

Meeting Washington State Educational 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.

Grade	GLE	Standard	Example Kerpoof Activities
K	W 1.1.1	Uses pictures ... for ... planning writing.	Create a scene in Kerpoof and then describe it as a writing assignment.
K	W 1.3.1	Revises text ... Asks others (e.g., librarian ... family members) to read and make comments.	Create a story or movie (with dialogue text) in Kerpoof and have librarians or family members read it (online at home or the library) or watch it and comment. Revise the work in the next class period.
K	W 1.5.1	Publishes own writing (e.g., card for family member, drawing for bulletin board ...)	Create a card using Kerpoof's "Make a Card" (as either an e-card or a printed card). Create the bulletin board drawing with Kerpoof's Super Doodle.
1	S 1.2.8	Draw and name the external parts of the body.	Draw in Super Doodle or add a ready-made person to a Kerpoof scene and label the body parts using the text box tool.
2	W 1.3.1	Revises text ... recognizes overused words.	Create a story or movie (with dialogue text) in Kerpoof. Edit it to replace overused words with alternatives.
2	S 1.1.1	Understand simple properties... sort common objects by multiple properties (texture, color, size, shape)	Sort the objects from a set of premade Kerpoof scenes (made by the instructor) into categories. Label the chosen categories with the distinguishing properties. Repeat the sorting using other properties.
4	Comm. 2.3.2	Understands and applies intercultural communication strategies.	Create a Kerpoof story or movie that will be appreciated by someone from another culture. Give it a title in a foreign language.
5	US 1.2.1	Describe and compare patterns of life over ... <ul style="list-style-type: none"> • "Indian" cultures • Settlement and Colonization 	Create Kerpoof scenes using the traditional Haudenosaunee (Iroquois) village content and early American settlement content, create written descriptions of the scenes and discuss folklore vs. actual history.
6	W 1.5.1	Uses different technologies in a finished product (word processor, multimedia).	Create a Kerpoof movie using various text formatting features and abstract animations.
7-10	W 1.2.1	Analyzes task ... Drafts according to audience	Create movies in Kerpoof for specific audiences (e.g., for younger children or as a mock training video for camp counselors). Test the movies on appropriate viewers and revise as needed.
8	Civics 1.1.2b	Explain specific rights guaranteed by the Constitution and how these rights are related to responsibilities	Describe which rights are applicable in a virtual space, such as Kerpoof, and how these rights relate to responsibilities. Discuss rights to free expression, religion, property rights and copyright in the digital age.



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