

Meeting New York State Learning 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, but we hope that the ideas presented here are helpful to you.

Language Arts			
Grade	Standard #	Standard	Example Kerpoof Activities
Elementary	1	Present information clearly in a variety of oral and written forms such as summaries, paraphrases, brief reports, stories, posters, and charts.	Have students use one of the 60+ scenes available in the Kerpoof Picture Maker to created a story or a poster about a topic you have been studying (lifecycles, habitats, Native Americans culture, holidays, fairy tales, ecology, etc.).
Elementary	2	Recognize some features that distinguish the genres and use those features to aid comprehension.	Have students create Kerpoof pictures, stories or movies, using the fairy tale/nursery rhyme scenes that describe some of the features of those genres and why these genres are important.
Intermediate	2	Identify significant literary elements (including metaphor, symbolism, foreshadowing, dialect, rhyme, meter, irony, climax) and use those elements to interpret the work.	Have students create Kerpoof pictures, stories or movies, using the fairy tale scenes that highlight some of the significant literary elements, particularly metaphors and symbolism and identifying ways these build meaning in the work.
Elementary	3	Read and form opinions about a variety of literary and informational texts and presentations, as well as persuasive texts such as advertisements, commercials, and letters to the editor.	Have students create either static (using the Kerpoof Picture Maker) or animated (using the Kerpoof Movie Maker) advertisements. Then have all the students evaluate the advertisements based on their persuasiveness and the dependability of the information presented.
Intermediate	4	Write social letters, cards, and electronic messages to friends, relatives, community acquaintances, and other electronic network users.	Discuss the etiquette of chat and message board communication, then allow students to practice using Kerpoof's social interaction tools. (You must contact Kerpoof at contact.us@kerpoof.com to set up your free classroom communication tools.)



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Mathematics			
Grade	Strand	Standard	Example Kerpoof Activities
PK-1	CM.2	Share mathematical ideas through the manipulation of objects, drawings, pictures, and verbal explanations.	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.
PK-1	S.1	Sort and organize objects by one attribute (e.g., color, size, or shape)	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.
PK-2	PS.9	Use drawings/pictures to model the action in problems.	Choose a Kerpoof scene and create problems revolving around the objects in that scene. Give students a problem as ask them to create a Kerpoof Picture to illustrate the problem, helping the find a solution.
3-5	CM.5	Share organized mathematical ideas through the manipulation of objects, drawings, pictures, charts, graphs, tables, diagrams, models, symbols, and expressions in written and verbal form.	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.
5-6	PS.11	Translate from a picture/diagram to a number or symbolic expression.	Write a problem that can be illustrated using objects from a Kerpoof scene (adding yellow fish and blue fish, for instance). Create a Kerpoof scene to illustrate the problem and ask students to write an equation to fit the problem.



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