

Meeting Florida Sunshine State 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	Code	Standard	Example Kerpoof Activities
K	6.4.1	Use technology (e.g., drawing tools, writing tools) resources to support learning.	Use Kerpoof to allow students to create a picture that they will write a story about or to illustrate a story they have already written.
1-2	6.4.2	Use digital resources (e.g., writing tools, digital cameras, drawing tools) to present and publish thoughts, ideas, and stories.	Have students use the Kerpoof Story Maker to write a multi-part story by adding scenes. Students can use text tools to type in their stories, with careful attention to grammar, spelling and punctuation. Stories can be printed and shared or shared electronically by presenting them to the class via a projector.
3	6.4.2	Use digital tools (e.g., word processing, multimedia authoring, web tools, graphic organizers) to present and publish in a variety of media formats.	Using Kerpoof, students can create, present and publish as stand-alone artwork, book-like stories or movies. These options use word-processing like capabilities as well as basic programming and animation.
4-8	6.4.2	Determine and use the appropriate digital tools (e.g., word processing, multimedia authoring, web tools, graphic organizers) for publishing and presenting a topic. (LA.5.6.4.2)	When you present an assignment, have students choose the Kerpoof activity that will most effectively complete the assignment. If you ask for a graphic organizer, they can use the Kerpoof Picture Maker to organize their thoughts, the Kerpoof Story Maker to write a story and the Kerpoof Movie Maker to create an animated movie, advertisement, public service announcement, etc.



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Mathematics			
Grade	Code	Standard	Example Kerpoof Activities
K	A.1.3	Solve word problems involving simple joining and separating situations.	Write a word problem that can be illustrated using objects from a Kerpoof scene (adding yellow fish and blue fish, for instance). Create Kerpoof scenes to illustrate the problem and walk through the problem visually to scaffold understanding word problems.
K-1	G.3.1	Compare and order objects indirectly or directly using measurable attributes such as length, height, and weight.	Use Kerpoof scenes to create various sizes of a single object. Have students move the objects around within the Kerpoof scene to order them from smallest to largest, shortest to tallest, etc.
1-3	A.4.1	Extend repeating and growing patterns, fill in missing terms, and justify reasoning.	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.
3-5	S.7.1	Construct and analyze frequency tables, bar graphs, pictographs, and line plots from data, including data collected through observations, surveys, and experiments.	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.
4	G.5.2	Identify and describe the results of translations, reflections, and rotations of 45, 90, 180, 270, and 360 degrees, including figures with line and rotational symmetry.	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.



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