

Meeting California Education Content Standards with Kerpoof

There are hundreds of ways to use Kerpoof to effectively integrate technology into your existing curriculum and meet your state educational standards. Here are a just few examples of how Kerpoof can help you add a rich new dimension to the lessons you are already planning to teach.

Language Arts			
Grade	Standard #	Standard	Example Kerpoof Activities
1	3.1 Literary Response/ Analysis	Identify and describe the elements of plot, setting, and character(s) in a story, as well as the story's beginning, middle, and ending.	Create a Kerpoof Story together as a class, identifying the key elements as you work or create a Kerpoof Story and have the students identify the key elements.
2	3.2 Literary Response/ Analysis	Generate alternative endings to plots and identify the reason or reasons for, and the impact of, the alternatives.	Read a selection of fairy tales whose characters are available in the Kerpoof fairy tale scenes. Ask students to use Kerpoof to create an alternate ending. When they're finished, have them present their alternate ending to the class, including their rationale for their ending.
3	1.8 Listening/ Speaking Strategies	Clarify and enhance oral presentations through the use of appropriate props (e.g., objects, pictures, charts).	Have students write and practice an oral presentation on any topic covered in a Kerpoof scene. Have them create Kerpoof scenes to use as visual aids to enhance their presentation.
4	3.5 Literary Response/ Analysis	Define figurative language (e.g., simile, metaphor, hyperbole, personification) and identify its use in literary works.	Have students create Kerpoof pictures, stories or movies, using the fairy tale scenes that highlight some of the figurative language used in this genre, particularly metaphors, hyperbole and personification and identifying ways these build meaning in the work.
5	1.7 Listening/ Speaking Strategies	Identify, analyze, and critique persuasive techniques (e.g., promises, dares, flattery, glittering generalities); identify logical fallacies used in oral presentations and media messages.	Have students create a persuasive magazine advertisement using the Kerpoof Picture Maker. Ask students to identify, analyze and critique the persuasive techniques of their classmates.



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Mathematics			
Grade	Standard #	Standard	Example Kerpoof Activities
K	1.1 Algebra and Functions	Identify, sort, and classify objects by attribute and identify objects that do not belong to a particular group (e.g., all these balls are green, those are red).	Create a series of Kerpoof scenes that mix together different colors of objects (fish, for instance) and to create different sizes of the same object. Have the students use the scenes to group the objects by color or order them by size.
1	2.4 Measurement and Geometry	Arrange and describe objects in space by proximity, position, and direction (e.g., near, far, below, above, up, down, behind, in front of, next to, left or right of).	As a class, describe the proximity, position and direction of objects being manipulated in a Kerpoof scene being projected. For example, the bear is far from the buffalo; now it is near the buffalo, etc.
2	1.1/1.2 Statistics, Data Analysis, and Probability	Record numerical data in systematic ways, keeping track of what has been counted. Represent the same data set in more than one way (e.g., bar graphs and charts with tallies).	Create an intricate scene in Kerpoof with measurable data (how many butterflies are there versus birds, etc.). Ask students to observe various categories of things and create graphs and tables to help them analyze the frequency of the categories.
3-5	2.3 Mathematical Reasoning	Use a variety of methods, such as words, numbers, symbols, charts, graphs, tables, diagrams, and models, to explain mathematical reasoning.	Have students create a Kerpoof Picture or Story that explains a mathematical idea (for example, if you have three blue fish and two yellow fish you have a total of five fish). Project each student's picture on the screen and ask them to explain their picture and it's meaning to their classmates.
4	3.5 Measurement and Geometry	Know the definitions of a right angle, an acute angle, and an obtuse angle. Understand that 90° , 180° , 270° , and 360° are associated, respectively, with $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$, and full turns.	Use the Kerpoof Movie Maker to illustrate rotations of benchmark degrees then ask students to create a movie in which objects rotate at selected benchmark degrees. The objects should state, using the speech bubble tools, how far they are rotating and whether that is $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ turns, etc.



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