

Meeting Colorado Model 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. Obviously, Kerpoof is not the final arbiter of whether your state's standards are met, and we encourage you to discuss with your school, district, or education board how to best use Kerpoof.

Language Arts			
Grade	Standard #	Standard	Example Kerpoof Activities
All	3	Students write and speak using conventional grammar, usage, sentence structure, punctuation, capitalization, and spelling.	Kerpoof can be a fun way to practice writing in any form. Make sure students know that grammar, punctuation and spelling are all important even when they're "playing" in Kerpoof.
K-4	2	Generate topics and develop ideas for a variety of writing and speaking purposes (for example, telling a story, publishing a class newsletter, writing a letter to an adult, writing or orally presenting a book report, creating and producing a play, introducing a speaker or an event, narrating a presentation).	Use the Kerpoof Picture Maker to allow students to create a picture to write a story about or create Kerpoof scenes for students to use as the basis to write a letter about. Use the Kerpoof Movie Maker to allow students to write and produce their own eMovie.
5-8	2	Write and speak in the content areas (for example, science, geography, history, literature), using the technical vocabulary of the subject accurately.	With more than 60 backgrounds to choose from, the Kerpoof Picture Maker can be used to allow students to write about everything from habitats and lifecycles to Native American traditions and Colonial America.
K-4	6	Recognize the concept of classic or enduring literature, and read and listen to classic works.	Explore a variety of fairy tales, discussing the history of fairy tales and their place in human experience. Then allow students to create their own fairy tale movie in the Kerpoof Movie Maker. Be sure students understand the difference between fairy tales and nursery rhymes.
5-8	6	Use literary terminology accurately, including setting, character, conflict, plot, resolution, theme, foreshadowing, and figurative language.	Use Kerpoof to explore literary terminology, including figurative language like metaphors and similes using the fairy tale scenes in the Kerpoof Picture or Movie Maker.



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Mathematics			
Grade	Standard #	Standard	Example Kerpoof Activities
K-4	2	Reproduce, extend, create, and describe patterns and sequences using a variety of materials.	Use any of Kerpoof's animal scenes to create a parade of animals (for instance, two wolves and a penguin, followed by two wolves). Ask students to complete the pattern and explain why they chose the animal they chose to come next. Or ask students to create and explain their own patterns using Kerpoof scenes.
5-8	2	Represent, describe, and analyze patterns and relationships using tables, graphs, verbal rules, and standard algebraic notation.	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.
K-4	3	Construct, read, and interpret displays of data including tables, charts, pictographs, and bar graphs	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.
K-4	4	Recognize geometry in their world (for example, in art and in nature)	Give students a list of shapes to identify. Allow them to create a Kerpoof scene where they can identify the shapes (for instance, a sailboat sail is a triangle). Have them print their scene then outline and label the shapes they have found.
5-8	4	Transform geometric figures using reflections, translations, and rotations to explore congruence	Ask students to make a Kerpoof Movie using the Super Doodle drawing tool to draw geometric figures and have them flip and rotate to show congruence.



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