

# Kerpoof Scholastics News

## November 2007



Welcome to the first Kerpoof Scholastics e-Newsletter!

Our goal is to provide information about Kerpoof's [free resources for educators](#). If you are not interested in receiving this newsletter, please use the unsubscribe link at the bottom of the newsletter. If you have colleagues who you think would be interested in receiving this newsletter, please feel free to forward it to them using the forward link at the bottom of the newsletter or using your e-mail system.

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 Educational Services  
Kerpoof

This monthly newsletter will provide information on:

- New lesson plans and resources available at Kerpoof.com
- Tips and tricks for computers in the classroom
- Ideas on how to integrate technology into your curriculum
- How other schools are using Kerpoof
- Contests for teachers and students

In this issue:

- [Introducing Kerpoof](#)
- [Win extra cash for the holidays!](#)
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Introducing Kerpoof!



Kerpoof Menu Page Kerpoof is a FREE suite of online creativity activities including the Kerpoof Art Studio, Kerpoof Animation Studio and Kerpoof Publishing Studio available at [www.kerpoof.com](http://www.kerpoof.com).

All three Kerpoof activities build computer fluency, foster creativity, and encourage thinking and reasoning. In addition, [Kerpoof Scholastics](#) provides ideas and lesson plans to make Kerpoof as useful as possible for educators. Kerpoof Scholastics will keep growing, so be sure to check back for new materials.

The Kerpoof Art Studio allows children to create artwork in a variety of themes and styles that they can print, e-mail, create greeting cards or coloring pages. There are more than 50 unique backgrounds to choose from, each with a library of objects to select and use.

The Kerpoof Publishing Studio allows children to create a continuous comic-like story using Kerpoof backgrounds, characters and objects. An easy text-input interface allows them to write their story in third-person or to create dialogue between characters.

The Kerpoof Animation Studio allows them to make animated movies featuring classic fairy tale characters, robots, animals and more. Each character has a unique library of built-in animations that children group together using easy, intuitive tools to tell their own story.

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Win extra spending money for the holidays!

Tell us how you've used Kerpoof in your class. The top five lessons will win a \$50 gift card to Target. Submit your entry by Nov. 30. Winners will be announced on Kerpoof Scholastics on Dec. 5.

Entering is easy; just fill out this short form. Check back to Kerpoof Scholastics on Dec. 5 to see if you won.



Tips and Tricks

[Accessing Kerpoof in your classroom](#)

You can access Kerpoof in your classrooms for free. All you need is to have Flash 9.0 loaded on each computer. [Download Flash 9.0](#) (free). If you have questions or are having trouble accessing Kerpoof, contact Caryn Jones, education liaison, at 720-220-7824 or via e-mail at [caryn.jones@kerpoof.com](mailto:caryn.jones@kerpoof.com).

[Getting down to business](#)

Getting class started with everyone's attention can be difficult. Students have to sign on before you can do anything, but once they're signed on their attention is on their computer rather than on you. Here's a tip to get everyone's eyes back on you. Once everyone is signed on, ask them all to turn off their monitors. If there's nothing on their screen to distract them, they'll be more likely to pay attention to your instructions.

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Lesson plans available at Kerpoof

Kerpoof Scholastics has a section devoted to lesson plans that use the Kerpoof Studio. Just go to [Kerpoof Scholastics](#) and click on the book labeled "Lesson Plans." We will be uploading new lesson plans each month, so be sure to check back.

*Introduction to the Kerpoof Art Studio*

A lesson for 4-6 graders to familiarize students with the Kerpoof Art Studio while exercising their reading comprehension skills

*Introduction to the Kerpoof Animation Studio*

A lesson for 5-7 graders to build their pre-writing skills while students learn to animate their own movies

*Lifecycle of a Butterfly*

An overview of the lifecycle of a butterfly with a Kerpoof task to help assess students' understanding of the process

*Impressionist Art*

Study light and shadows, then let students demonstrate their knowledge by "playing" with the work of Vincent Van Gogh

Lesson plans coming in December

- \* Introduction to the Kerpoof Publishing Studio
- \* Perspective and the Art of M.C. Escher

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Idea Center

*Spelling practice*

Have your students create a story using their spelling words to help them understand context and practice usage. (This idea was used by an anonymous teacher who used Kerpoof recently. If it was you, please let us know, we'd love to give you credit!)

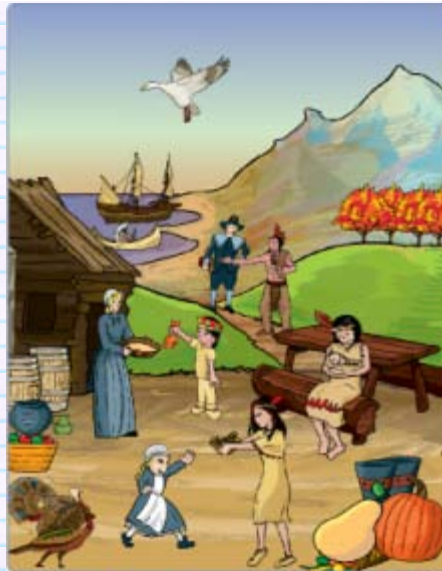
*Giving thanks*

The Kerpoof Art Studio has launched a new scene depicting the first Thanksgiving. You could use Kerpoof's First

Thanksgiving scene to test knowledge you've provided about who attended the first Thanksgiving and what they might have eaten. Watch for two more Thanksgiving scenes appearing on Kerpoof in the next few weeks.

### *Celebrating the holidays*

The Kerpoof Art Studio features two Nutcracker-inspired scenes. Have students identify characters or metaphors in the story of *The Nutcracker* and create a Kerpoof scene to illustrate their point. Or you can use these scenes as a jumping-off point to have students write about their family's holiday traditions. Read the story as a class before you go to the computer lab. We recommend the HarperCollins version of *The Nutcracker* with text by Janet Schulman and art by Renee Graef because it contains more of the original E.T.A. Hoffman story than the ballet reveals.



### *Winter wonderland*

There are also three winter scenes in Kerpoof. One is fantastical and includes snowmen and anthropomorphic animals. The other two are more accurate representations of the Arctic and Antarctic. Use these last two scenes to teach about predator vs. prey, habitats and other biological topics.

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