

## Using Kerpoof to Meet Educational Technology Standards

Kerpoof can be used in the classroom in ways that meet the various standards that have been proposed for technology by national and international organizations, e.g., the *National Educational Technology Standards for Students: The Next Generation* by the International Society for Technology in Education, which describes itself as: "What students should know and be able to do to learn effectively and live productively in an increasingly digital world." A few ideas that address this standard are summarized below.

Standard		Using Kerpoof
1	<b>Creativity and Innovation</b> ... demonstrate creative thinking ... develop innovative products and processes using technology .... apply existing knowledge to generate new ideas .... create original works as a means of personal or group expression ....	Kerpoof naturally teaches a great deal about artistic creativity and innovation. But it also teaches critical thinking. Kerpoof forces students to figure out how to accomplish certain things and to apply concepts in new settings. This is especially true in the Movie Maker activity.
2	<b>Communication and Collaboration</b> ... use digital media and environments to communicate and work collaboratively, including at a distance .... interact, collaborate, and publish with peers ... communicate information and ideas effectively to multiple audiences using a variety of media ... develop cultural understanding and global awareness by engaging with learners of other cultures ...	Kerpoof is an ideal platform for meeting this sort of standard. Kerpoof is an online, digital, multimedia, design environment that encourages communication and collaboration. Kerpoof places a heavy emphasis on <u>safe</u> online communication and collaboration. You can use Kerpoof in the classroom as a basis for digital collaboration – either in a single class or in classes in another city or a world away.
3	<b>Research and Information Fluency</b> ... apply digital tools to gather, evaluate, and use information ...	Kerpoof is not itself an information research tool, but it can be combined with such tools for art, writing, or science lesson plans.
4	<b>Critical Thinking, Problem-Solving</b> ... use critical thinking skills to plan and conduct research, manage projects, solve problems and make informed decisions using appropriate digital tools and resources ...	As mentioned above, Kerpoof's activities intentionally require critical thinking and problem solving. This is particularly true of the Movie Maker, where students must think critically to create advanced movie effects.
5	<b>Digital Citizenship</b> ... understand human, cultural, and societal issues related to technology and practice legal and ethical behavior ...	You can use Kerpoof to teach both about digital copyright issues, online sharing, and online communication and safety issues.
6	<b>Technology Operations and Concepts</b> ... demonstrate a sound understanding of technology concepts, systems and operations .... understand and use technology systems ... use applications effectively ... troubleshoot applications ... transfer current knowledge to learning of new technologies ...	Kerpoof can be used to teach basic computer skills such as Internet navigation, file saving, text editing, and computer-aided drawing. It can also be used to teach more advanced skills and troubleshooting, in particular with the Movie Maker. The Movie Maker even illustrates some of basic computer programming and debugging concepts.



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