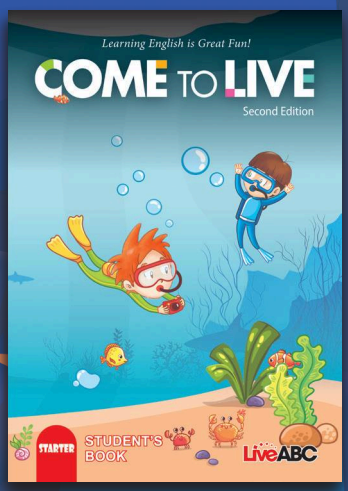
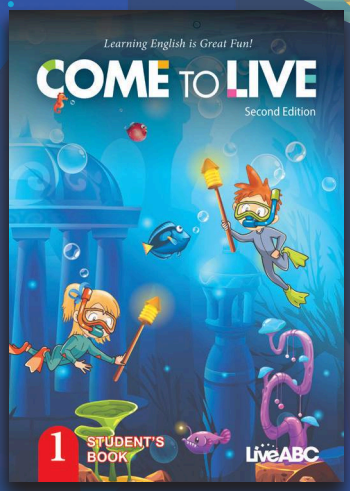
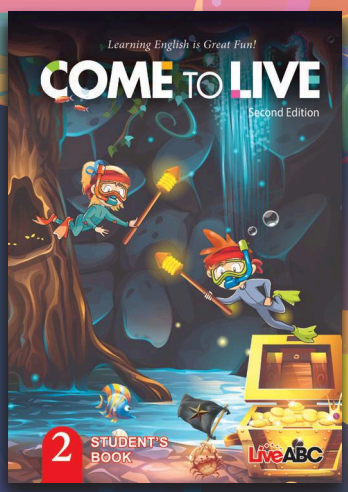
COME TO LIVE

2nd Edition

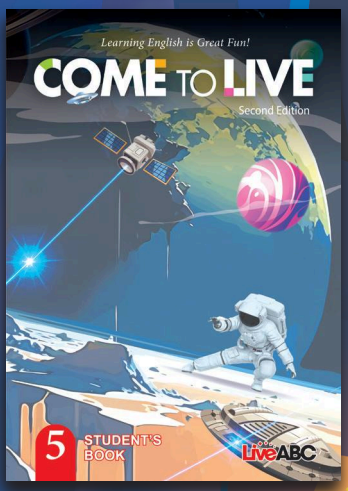














LiveABC

Mission

Dear Teachers,

LiveABC Interactive English Group is a worldwide organization based in Taiwan. We employ over four hundred people and partner with a multitude of organizations across the island and around the world. Producing quality publications is a lifelong endeavor, and we are dedicated to the development of English, as well as other foreign language learning materials in both print and digital formats. Thank you for your interest in LiveABC's books and systems. If you require any further information, please do not hesitate to contact us.

Best regards,
Founder CEO
Chun Chi Chen



LiveABC Representative in Latin America
CEO of Learning Ark
Shengping Wu



Learning Is Very Easy
with LiveABC

The Leading brand in digital English learning, LiveABC is dedicated to developing and distributing language-learning solutions that are effective and enjoyable to use. By combining the advantages of technology and publishing, LiveABC provides innovative educational resources. Learning Is Very Easy with LiveABC.

Global Markets



LiveABC is the largest producer of multimedia language learning materials in Taiwan. It owns multiple sales channels and has several strategic partners.

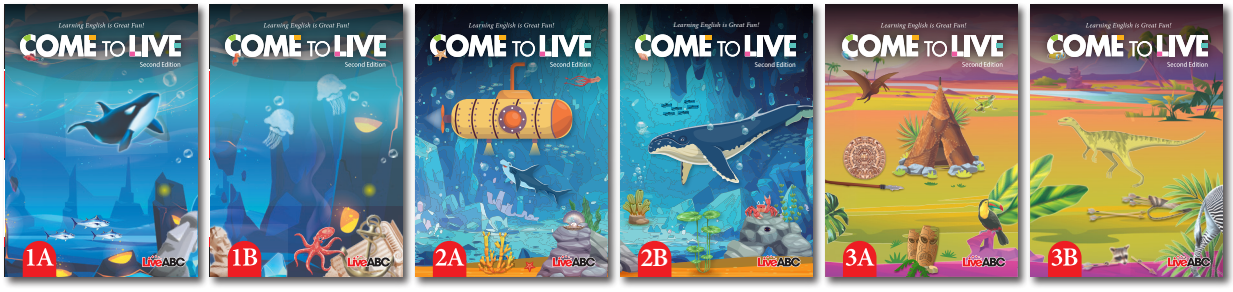
In addition to securing the local market, LiveABC is developing overseas markets, with partners in mainland China, Hong Kong, Macau, Korea, Japan, Thailand, Vietnam, Indonesia, the USA, Mexico and eleven more countries in Latin America.

Titles with Components

Titles	CEFR		For Students						For Teachers			
			eBook	Student's Book	Workbook	MP3	e-learning	AR APP	eBook	Teacher's Guide	e-learning	AR APP
Come to Live 2nd Edition	Starter	<A1	Optional						Optional			
	Book 1 Book 2 Book 3 Book 4	A1										
	Book 5 Book 6	A2										

Come to Live Split & Lite Edition

Come to Live Split

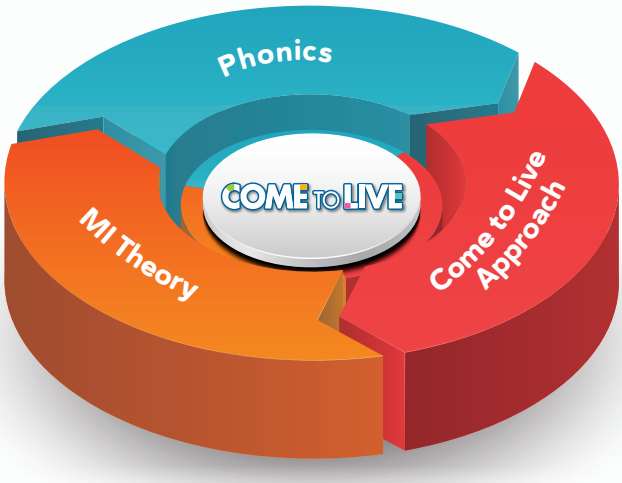


Come to Live Lite



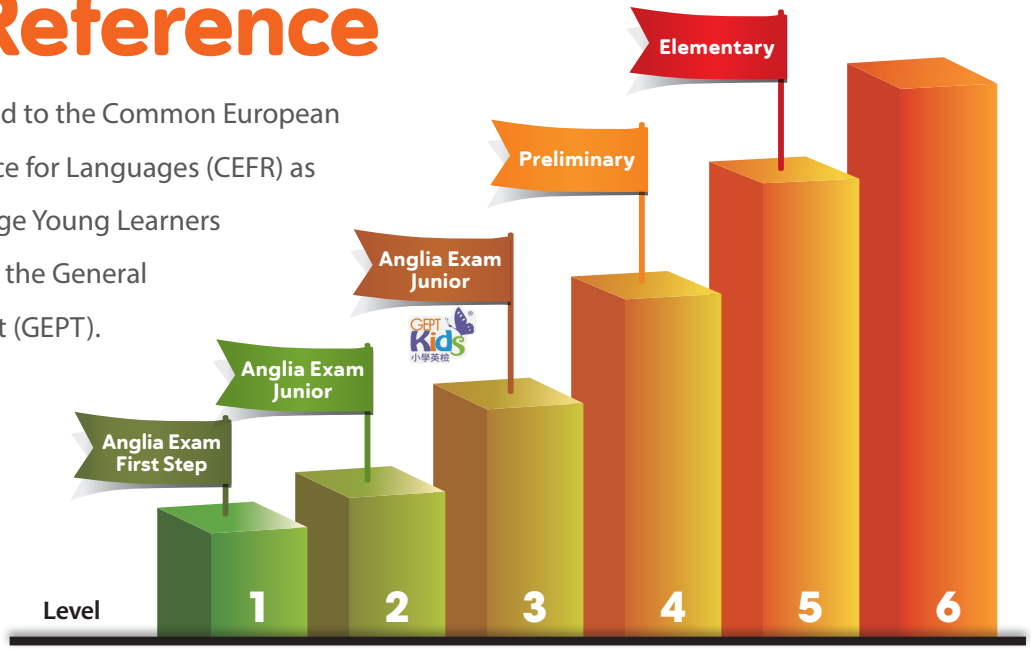
Welcome to Come to Live!

Come to Live is a seven-book primary course specifically designed considering students' needs and interests at each developmental stage. Come to Live build children's English language abilities from the first lesson!



Level Reference

Come to Live is mapped to the Common European Framework of Reference for Languages (CEFR) as well as to the Cambridge Young Learners English Tests (YLE) and the General English Proficiency Test (GEPT).



CEFR	Come to Live	Anglia	GEPT	Cambridge YLE	Michigan YLE
A1 Breakthrough	Starter ~ Book 4	First Step to Preliminary	Elementary	Movers	Silver
				Starters	Bronze
A2 Waystage	Book 5 ~ Book 6	Preliminary to Elementary		Flyers	Gold

※ **GEPT** – The General English Proficiency Test (GEPT), developed and administered by the LTTC, targets English learners at all levels in Taiwan.
※ **Anglia Examinations** – based in Chichester, England, since 1993. Anglia offers a comprehensive and structured programme of assessing English language competence, from beginner through to full competence as an expert user.

Come to Live Features

1. Step-by-step language skills build up
2. Theme-based content and engaging photos to help students blend English into real life
3. Spiral Curriculum to optimize the teaching-learning process
4. 3P (presentation, practice, and production) method to build a solid language foundation
5. Equal emphasis to listening & speaking and reading & writing skills
6. Abundant teaching resources and extra learning material available on Come to Live web-school (https://ctlse-latam.liveabc.com)



About the series

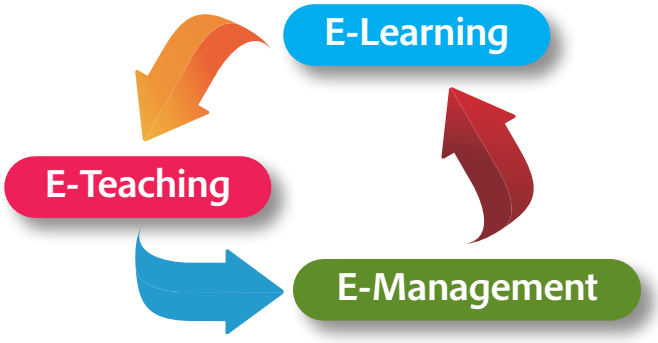
This primary course is designed for children aged 6 to 12 years. The interactive program has been developed to gradually increase in difficulty, keeping students engaged and motivated in their learning journey. The curriculum lays a solid foundation for children's English proficiency through a structured, competency-based approach.

The topic-based units feature a variety of engaging activities, including fun conversations, vocabulary exercises, games, interactive activities, rhyming songs, and listening drills. This ensures that children learn in an environment that is both dynamic and enjoyable.

"**Come to Live**" includes a specially designed section, The ***Magic Fighter***, which helps students review and reinforce what they have learned in class.

The ***Magic Fighter*** is a vibrant online game packed with audio-visual animations that provide an engaging and innovative way to practice. Through a wide range of exciting challenges, students can actively strengthen their English skills in a fun and interactive manner.

3E System



LiveABC's unique 3E System—E-Teaching, E-Learning, and E-Management—allows students to practice what they learn in class and review their homework online. Teachers can track student progress, monitor performance, and assess overall learning outcomes effectively.

Come to Live Solution Pack







E-learning:

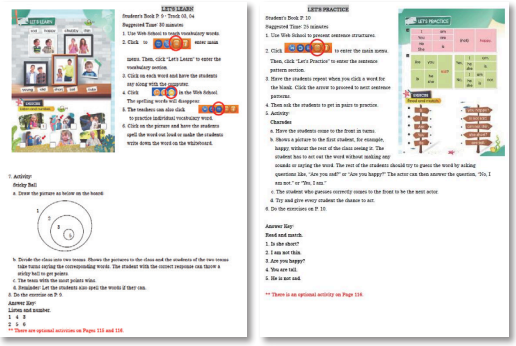
Come to Live Web School is the online platform for students, teachers, and parents

Web School Link: https://ctlse-latam.liveabc.com

iOS/ Android COME TO LIVE

Teacher's Resources

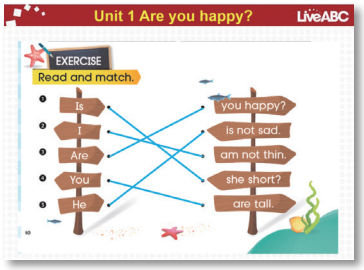
- Teacher's Guide: Comprehensive step-by-step teaching plan with pages from student's book for easy use



Embedded audio for easy class use

Instant answers with just one click





- Online Teacher's Resources: Includes workbooks (online view only), printable flashcards (Starter – Book 4 only), writing practices, tests, and class Power Point Presentations (online view only).



- Posters



- Flashcards (Starter – Book 4 only)

Come to Live Web-school



Come to Live web-school is an e-learning platform designed specifically for elementary school children. With its rich resources and engaging activities, it makes learning fun while helping students review not only with books but also through interactive online games at home.

A valuable classroom tool, the Web-School can be used as an interactive board, offering students songs and exciting activities to enhance their learning experience.

With **Come to Live Web-School**, learning goes beyond the textbook, creating an interactive and enriching experience for both students and teachers. Parents can also access their child's learning records, track performance, and monitor test results, ensuring active participation in their education.

Come to Live e-learning



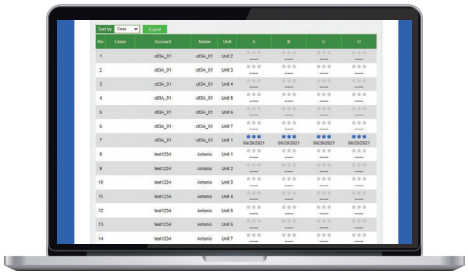
Animated conversations help students learn with visual stimulation that can be used as an ice breaker or a warm-up activity.



The vocabulary is recorded by native speakers to ensure the most authentic pronunciation. The text can be shown or hidden with just one click.



The 13-stage game allows kids to play while reviewing at the same time. It is the best assessment tool for students.



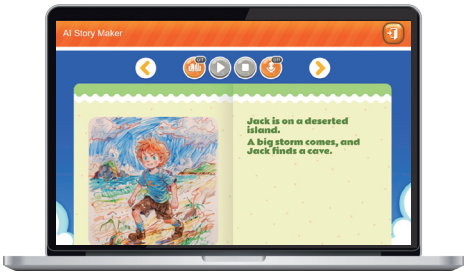
In the management platform, teachers are able to view their students' learning record which includes the times each unit is viewed and the total amount of time spent on the course and the game. Also available are a variety of supplementary materials ranging from tests to writing exercises, all printable for teachers' use.

Come to Live AI Assistant

AI Chatbot

It's highly interactive, user-friendly, and ideal for both students and teachers. This AI goes beyond being a simple script reader; it tailors conversations to textbook scenarios and adjusts its responses based on your input. Each interaction feels authentic and natural, as if you're speaking to a real person.





AI Story Maker

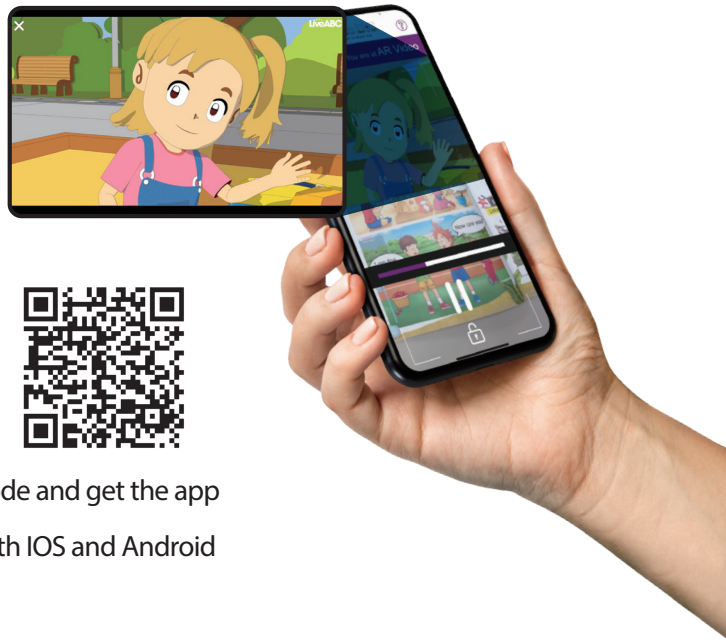
This AI-powered tool is designed for students below junior high school, blending language learning with creative expression. AI Story maker helps young learners craft personalized storybooks while enhancing their English skills.

Come to Live AR App

AR APP (Augmented Reality APP)

Download our app to experience our AR videos and audios with your mobile.
Look for the pages with the AR icon and scan them.





COME TO LIVE

Scan the QR code and get the app

Compatible with IOS and Android

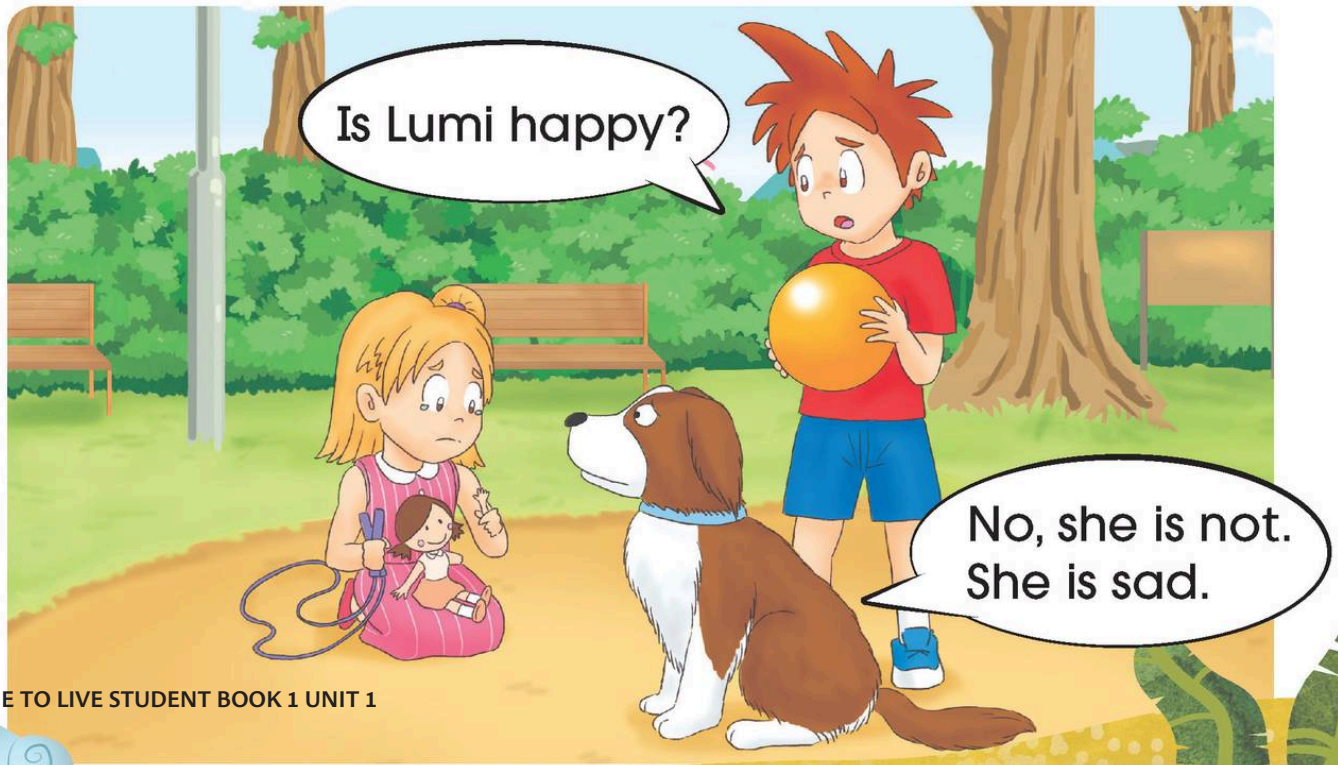
Unit 1

Are you happy?

02

LET'S TALK





LET'S LEARN

03

sad happy chubby thin











young old short tall cute

EXERCISE

Listen and number.

04



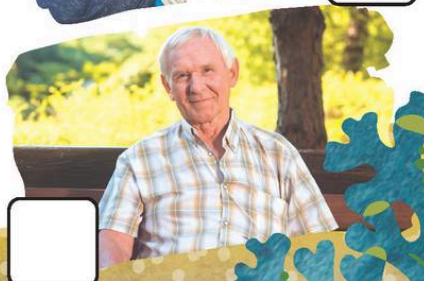
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LET'S PRACTICE

a

I	am	(not)	happy.
You	are		
He She	is		

b

Are	you	tall?	Yes,	I	am.
				he she	is.
Is	he she		No,	I	am not.
				he she	is not.

EXERCISE

Read and match.

1 Is	•	• you happy?
2 I	•	• is not sad.
3 Are	•	• am not thin.
4 You	•	• she short?
5 He	•	• are tall.

LET'S SING

05, 06

Look at Me!

Chubby, thin, tall, or short?

Are you tall? Are you short?

I'm tall. I'm tall.

I'm not short.

Chubby, thin, happy, or sad?

Is she happy? Is she sad?

She's happy. She's happy.

She's not sad.

LET'S SPEAK

07



EXERCISE

Read and write.

Are you happy?

Yes, I am. I ____ very _____.

LET'S READ

08

Kate is my cousin.

She is cute.

She is a happy girl.



Dan is my friend.

He is not tall.

He is short and chubby.

Ann is my friend too.

She is tall and thin.

EXERCISE

Read and color T for true or F for false.

❶ T F Dan is chubby.

❷ T F Dan is a tall boy.

❸ T F Ann is not thin.

❹ T F Kate is a cute girl.

❺ T F Kate is happy.

❻ T F Ann is short.

LET'S SAY

09

-ib





bib



rib

-id





kid



lid

-ig





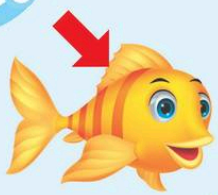
big



dig

-in





fin

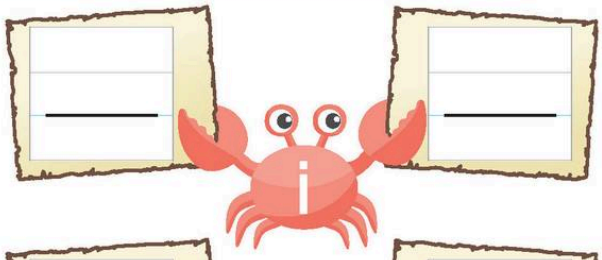


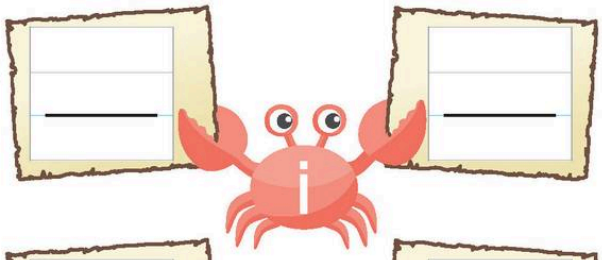
win

EXERCISE

Listen and write.

10

❶ 

❷ 

❸ 

❹ 

LET'S TRY

A Listen and check. 11



B Complete the sentences.

you	tall	Is	am	not	Are

1 

_____ _____ happy?

Yes, I _____.



2 

_____ Jack _____?

No, he is _____.



Contents

Starter

Unit 1 Hi, I am Ludi.
Unit 2 How are you?
Unit 3 What is your name?
Unit 4 What is it?
Unit 5 Thank you.
Unit 6 Let's dance.
Unit 7 I am happy.
Unit 8 Are you all right?
Unit 9 How's the cookie?

Book 1

Unit 1 Are you happy?
Unit 2 What is it?
Unit 3 What color is it?
Unit 4 This is a hat.
Unit 5 Is that a rabbit?
Unit 6 We are hungry.
Unit 7 There is a cat on the desk.
Unit 8 There are fifteen books in the room.
Unit 9 How many blocks are there?
Unit 10 Where is my book?
Unit 11 Where are you?
Unit 12 I like tigers.

Book 2

Unit 1 What does he want?
Unit 2 I have two noses.
Unit 3 Do you have long hair?
Unit 4 Do you like to play baseball?
Unit 5 What day is today?
Unit 6 How's the weather today?
Unit 7 What do you do every morning?
Unit 8 What are you doing?
Unit 9 Is she washing her face?
Unit 10 Where are you going?
Unit 11 Is there a museum near the post office?
Unit 12 What do you do?

Book 3

Unit 1 He is always happy.
Unit 2 It's usually warm in spring.
Unit 3 What do you usually do in the morning?
Unit 4 How often do you play the piano?
Unit 5 What do you want to buy?
Unit 6 How much is the backpack?
Unit 7 This is mine.
Unit 8 Whose glue is it?
Unit 9 I was sick yesterday.
Unit 10 Did you study yesterday?
Unit 11 Where did you go last weekend?
Unit 12 When did you go there?

Book 4

Unit 1 What were you doing?
Unit 2 Uncle Mark called.
Unit 3 What will you do?
Unit 4 What are you going to do?
Unit 5 What are you going to be?
Unit 6 How can I get to the MRT station?
Unit 7 Study hard!
Unit 8 Set the table before we eat.
Unit 9 We can clean up together!
Unit 10 The doctor gave me some medicine.
Unit 11 You are as strong as Uncle Mark.
Unit 12 Which is prettier?

Book 5

Unit 1 It's more beautiful.
Unit 2 I'm the youngest.
Unit 3 It's the most popular restaurant.
Unit 4 You're my best friend.
Unit 5 How does it look?
Unit 6 Going to the movies.
Unit 7 Going to a doctor.
Unit 8 Visiting the toy museum.
Unit 9 Man's best friend.
Unit 10 City life and country life.
Unit 11 Traffic safety.
Unit 12 The book exhibition.

Book 6

Unit 1 A letter from abroad.
Unit 2 A broken camera.
Unit 3 The flea market.
Unit 4 Helen Keller.
Unit 5 Great barbecue.
Unit 6 What's your blood type?
Unit 7 Guide dogs.
Unit 8 Hit and run.
Unit 9 Who called?
Unit 10 Do you know what to do?
Unit 11 Good habits.
Unit 12 If I could change the world.

LiveABC

Empowering learners since 1997

2000

First magazine in co-partnership with CNN



2001

Live magazine



2002

ABC magazine



2004

First annual compilation of all the magazines



2008

biz magazine business oriented partnership

Berlitz

McGraw Hill Education

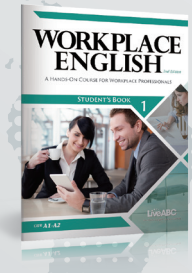
2014

HOW IT WORKS magazine



2016

ESP series, more than 10 books were launched



2017

Come to Live primary series

Outstanding! 1st Edition



2020

Live Escalate series



Advanced Reading Strategies

Outstanding! 2nd Edition



2021

Taking Off series



2023





2024

Come to Live Lite series



2025

Come to Live 2nd Edition series

Off We Go series

Live Horizons series

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