StimuLearn™
Interactive App Using the ASQ® Learning Activities

ASQ®
BROOKES

? Why StimuLearn?

Nestlé wanted to provide parenting support to accompany its NIDO nutritional milk-drink product line. The answer was StimuLearn™, **a set of free, interactive educational apps**, scientifically developed by the Nestlé Research Foundation Center, with consultation from Jane Squires, that parents can use with their child and follow their progress.

For activities to accompany the games, Nestlé turned to the **ASQ® Learning Activities**. Retaining Jane Squires, Liz Twombly, and Ginger Fink, Learning Activities were selected in consultation with the three authors to adapt for the accompanying Mother App and provide parents with **online and offline activities** to use with their children.

i About the Educational Apps

StimuLearn Island is an **interactive learning platform designed for parent and child**. Children are stimulated through fun and educational games in 5 areas of development: **language, problem solving, memory, attention,** and **psychomotor skills**. The StimuLearn Mother App lets parents see the progress and development of their child. Data from the games are captured and translated into a knowledge base about the child's progress and experience.

StimuLearn Games

- **Story House**
  Helps children develop language and attention skills (game images shown on right)

- **Mr. Skylab**
  Strengthens a child's sense of form and figures, supports problem-solving, and helps address attention problems

- **Pearl Beach**
  Helps children develop their psychomotor and problem-solving skills

- **Forgotten Castle**
  Aids children's developing language, memory, attention, and problem-solving skills

- **Island Market**
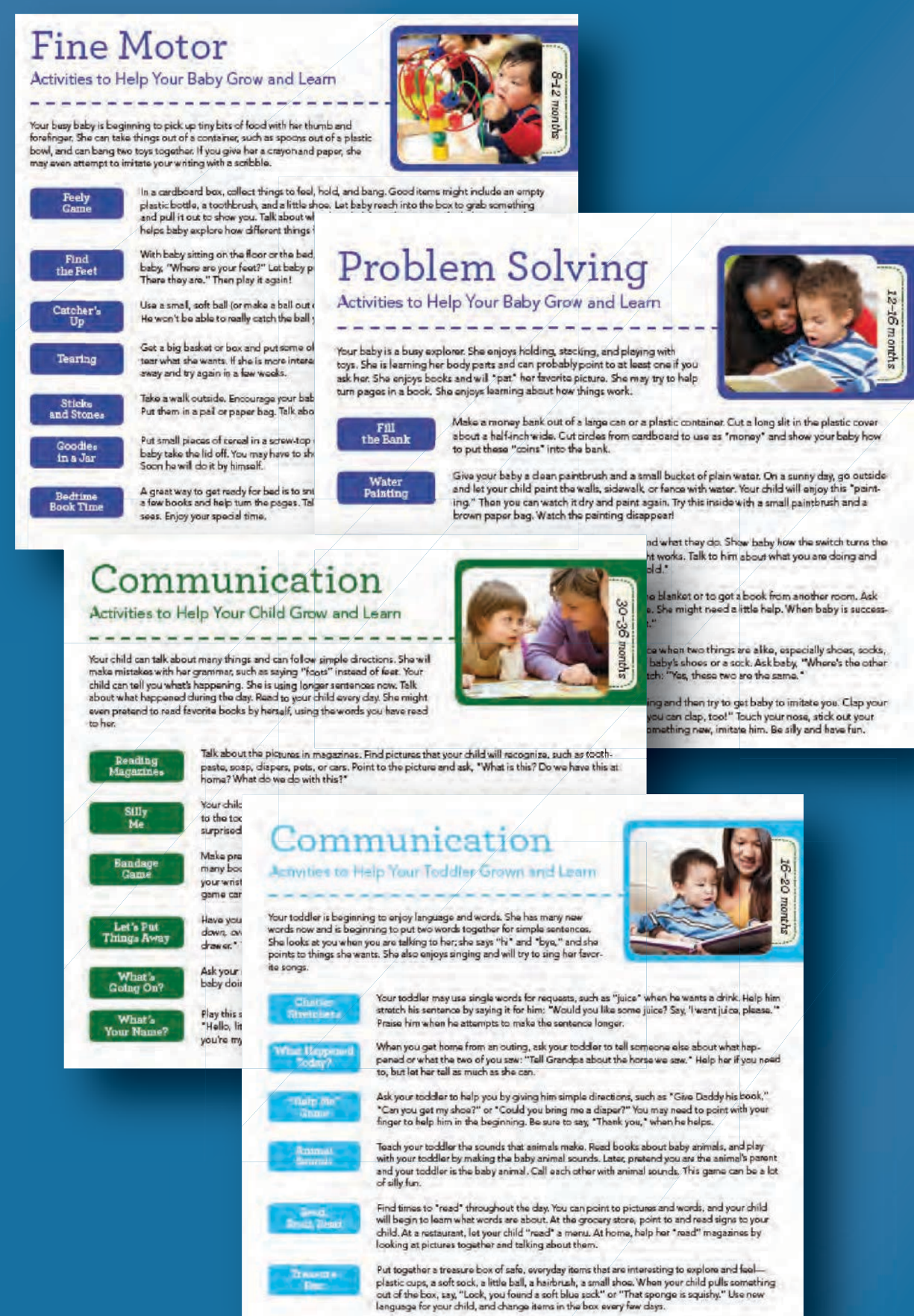 Helps children develop language, memory, attention, and problem-solving skills

Activity Cards & Activity Sheets

The Mother App includes activity cards that help parents further encourage development. The content is drawn from the ASQ Learning Activities and adapted to fit the age of the child.

Parents can use the activity card suggestions to generate offline activities based on their child's performance in the games, their strengths, needs, and interests.

International Use

StimuLearn is available in more than 25 countries, primarily in South America, Africa, and Asia.

- Argentina
- Chile
- Colombia
- Costa Rica
- Dominican Republic
- Ecuador
- Egypt
- El Salvador
- Guatemala

- Honduras
- Indonesia
- Jordan
- Lebanon
- Mexico
- Nicaragua
- Nigeria
- Pakistan
- Panama

- Peru
- Philippines
- Qatar
- Saudi Arabia
- South Africa
- Switzerland
- Thailand
- United Arab Emirates
- Venezuela

Indonesia

Ecuador

Mexico

South Africa