do more jobs to rescue as many of these orphs as you can.

Continue



How we make learning fun!

Okay, we admit it. *Orphs of the Woodlands* is just plain fun! Why not? Learning should be fun. This online book is interactive, too, which makes it even more interesting. There's humor in the story, vocabulary rollovers, recipes, letters that expand when you click on them, disappearing ink, TOP SECRET spy files, memory games, music, sound effects, and so much more. All of which make learning an adventure in the Woodlands!



Here's how you can page through *The Treasure of HighTower* to see how this interactive book works:

1. Login to **MY ACCOUNT** using your parent password.
2. Click on **VIEW BOOK**.



: How children learn positive values.

At Star Toaster, values are important. As the story of *The Treasure of HighTower* unfolds, the characters grow and develop positive character traits and leadership skills. Inspirational quotes are sprinkled throughout the story with rollovers showing who is being quoted. As Henry Ford said, “If you think you can or you think you can’t, you are right.”



Animal Facts from “The Book of Bird Shoes”

Children are also encouraged to develop positive character traits as they study scientific facts about animals from *The Book of Bird Shoes*. For example, hedgehogs eat insects that are harmful to a garden without harming the garden itself. Because of this good deed, they are known as the “gardener’s friend”.

TO VIEW LESSONS ON CHARACTER:

1. Login to **MY ACCOUNT** using your parent password.
2. Click **VIEW SKILLS** on the book with your child’s name.
3. Click on the subject **CHARACTER**. You can also click on **SCIENCE**. Then click on **REVIEW** for any of the animals listed to see lessons that include character.

10: Take a look at this fun game!

At the end of each chapter in *The Treasure of HighTower*, your child visits Ivythwaite to build a settlement for orphs (orphaned critters). In this fun game, goldstars are used to pay for “orph care” expenses or to do projects that lower the cost of caring for orphs. Goldstars are also needed to buy land and build more orphanages. The goal of the game is to rescue as many orphs as possible. The game teaches decision making and logic, but it also teaches important values like compassion. Taking care of the orphs in this Woodlands game is a positive incentive to learn.




TO LEARN MORE ABOUT THE GAME:

1. Go to the **HELP CENTER** on the navigation bar of the book.
2. Click the video *Part #3 The Game*.

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: What? Tasty recipes in the Woodlands?

 *Orphs of the Woodlands* is packed with lessons on core subjects, but it also teaches life skills such as cooking and nutrition. Part of the reading adventure is sampling the food that critters in the Woodlands eat. You can create a special memory with your child by trying some of these recipes. Better yet, throw a party! Serve a meal with delicious dishes from *Orphs of the Woodlands* and invite your friends. Take a break to celebrate all that your child has learned in the Woodlands. What better way to celebrate this educational journey!

What's this? *Make You Frown Casserole*? You may be wondering why some recipes have awful names. These are from Bicker, a cantankerous chef in the Woodlands. He gets to eat the leftovers, so he gives his tasty dishes names that discourage critters from eating them. Try out his recipes! They're actually very good!



Life Skills: 34 Jobs 6

| | | | |
|---|---|---|---|
|  Tea Nutritionist <small>Ch. 2</small> |  Bread Baker <small>Ch. 2</small> |  Soup Specialist <small>Ch. 3</small> |  Tea Nutritionist <small>Ch. 3</small> |
|  Nutritionist <small>Ch. 5</small> |  Nut Nutritionist <small>Ch. 6</small> |  Peach Peeler <small>Ch. 6</small> |  Bread Baker <small>Ch. 6</small> |
|  Cookie Coach <small>Ch. 8</small> |  Cookie Consultant <small>Ch. 8</small> |  Bean Specialist <small>Ch. 6</small> |  Cook <small>Ch. 7</small> |

TO VIEW THE RECIPES:

1. Login to **MY ACCOUNT** with your parent password.
2. Click **VIEW SKILLS** on the book with your child's name.
3. Click on the subject **LIFE SKILLS**.
4. Click on **REVIEW** to see a sample recipe.