

# Kerpoof Scholastics News

## January 2008



Welcome to the third Kerpoof Scholastics Newsletter.

Our goal is to provide information about Kerpoof's [free resources for educators](#). If you have colleagues who you think would be interested in receiving this newsletter, please feel free to forward it to them. If you have received a forwarded copy, you can sign up for your own free subscription.

We want Kerpoof Scholastics to be a great resource for you. Please feel free to contact me with comments or suggestions. You can call me at 720-220-7824 or e-mail me at [caryn.jones@kerpoof.com](mailto:caryn.jones@kerpoof.com).

Sincerely,  
Caryn Jones  
Director of Education Services  
Kerpoof

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Kerpoof honored by industry publication

Kerpoof was honored as one of the *Children's Technology Review* Editor's Choice Selections for December 2007. This award puts Kerpoof in good company: the twenty Editor's Choice products for December included Kerpoof, Apple's MacBook, Disney's *Princess: Enchanted Journey*, Electronic Arts' *SimCity Societies*, and Nintendo's *Super Mario Galaxy* among others.



Kerpoof is thrilled to have been chosen as one of their top picks for December 2007. We can't wait to see what they have to say next year when they see all the new features we've added.

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Be the star of Kerpoof Scholastics

We want you to share your best tips, tricks and ideas with your colleagues. Submit a tip or trick on using Kerpoof or computers in general in your classroom OR a specific idea on

how you have used Kerpoof in your classroom. If we use your submission in one of our upcoming newsletters you will be credited in the newsletter AND you'll receive a \$25 gift card to Target.



Just e-mail your submission to Caryn Jones, Director of Education Services at [caryn.jones@kerpoof.com](mailto:caryn.jones@kerpoof.com). Be sure to include your name, school name, and the grade/subject you teach.

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New lesson plans available on Kerpoof Scholastics

There are three new lesson plans available on January 15 at Kerpoof Scholastics. We launch new ones regularly, so be sure to check [Kerpoof Scholastics](#) regularly for new releases. Take a look and be sure to check back each month for new lesson plans.

#### [Introduction to the Kerpoof Publishing Studio](#)

A lesson for 4-8 graders to familiarize students with the Kerpoof Publishing Studio while they work on their writing skills

#### [Nocturnal vs. Diurnal Animals](#)

Fourth through sixth graders can explore the world of night and day in the Pacific Northwest to learn the difference between nocturnal and diurnal animals. Students can work on their collaborative skills as well using our new Buddy Draw feature to complete this assignment.

#### [Great Artist Series: Picasso and Cubism](#)

Teach 3-6 graders Spanish vocabulary, context and art history together with Kerpoof's Great Artist Series Cubism scene.

Lesson plans coming in February

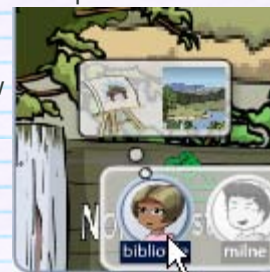
Historical Haudenosaunee (Iroquois) Culture

Great Artist Series: Salvador Dali and Surrealism

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New fun on Kerpoof

- The big news is that now users can work together in the same Kerpoof scene from different computers. Buddy Draw is now available to anyone who has created a Kerpoof Chat group. Take a look at the Nocturnal vs. Diurnal Animals lesson plan for an idea of how to use this really fun feature in your classroom.
- Have you had a chance to check out the new winter movie scenes? We all love the Yeti and his gumdrop drums. Be sure to check him out. He's guaranteed to make you smile.
- Keep an eye out of the latest scene in the Kerpoof Great Artist Series featuring Salvador Dali later this month.
- Look for other new features in the Kerpoof Animation Studio including:
  - A special effects tool (similar to the current way point tool) to let users add lightning, bubbles, explosions and more.
  - Characters will also have a new feature that will allow them to "emote" via a trail of smiley faces, snores and other fun add-ons.



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Tips and Tricks

#### [Working with text bubbles and boxes](#)

We see many shared scenes where the speech or thought bubbles or text boxes are either blocking each other or running off the page. Text boxes do not automatically resize in Kerpoof, but there is a very easy solution. Think about how much space you have for your

text box. When you type in the bubble or box you can press "Enter" when your line of text is as long as you want it. Then you can keep typing (without capitalizing the first word on the next line), pressing "Enter" again whenever you want a new line. Using this technique you can create nice, neat text bubbles and boxes that everyone can read.

### Know your goal

What is your goal for integrating technology into the classroom? There can be many reasons for teaching technology. One obvious reason is to prepare students in the use common business software like word processors and spreadsheets. A more fundamental reason is to prepare them for the future workplace that they will someday join. The role of technology in every line of work continues to steadily increase, and that trend is unlikely to change. Most believe we have only just entered the information age. The students of today need to not only learn how to operate today's technology, they need to become sufficiently comfortable and fluent with technology to apply what they learn to future technology. Yet another reason to integrate technology into the classroom is to give students an entrée to a world of information. A vast and often overwhelming amount of information is now freely available to everyone, and students need the skills navigate, organize, and evaluate this information.

How will you help your students build the skills they need? Knowing what you want to accomplish can help you ensure that your assignments are getting to the heart of your technology goals.

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#### Idea Center

##### Hone observation skills

All good scientists or writers need to have keen observation skills. You can create a fun activity that can become a weekly practice. Create an elaborate scene (whenever possible use one that corresponds to a topic you're covering that week). Next, create a short worksheet asking students to count various objects in your scene; differentiate between types of objects; describe the placement of the objects; and detail information about the setting (day or night, etc.).

Display your scene on the overhead projector for ten minutes while students complete their worksheet. After a few weeks, try letting them see the scene before they have their worksheet. Let them take notes to help them remember details. Then turn off the overhead, give them the worksheet and see what they were able to observe.

##### Getting the scoop

Create a Kerpoof scene and use it to teach students the basics of journalistic writing. Have them write an article in the inverted pyramid style using the Five W's (and an H). Give them a prewriting worksheet to let them take notes on Who, What, When, Where, Why and How. Give a brief explanation of the inverted pyramid (the most important information goes first, and the least important information goes last, just in case the article has to be edited for length).

You can make this a two day project by letting your students look at the scene and create a set of questions to "interview" the characters. The next day you can provide new scenes where the characters answer the questions and the students can write their articles based on those answers.

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