



FOR IMMEDIATE RELEASE

Wonderopolis® becomes first nonprofit to feature Microsoft Immersive Reader

Louisville, KY (September 6, 2019)—Wonderopolis®, an award-winning website that cultivates student curiosity, has partnered with Microsoft to add a powerful new tool in conjunction with the start of a new school year.

Microsoft recently announced that Wonderopolis, a digital property of the National Center for Families Learning (NCFL), has become the first nonprofit to feature its new Immersive Reader technology, which works to expand content accessibility through a variety of reading assistance features.

With the addition of Immersive Reader, Wonderopolis' content is now translatable into more than 40 languages via text and text-to-speech. Additional added features include language-specific accents, line focusing, text resizing, syllable breakdown, parts of speech identification, and a picture dictionary. Moving forward, these technologies will increase accessibility for Wonderopolis users with visual impairments, reading disabilities, and English language learners.

“For two years, I’ve dreamed of making Wonderopolis more accessible for all readers and English language learners,” said Wonderopolis Community Manager John MacLeod. “But there wasn’t a great solution for a nonprofit—until now. Microsoft’s Immersive Reader puts Wonderopolis into the hands of truly everybody and provides the tools to include all learners in wondering and learning together.

Created by NCFL in 2010, Wonderopolis has grown to become one of the most popular education sites in the world, boasting more than 2,000 unique Wonders of the Day and over 50 million visitors since its debut. With multi-disciplinary content that aligns to Common Core State Standards (CCSS), the STEM Educational Quality Framework, and Bloom's Digital Taxonomy, teachers everywhere use Wonderopolis' daily Wonders to jumpstart their students' critical thinking. With the addition of Immersive Reader, the number of users is expected to continue to grow.

“The Immersive Reader feature will allow all students in a diverse classroom setting to have access to the extensive Wonderopolis content,” said Lorie Lyon, a 5th grade teacher in Plano, Texas. “This feature will open up doors to support literacy development while still giving students choice in their learning.”

“The Immersive Reader feature really is a game changer,” added Christie Wyman, a kindergarten teacher in Weston, Massachusetts. “My students will now be able to *independently* access all that Wonderopolis has to offer.”

The Immersive Reader technology is the latest result in a growing relationship between Wonderopolis and Microsoft. In June, Wonderopolis announced a new partnership with Microsoft's Flipgrid, a website that allows teachers to create "grids" in order to facilitate video discussions. Flipgrid is used by millions of students, educators, and families in over 180 countries around the world.

About Wonderopolis

Wonderopolis.org was created by the National Center for Families Learning (NCFL) in 2010, and has become one of the most popular education websites today. In addition to containing more than 2,000 unique Wonders of the Day, users have submitted over 65,000 comments and 130,000 Wonder questions, with more than one million visiting the website each month. Wonderopolis has been featured by top media outlets across the country, and in 2011 was named *TIME* magazine's "50 Top Websites."

About the National Center for Families Learning

The National Center for Families Learning (NCFL) is a national nonprofit that works to eradicate poverty through education solutions for families. Partnering with educators, literacy advocates, and policymakers, NCFL develops and provides programming, professional development, and resources from the classroom to the community that empower and raise families to achieve their potential. For more information on NCFL, visit familieslearning.org.

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