












Learn course materials with fun, interactive activities including flash cards, crosswords, matching, self-quizzes.

Features

- 11 games and learning activities that engage students (Flash Cards, Crosswords, Matching, Pick A Letter, Quiz, Challenge, Glossary, Fill in the Blank, Fact Cards and Show All.)
- Students can create (and share) an unlimited number of StudyMate projects
- Free mobile apps for students (iOS, Android)
- No limit to the number of images added to StudyMate projects

Age of Discovery

Who invented dynamite? Who was the first person to summit Mount Everest? What's the difference between impressionism and surrealism? You'll learn a little bit about everything with these activities -- inventors, explorers, artists, and scientists. See what you know. Learn what you don't. (Give these activities a try on a smartphone and tablet too!)

MATCHING

View the item in the top section and select the matching answer from below. Use 'Next Question' to continue.

The study of heart function and heart disease

Leonardo da Vinci	Botany	Biology
Richard Byrd	Psychology	Entomology
Robert Peary	Alexander Graham Bell	Cardiology

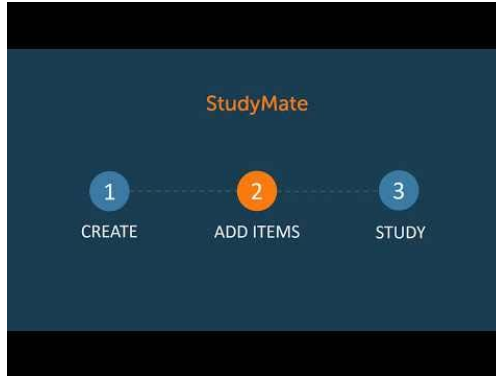
StudyMate Campus has brief training videos built directly into the application.

A full list of videos can be accessed [here](#).

(<https://www.respondus.com/products/studymate/demos.shtml>)

Getting Started with StudyMate

Learn the three steps to creating flash cards, learning games, and quizzes with StudyMate.



StudyMate: The Smarter Way to Make Flash Cards

Don't settle for a flash card website. See how StudyMate transforms class materials using interactive games and learning activities.

