

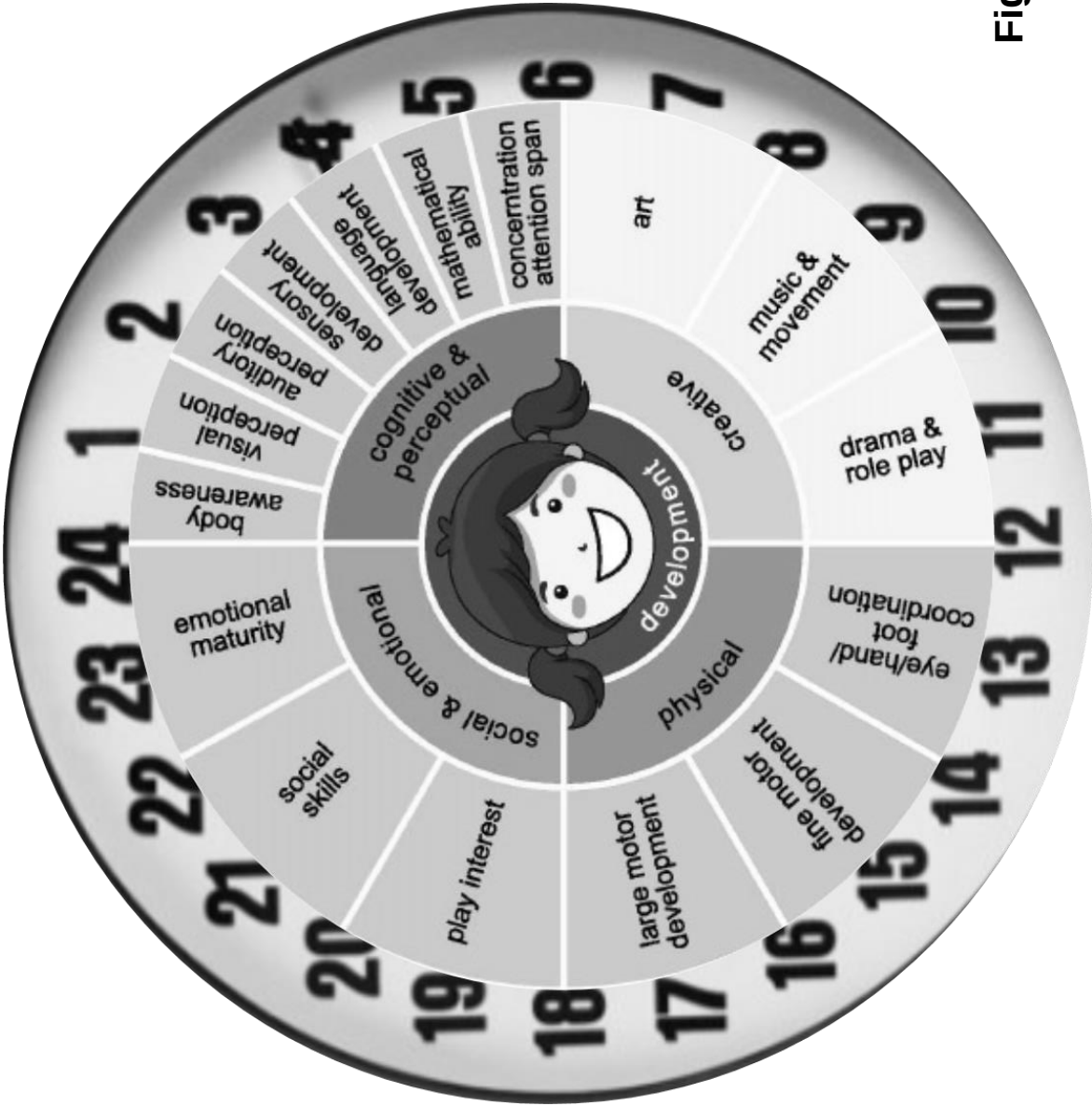


Fig. 1



- Holistic Education:**
- Hands-on Lessons
 - Core Academics
 - Emotional Development
 - Critical Thinking Skills
 - Conflict Resolution Skill
 - Character Formation
 - Healthy Social Skills
 - Manners

Holistic Education for a Child in a day plan!

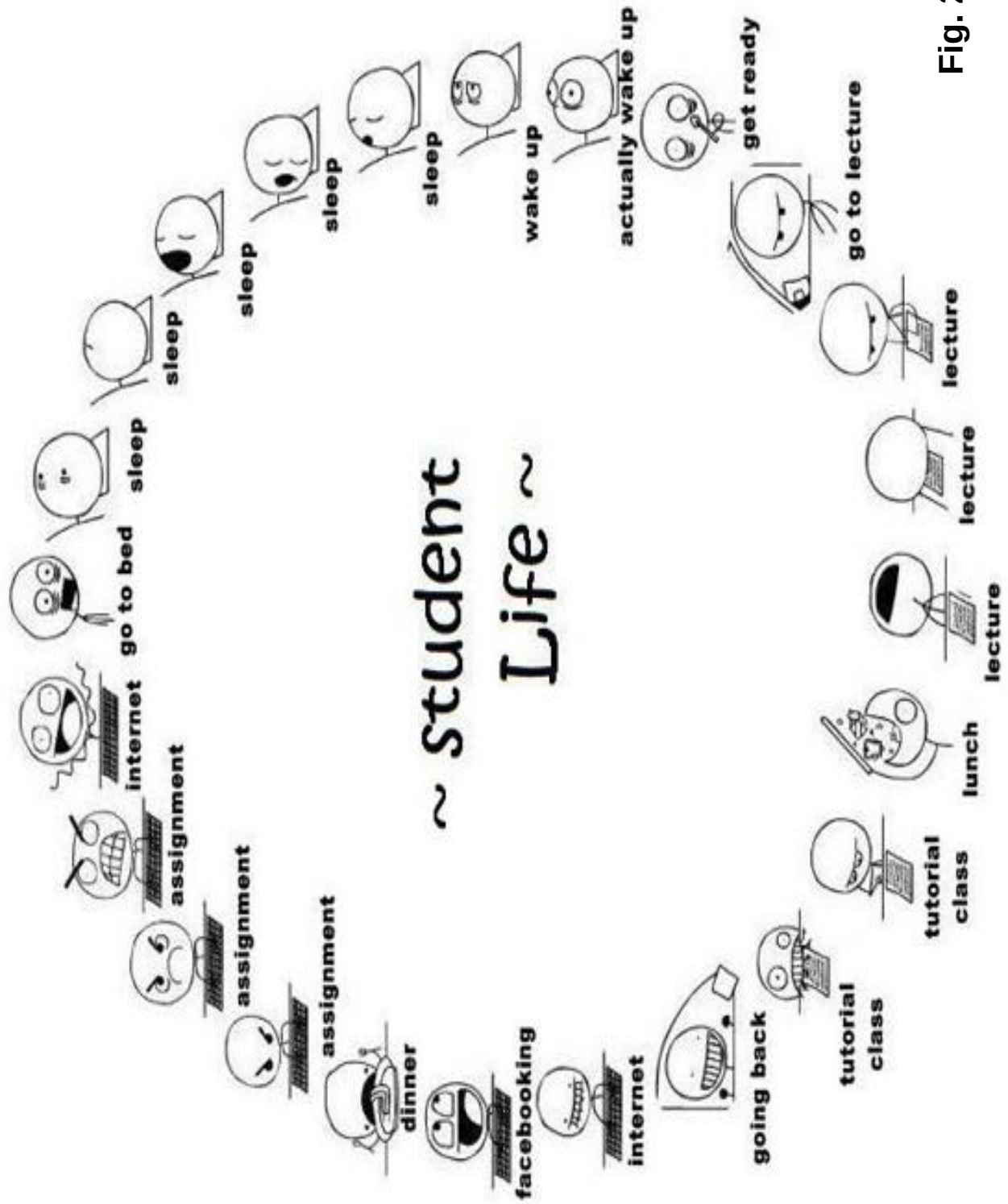


Fig. 2

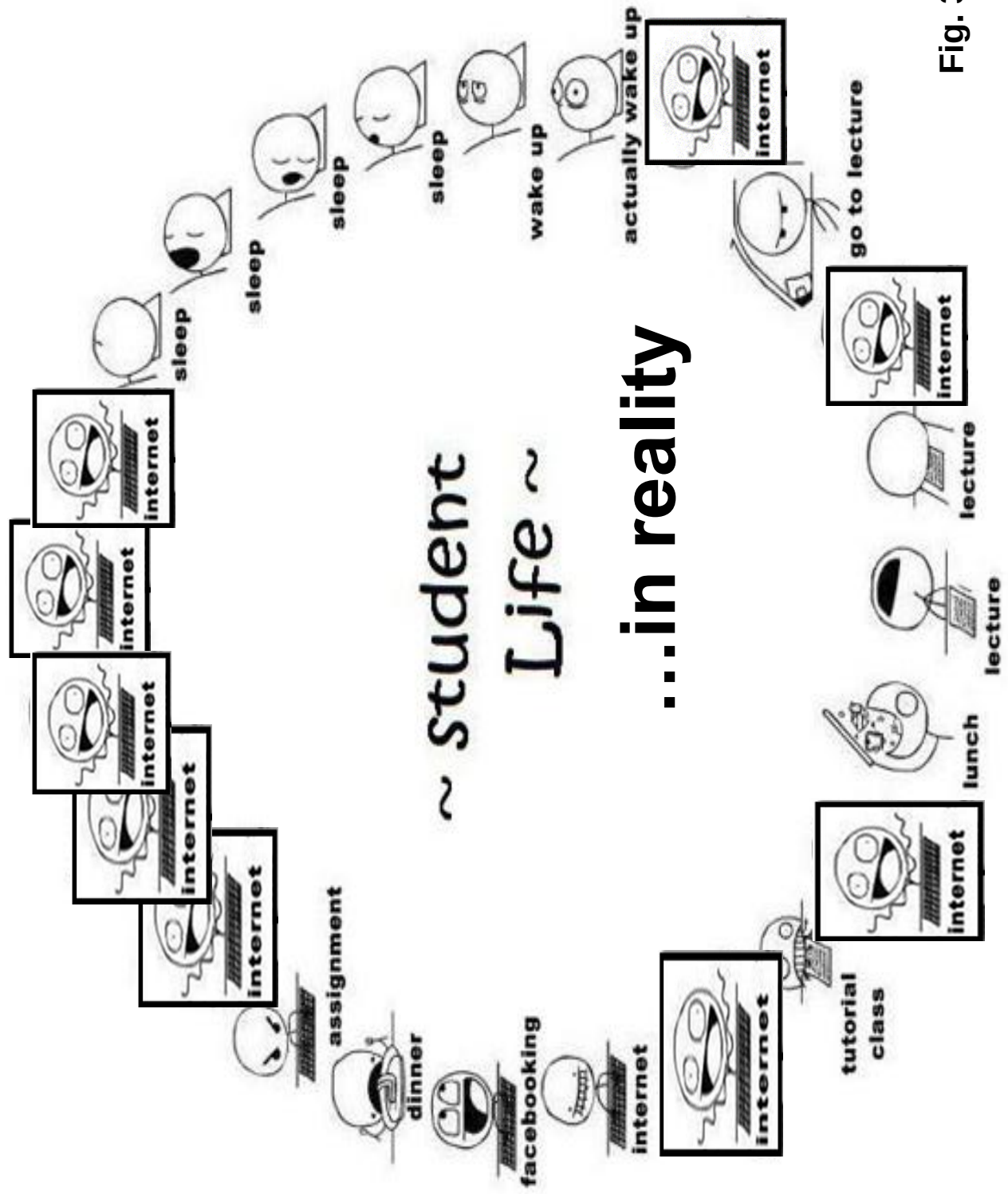


Fig. 3



"Everyone on this planet is given the same 24 hours in the day. The question is: what do you choose to do with yours?"

- Anno Sengei

Fig. 4



But how....

Time management for a Child?

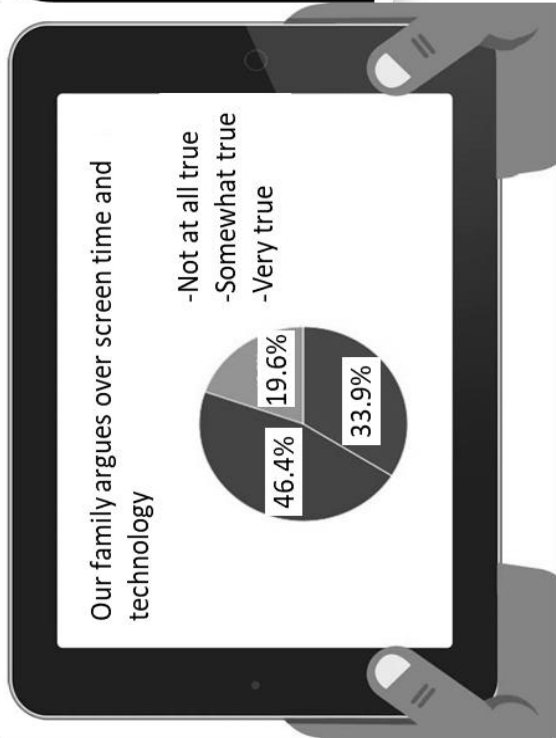


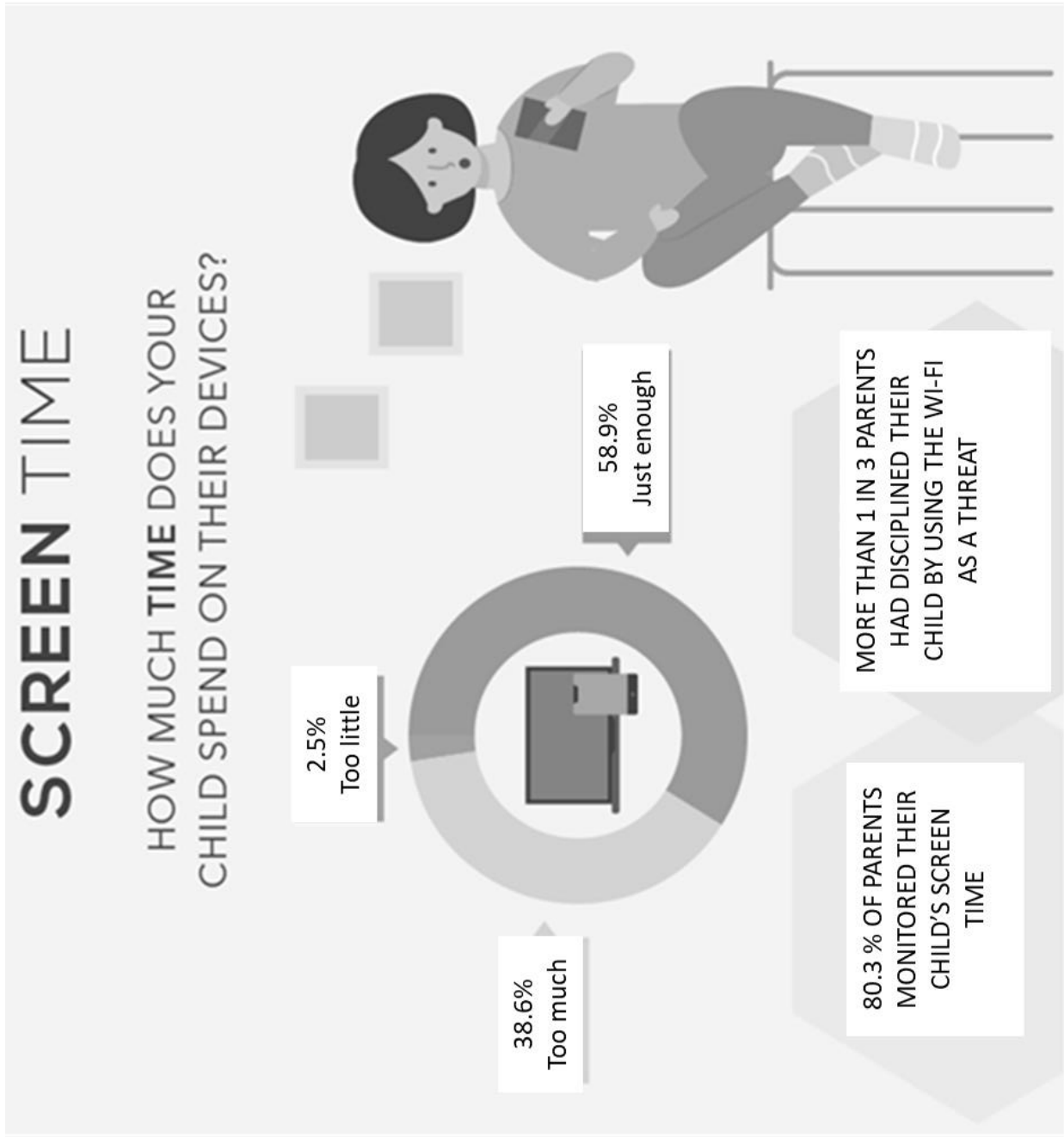
Fig. 5

**Parental Control works in
managing their play time.....**



**..... how about managing interest in
developing moral, skills and knowledge?**

Fig. 6



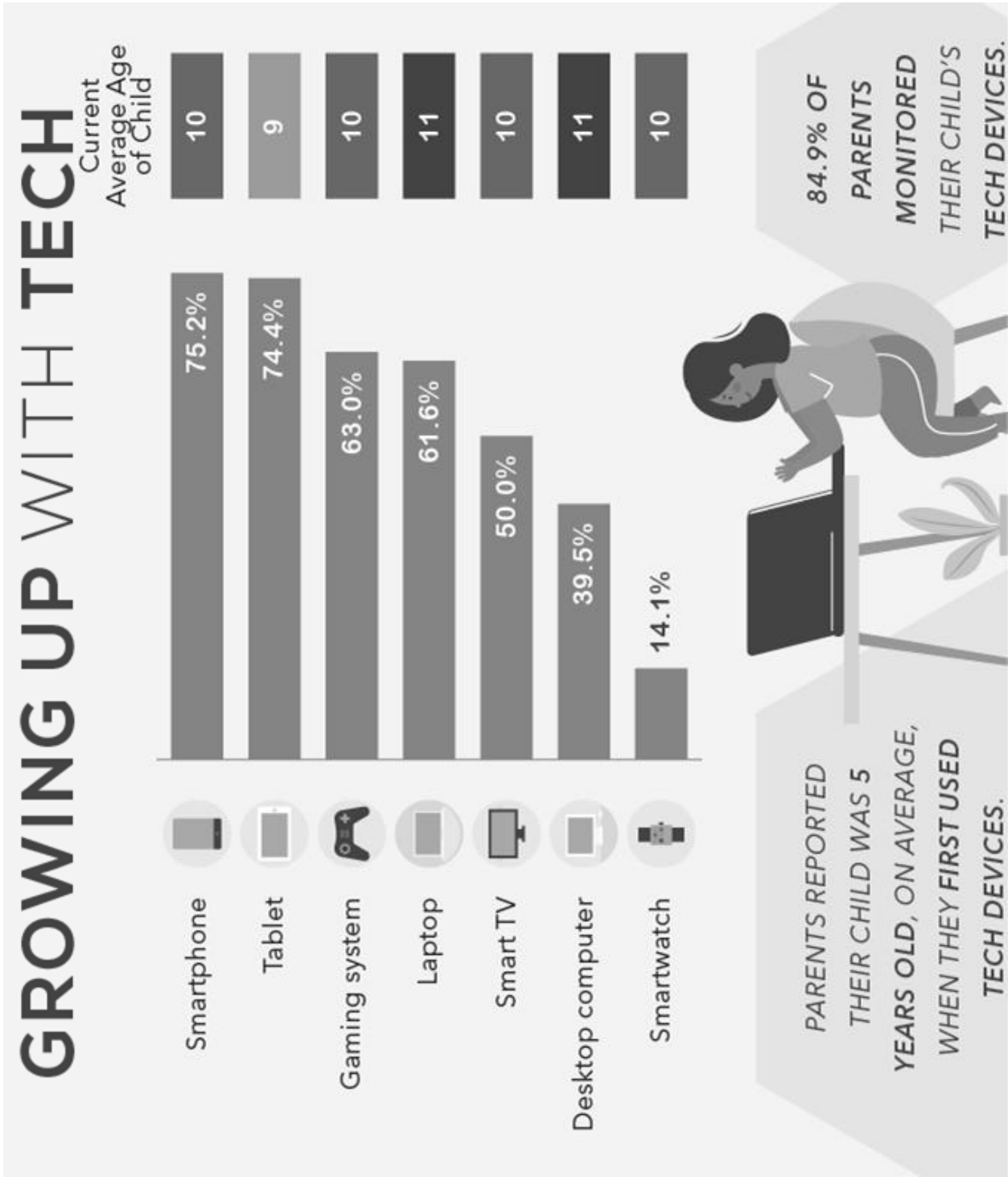


Fig. 8

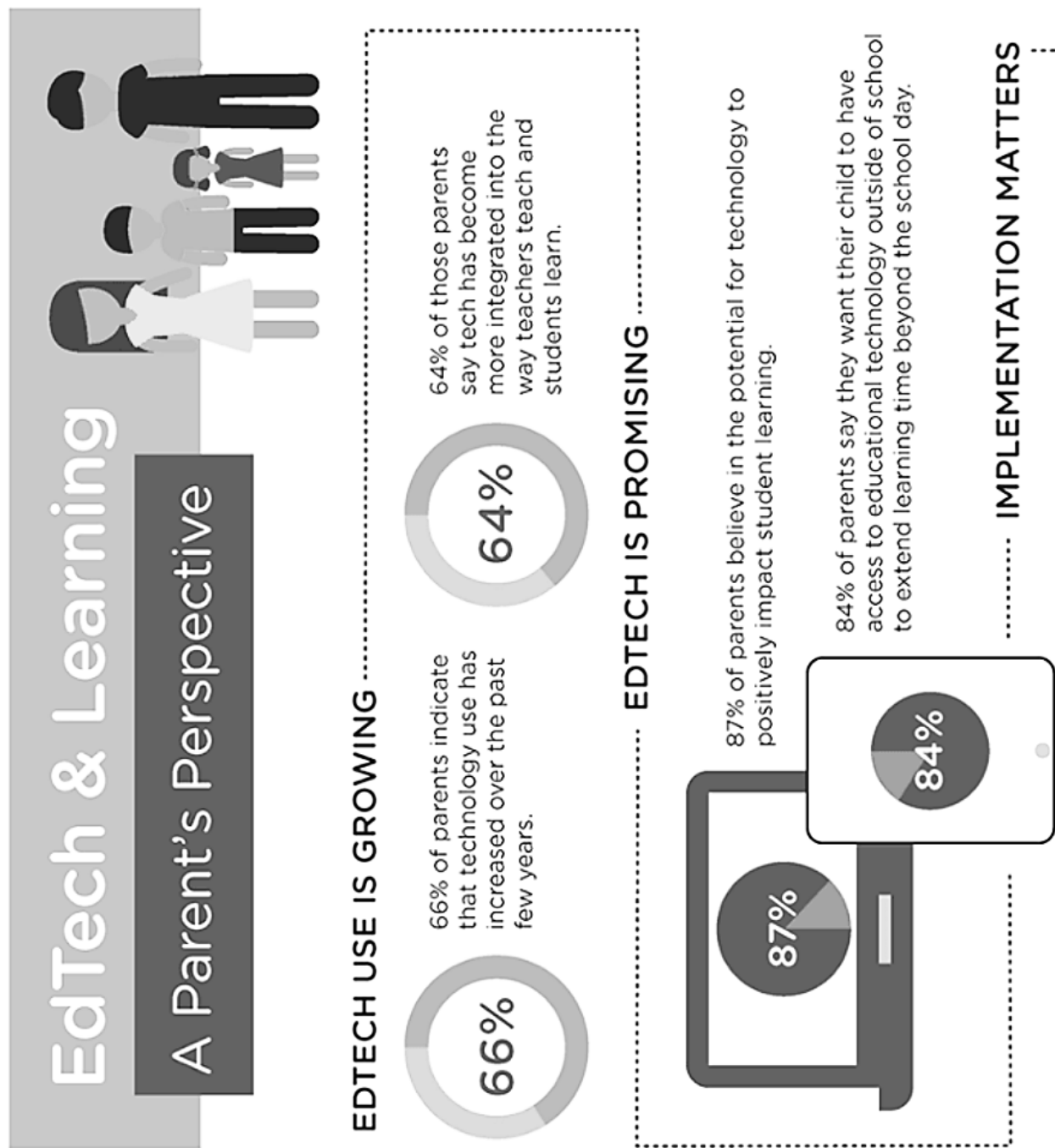


Fig. 9



Fig. 10

This is reality.....

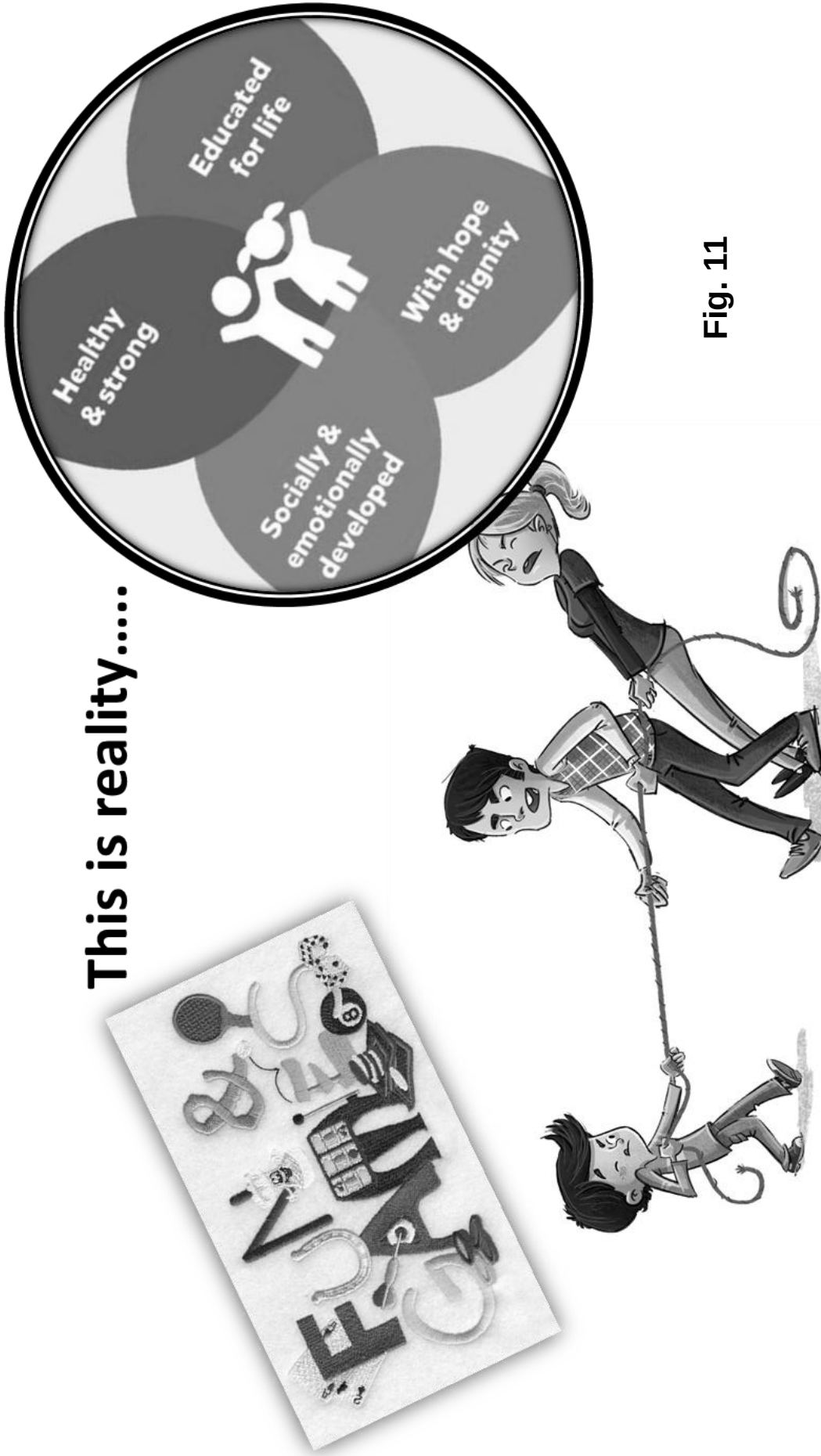


Fig. 11

.....uses it smartly to achieve optimum results

Keys to the effective and successful implementation of Screen Time



Fig. 12

Studies have shown, gamers performed better in exam than non-gamers if they were to spend SAME amount of TIME in studying in PROPER gaming

Right-TIME concept allows child to **gain online play time** (MOTIVATING FACTOR) by earning/winning it through following the standardized or parent-tailored Time management plan diligently.

Also via playing **edu-game** (flash-cards, short interactive pop up learning...FUN LEARNING), on time homework, reading a book, proper resting & meals time, exercising, even drinking water including brushing their teethes, etc.

Otherwise, they will be **losing online play-time including daily allowance/pocket money via e-wallet** (DETERRING FACTOR) without the needs to yell at them thus cultivating self-management, better family bonding and relationship!



Fig. 13

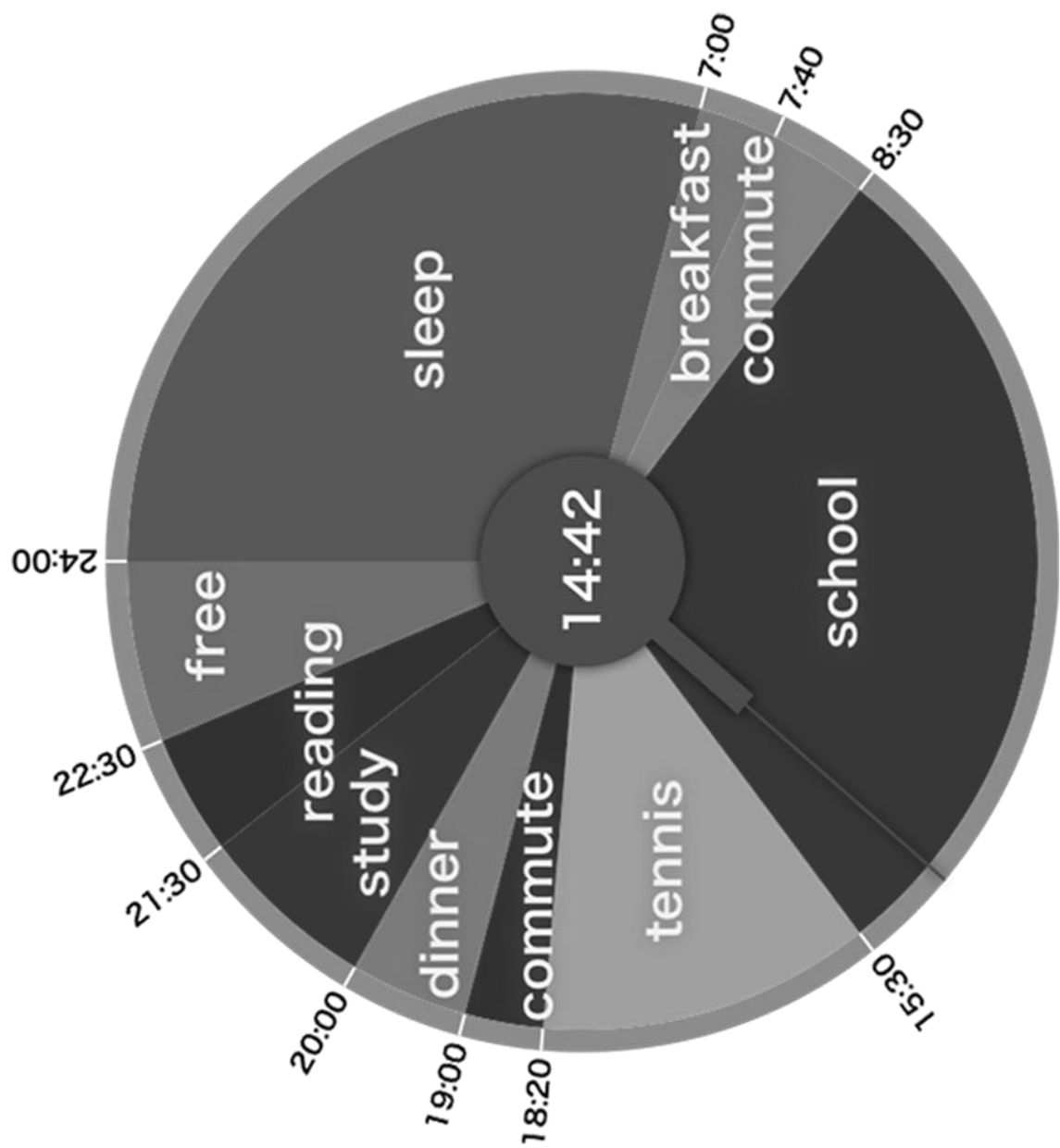
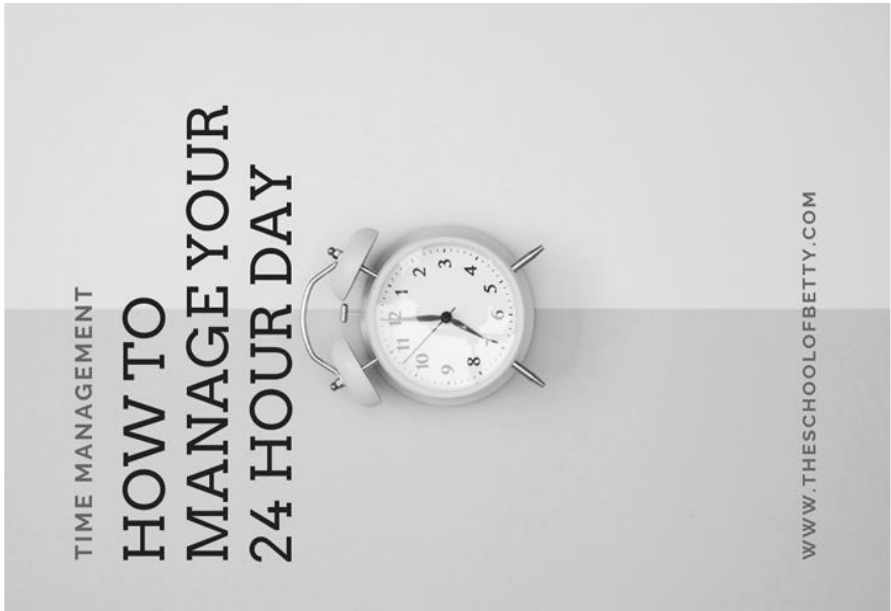


Fig. 14



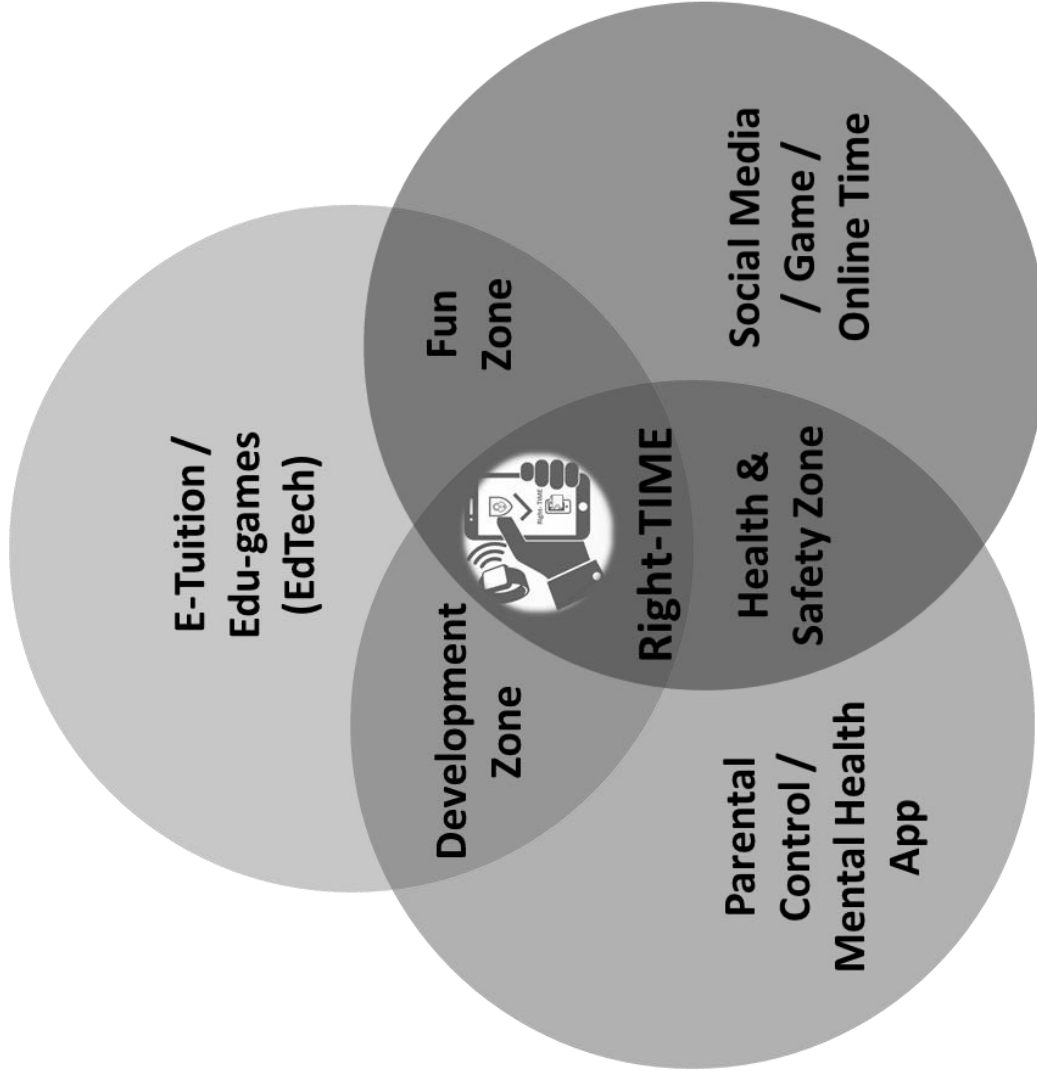


Fig. 15

Right-Time is easy and seamlessly integrate ALL the essential activities into one manageable platform

Selectable Level of Monitoring:
 Level 1 - Age 3 to 12
 Level 2 - Age 12 – 16
 Level 3 - Age >16+
 Or based on A.I. computed **Maturity Index** scored

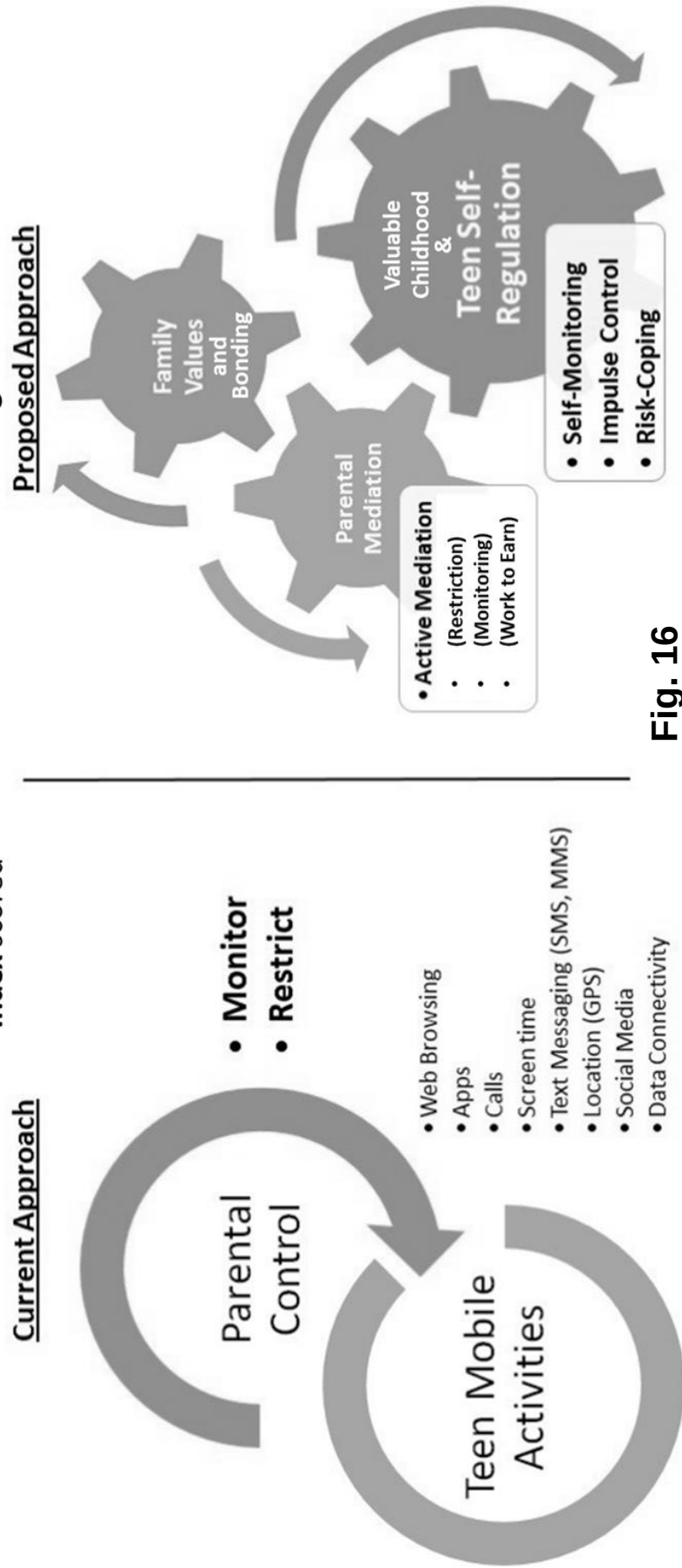


Fig. 16

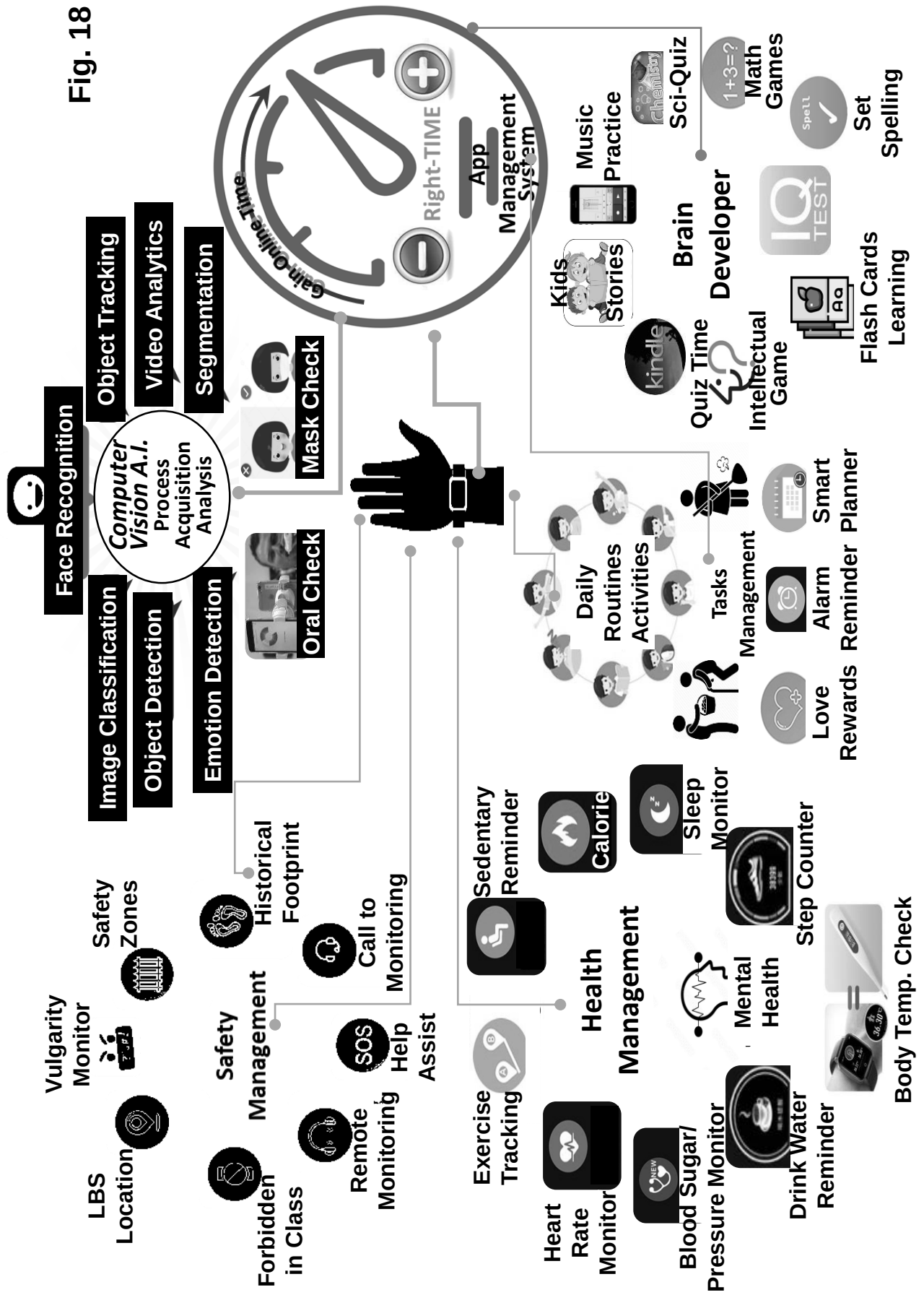


Fig. 18

