



## FOR IMMEDIATE RELEASE

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### The Learning Journey International Products receive Top Excellence Awards from Creative Child Magazine!

(Phoenix, AZ - June, 2009) The Learning Journey International Products have been named recipients of the Creative Child Magazine's annual awards. *Techno Gears Marble Mania Genius* has been honored with the 2009 Top Toy of the Year Award in the Electronic Builder/Construction Toys category!



**Winner: Techno Gears Marble Mania Genius  
Award: Top Toy of the Year for 2009!**

The *Genius* edition of *Marble Mania* is truly a work of art! This high-tech set includes over 500 pieces of *Marble Mania* gear to keep your young architect busy for hours on end. Once built, watch the *Genius* come to life with exciting twists and turns, electronic sounds, loops and rotating gears. The *Genius* edition features five independent tracks for marbles to run, and all lead back to one of the dual power lifters on the system. This is a must-have product for all those little geniuses in your home! Requires three "AA" batteries. Ages 8+ years.

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**Winner: Telly the Teaching Time Clock  
Award: Top Toy of the Year for 2009 in the Educational Toys Category!**

Let Telly The Teaching Time Clock help your child learn to tell both analog and digital time using two quiz modes. In the learning mode, Telly teaches time in five minute increments by moving the hands and updating the LCD screen. In the quiz mode, Telly asks your child to move the hands on its face to match the time displayed on its screen. Telly also features a night-light and comes with a fun digital watch. Learning to tell time has never been so much fun! Requires three "AA" batteries (included), or an optional 4.5V AC Adapter - 582350 (not included). Ages 3+ years.



**Winner: Explore & Learn Spelling Bugs**

**Award: Game of the Year for 2009 in the Educational Puzzle Games-Preschool Category!**

The Explore & Learn games are two great products in one! Each game combines a giant, colorfully illustrated 2' x 2' "talk about" floor puzzle that, when assembled, becomes a fun learning game for up to four players. Have fun piecing together the 50-piece puzzle, then attach the spinner in the middle and play the game. Learn all about the alphabet, counting, rhyming, food groups, spelling, and colors and shapes while collecting your game pieces. Explore & Learn is a fun way to learn! Ages 3+ years.



**Winner: Cash Cow**

**Award: Preferred Choice for 2009 in the Educational Toys Category!**

Our Cash Cow makes saving money fun and educational! The friendly talking bank identifies coins as they are inserted and tallies your balance. The bank also features a game that challenges children to correctly count change. Cash Cow is a great way to teach children to recognize coin values and to count and save money! Requires three "AA" batteries (included). Ages 5+ years.



**Winner: Puzzle Doubles® Create A Scene Construction  
Award: Preferred Choice for 2009!**

The Create A Scene series combines a puzzle with additional activities to create a fun and interactive learning experience for children. After assembling the puzzle, children can create their own scenes and stories by placing the reusable static stickers on the surface of completed puzzle. Then turn the puzzle over for a big coloring activity. The bright illustrations encourage parent-child conversation. Each 50-piece puzzle measures a giant 3' x 2'! Ages 3+ years.



**Winner: Chatterbox Teaching Telephone  
Award: Seal of Excellence for 2009!**

Chatterbox is a favorite learning tool for young children. Its friendly voice will interact with kids to teach them numbers, colors, shapes and more. Chatterbox will also help to build children's expressive and social skills in a fun way. Chatterbox also features a new voice record and play back message function, light up buttons, notepad and more! Requires three "AA" batteries (included). Ages 2+ years.



**Winner: Match It!® Spelling  
Award: Seal of Excellence for 2009!**

The Match It! series features a wide range of award-winning educational titles. Each product in the series features a set of self-correcting puzzle pairs that introduce children to a specific educational topic or skill. The brightly illustrated puzzle cards engage children in the learning process in an entertaining way. Match It! games are a terrific learning tool for everyone! Match It! Spelling includes 10 three-piece and 10 four-piece self-correcting puzzle sets. Ages 4+ years.

The Learning Journey International is an international manufacturer and distributor of an exclusive line of award-winning children's interactive educational products. Our products encourage learning and confidence building as they enhance a child's potential. All products build on the skills necessary for children to be ready for school as they prepare to become our leaders of tomorrow. To learn more about The Learning Journey, please visit them online at [www.thelearningjourney.com](http://www.thelearningjourney.com) or contact them toll free at 877-839-3969.

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