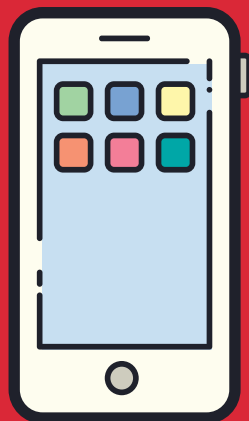


INTRODUCING THE DYNAMIC DIGITAL  
E- LEARNING APP FOR CHILDREN:

# EARLYBIRD™



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Prepared by:  
Megan Hallett  
Co-Founder, President & Vice  
Chairman of the Board of Advisors

# WHAT IS EARLYBIRD™?

In today's robust internet economy, there is no faster-growing segment than eLearning. Given the current COVID-19 pandemic, children of all ages are not allowed to attend school in-person, leaving no other alternative but for education to be taught virtually. There is no better time in modern history than right now to invest in, or be a part of, this eLearning revolution.

We have created a dynamic digital education app called EarlyBird™, which focuses on an untapped children's market. No other app exists in the Pre-K digital field, which leaves EarlyBird™ uniquely positioned to pioneer a new segment of the eLearning industry. Given the rapid growth in the tech sector overall, it is easy to see how EarlyBird™ will become a billion-dollar "mega-app."

EarlyBird™ is a video and gaming-centric mobile app that has been designed to cater to the 1 (one) to 8 (eight) year-old demographic. EarlyBird™ consists of 12 (twelve) unique levels that teach young children everything from their manners to their alphabet to their numbers, all the way to shapes, colors, and even money management through our "Piggy Bank" level.

## MISSION, VISION, & GOALS



- Digitizing the role of a parent to assist them with teaching their young children during the time of a pandemic via our eLearning mobile application
- Designed with levels to entice children to work hard to advance through the game, while learning valuable skills
- Incentive program that benefits parents as well when children accomplish missions in various levels of the mobile app
- Covers learning objectives from learning the alphabet, shapes, and colors to gaining skills such as spelling your name, having manners, and even ways to stay safe

# OUR PARTNERS' PAST PROJECTS

Our partners are far from beginners when it comes to website or mobile app development and project management. Check out some of their past projects below to see their innovative style, eye for design, and captivating features that are sure to make your next project a success!

## BROTHERS ARTWORK



# PROJECTIONS

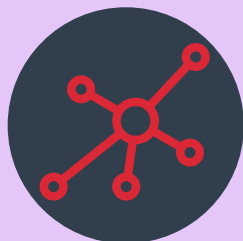
There is no denying that the demand for an e-Learning platform isn't going away any time soon, or ever. With more children learning from home and with our world continuing to evolve digitally, we expect major growth over just the next 2 years when it comes to users, revenue, and company value.

## KEY FACTS & FIGURES



### 5 MILLION

Expected number of users in the next 2 years after app launch



### 20%

Growth in the Market Share over the next 2 years after app launch



### 32

Number of languages to choose from for the app over the next 2 years



### \$15

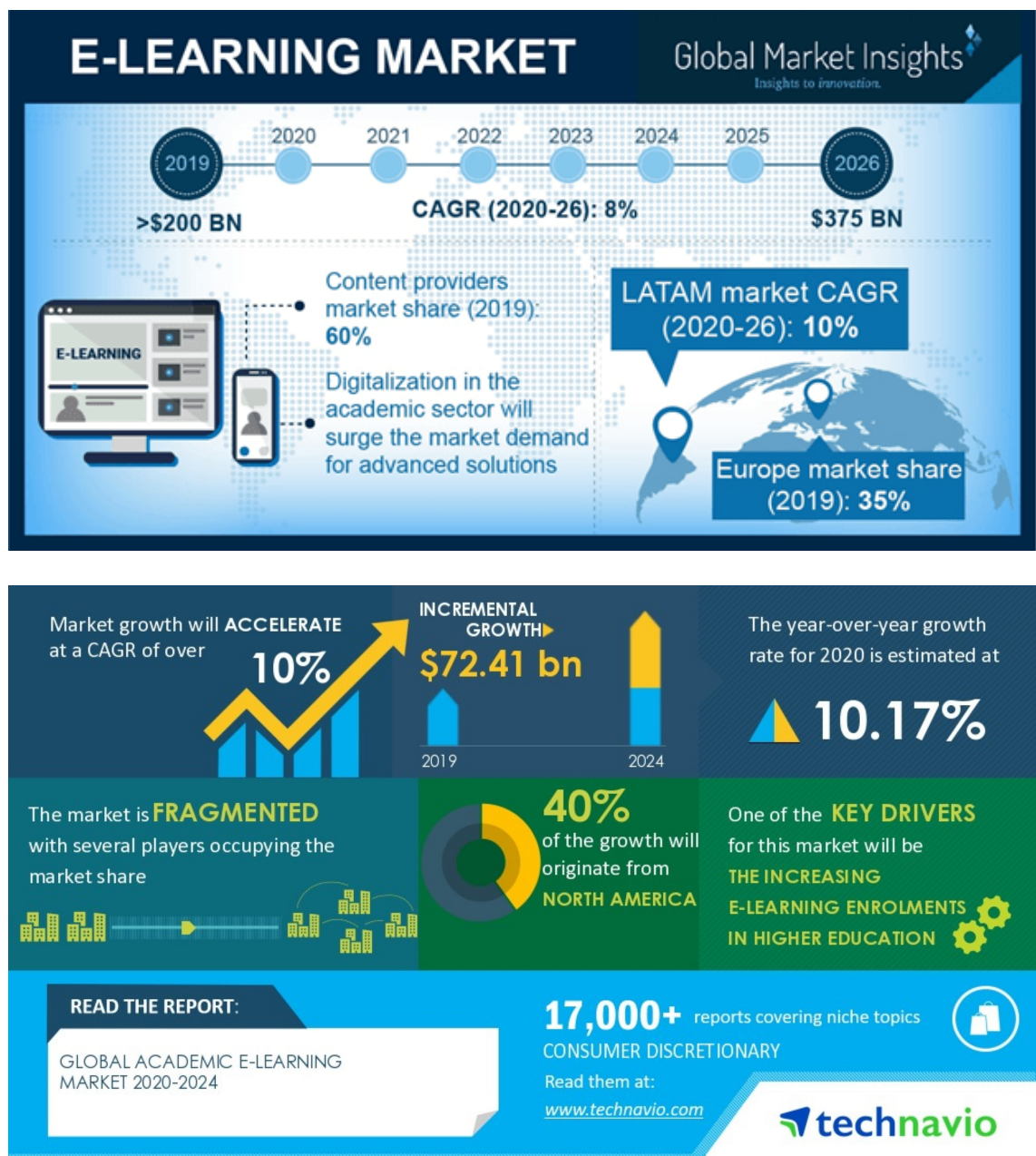
Stock value over the next 2 years, from the initial value of \$0.002 at the app launch, making it a 150,000% increase

*The Future of e-Learning*



# THE RESEARCH

The EarlyBird™ mobile application and the features it will offer is specifically the first of its kind. Not only is this app revolutionary, but it the timing of its launch will be monumental, given the rise in home learning due to the COVID-19 global pandemic. We understand the strain this pandemic has caused on families, but one area that has not been widely discuss (until now) is the need to assist parents in teaching their children considering the fact that schools and childcare centers across the nation are staying closed for the foreseeable future. The following research shows the demand for an app like EarlyBird™ and how its technology, interface, and objectives will enrich childrens' minds and provide parents with the tools they're looking forward when it comes to teaching their child.



# MILESTONES IN DEVELOPMENT

## Where are we now and where do we need to go to continuing making EarlyBird™ a success?

Being the first of its kind, EarlyBird™ involves intense and strategic coding so that the user interface is not only perfect, but also suitable for our demographic of children ages 1-8 years old. With our audience in mind, we have been taking the proper measures to ensure that every frame developed looks perfect and ready for a child to use. With that being said, we are following a strict timeline of five (5) months.

By following this timeline, we will be able to launch EarlyBird™ by April 2021. This winter season launch has been strategically planned for a time where families will be staying inside even more and at a time where the holidays are arriving and young children may ask for a device of their own to download EarlyBird™ on. With that said, the timeline on the right breaks down the major milestones and task that have been completed thus far.



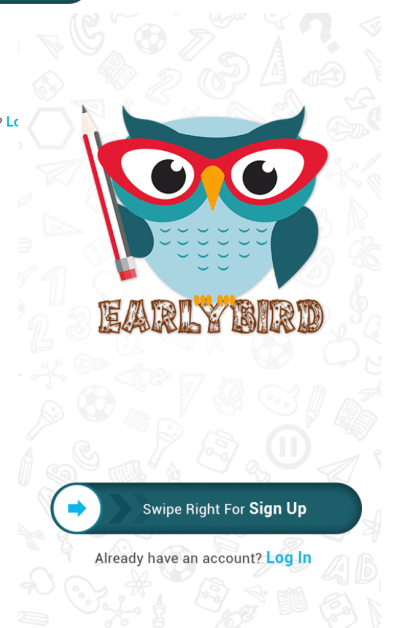
Sign up below & Create your  
**FREE** account

Sign Up For Free

— Or Login With —



Already have an account? [Log In](#)



1

*EarlyBird™ Design Framework: Completed and sent to our developers.*

2

*EarlyBird™ Design: Original logo was officially designed and letterhead was created.*

3

*Flash and Sign-Up Screen: Created and development of levels and games have begun!*

# HOW TO GET INVOLVED

## After all, they do say, "the early bird catches the worm!"

*There's no better time than now to be a part of this life-changing mobile app. Your involvement, no matter how big or how small, will play a key role in improving childhood learning.*



View our Share History & Valuation Analysis to see the growth of the stock price over the past few months and what we project for the future.



Request a copy of our full PPM to learn more about having a role in the growth of this revolutionary eLearning app.



Contact Megan Hallett, Co-Founder & President, at [megan@yourclass.org](mailto:megan@yourclass.org) or at 667-837-3279 to request more information. View our website [www.yourclass.org](http://www.yourclass.org).



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