Teachers' Guide

Questions? Comments?
Email educators@kerpoof.com!

Kerpoof Scholastics Teachers' Guide

Contents

Getting Started

Demos

1. First, we invite you to view two brief online presentations on Kerpoof:

    • This is a podcast that was captured at NECC. The Kerpoof's Director of Operations, Tom Fischaber, gives a brief demo and overview:

      http://web.mac.com/timholt/Intended_Consequenses/
      Intended_Consequences_Podcast/
      Entries/2008/7/2_NECC_Podcast:_Kerpoof_____.html

      Please note that Apple QuickTime is required to view this podcast, which is available for free from Apple for Windows XP and Vista.

    • This is a short presentation that Kerpoof's CEO Krista Marks gave at the Sesame Workshop's Joan Ganz Cooney Center's inaugural symposium:

      http://www.youtube.com/watch?v=n0tbcULn21I

Homepage

1. To get started on Kerpoof, visit the homepage: http://www.kerpoof.com/.

    • We support all platforms and current browsers—both PC and Mac! Make sure that you have the most recent version of Adobe Flash Player installed. If you don't have it already, you can download it for free at http://get.adobe.com/flashplayer/.

2. Feel free to explore Kerpoof's activities. Have fun!

3. We also suggest that you look at the community gallery at the bottom of the page—this is some of the content that Kerpoof users have recently created and shared on the site. (All shared content is carefully reviewed by our trained moderators before it appears online.)

Getting Started

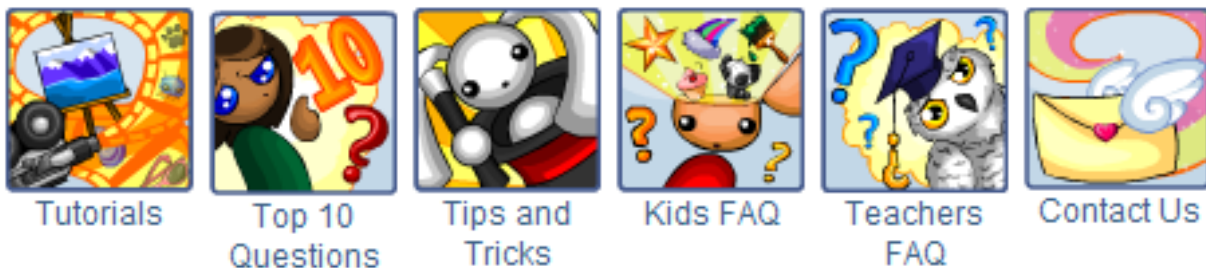**How to Play**

For Educators

Activities

Community Gallery

Getting Started

How to Play

1. First, select the *How to Play* icon (shaped like a question mark) on the Kerpoof homepage.

| Tutorials | Top 10 Questions | Tips and Tricks | Kids FAQ | Teachers FAQ | Contact Us |

From here, we recommend that you watch the tutorials on Make a Movie and Make a Picture. These brief videos walk you through visual representations of the screens and icons you will see as you make a movie or picture on Kerpoof.

2. Next, browse through the Top 10 Questions and the Tips and Tricks page.

For Teachers

1. The next steps that you will take will be on the Kerpoof Scholastics page. Back on the Kerpoof homepage, click on the *For Educators* icon (an apple). Here we provide ideas for using Kerpoof in your classroom, detailed lesson plans, state and national standards, and the archives of our free Kerpoof Scholastics E-Newsletter.
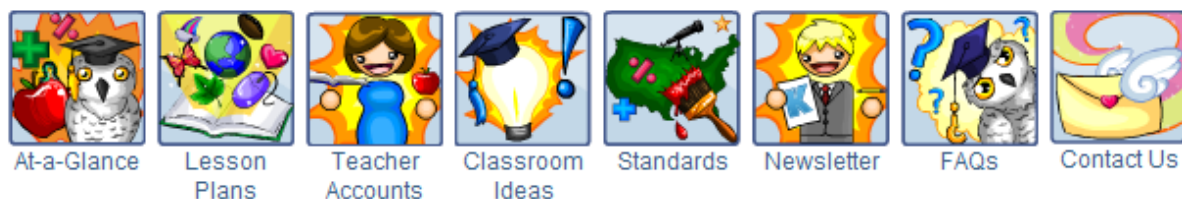
| At-a-Glance | Lesson Plans | Teacher Accounts | Classroom Ideas | Standards | Newsletter | FAQs | Contact Us |

Lesson Plans

Click on the *Lesson Plans* tab, or click on the Lesson Plans button on the home page. The first four lesson plans (under *Learning to Use Kerpoof*) are designed to walk you and your students through Kerpoof's basic activities.

- *Introduction to Kerpoof's Make a Movie*
- *Introduction to Kerpoof's Make a Drawing*
- *Introduction to Kerpoof's Make a Picture*
- *Introduction to Kerpoof's Make a Story*

Next, browse through our lesson plans on Master Artists, Math and Science, Language Arts and Social Studies. We add to this list monthly, so make sure to check back frequently!

Newest Lesson Plans

- *Henohenomoheji* **(grades 3-6)** (PDF)
- *History of Halloween* **(grades 5-8)**
  - Lesson Plan (PDF)
  - Timeline (PDF)
- *The Color Wheel* **(grades 4-8)** (PDF)
- *Biz Movie Sneak Peek* **(grades 3-8)**
  Visit the BizWorld Foundation website for more information on the BizMovie curriculum.
  - Lesson Plan (PDF)
  - Worksheet (PDF)

Master Artist Series

- *Impressionist Art* **(grades 4-8)** (PDF)

- *M.C. Escher's Relativity* **(grades 4-8)**
  - Lesson Plan (MS Word) (PDF)
  - Escher Introduction (Powerpoint)

- *Pablo Picasso and Cubism* **(grades 3-6)**
  - Lesson Plan (MS Word)
  - Information Sheet (MS Word)
  - Activity Sheet (MS Word)
  - Worksheet (PDF)
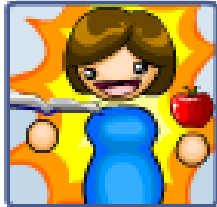
Teacher Accounts

Click on this tab to set up your own Teacher Account. After you register, you'll gain access to a range of easy-to-use administrative tools. You'll be able to register all your students, manage their accounts according to class, and control access to collaborative features.

Registration

1. First, you'll need a Kerpoof account. Go to the Kerpoof homepage and click on the picture of the blank avatar:

2. You'll get a dialogue box that prompts you to sign up for a free Kerpoof account. Click on the signup button and follow the directions.
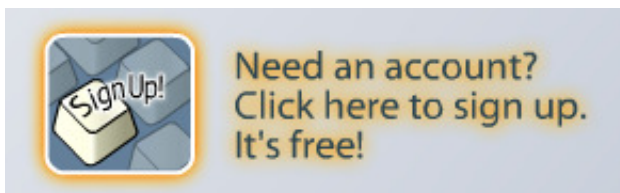
3. You'll need to enter your e-mail address to register. Once your account is activated, you can head over to the *Teacher Accounts* tab pictured above.

4. In the middle of the page, you'll find our Teacher Account Application Form, along with our Terms and Conditions. Type in your Kerpoof Nickname and Password, and follow the instructions. This time we ask you to provide a work-related e-mail address as proof of your status as an educator. You'll receive an e-mail from us once we approve and activate your account.

5. Once your Teacher Account is activated, head over to the Teacher Tools webpage: http://www.kerpoof.com/teacher_tools/. You can also access Teacher Tools by clicking the hammer icon on the home page.

Teacher Accounts

Teacher Tools

1. Here's a snapshot of the *Teacher Tools* page:

Teacher Accounts

1. First, you'll sign up all of your classes under the Account Tools tab. To create a new class, open the Class drop-down menu and select Create New Class. Type in the class name (e.g. Homeroom or Period 2) and press Create. You should see a code appear in yellow. This is your Class I.D.

2. Create accounts in the Bulk Student Registration box. You'll need to generate easy-to-remember nicknames (e.g. Mary_S) and unique passwords for all of your students. Hover your cursor over Show Example for more detailed instructions. Keep in mind that full first and last names, e-mail addresses, phone numbers, etc. constitute PII (personally identifiable information). If you assign nicknames like Mary_Sinclair, your students will not be able to share their work in the Kerpoof community gallery.

3. When you're done entering information, press Create Accounts. A list of your students' nicknames will appear in the box above. Click on a nickname to reset the password or delete the account. You may also delete the whole class (at the end of the school year, for example), or print login cards.

Teacher Accounts

4. After you've populated your Kerpoof classes, select the Group Tools tab.

You'll notice that a Kerpoof Group was automatically created for your class.

You can decide whether you'd like to allow your students to chat or be able to post to a message board. Your students' messages will appear in the text box below—you'll be able to monitor messages and delete any that are inappropriate.
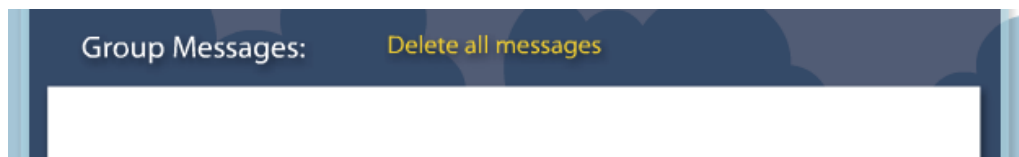
Teacher Accounts

Collaborative Features

- Note that these features apply only when enabled from the Group Tools tab, and only if a student is logged in with their Class ID.

1. Group Message Board

   The group message board is a place where students can post their creations and comments. It's like an electronic bulletin board, allowing students to communicate and share art. You can monitor and delete postings from the Teacher Tools page.

   The group message board is accessible to students on the Kerpoof homepage, via the Mail tab near the picture of their avatar.

2. Kerpoof Chat and Buddy Draw

   Students can send real-time messages to each other using Kerpoof chat. Chat is not logged, nor is it accessible to anyone who is outside the class or offline. Students can activate chat by entering an activity and clicking on a friend's avatar in the chat bar.

   Kerpoof Buddy Draw allows students to play on the same activity at the same time. To activate Buddy Draw, have students click on a friend's avatar just as they would to chat. They'll be able to see if the friend they've selected is already working on a project. If they click the scene, they'll be able to work together in real-time.

Classroom Ideas

Click on the *Classroom Ideas* tab. This page suggests more ways you can use Kerpoof to reinforce reading comprehension and writing skills, as well as material in Social Studies, Biology and Math.

Story Starter

You can use Kerpoof to spark creative writing. How often do you hear your students complain that they don't know what to write about, or that the topic you've provided is "boooooooring"? There are several ways you can use Kerpoof to provide fresh, interesting prompts:

1. Have students write their own narratives in Kerpoof's Make a Story, using the scenes and characters as inspiration.
2. Have them create stories and scenes without text for other students to fill in.
3. Create one story or scene without text for use by the whole class.
4. Create a library of scenes or stories that students can pick from or be assigned.

Standards

Discover how Kerpoof can add a rich new dimension to the lessons you are already planning to teach. We provide ideas on how to use Kerpoof to meet the ISTE National Educational Technology Standards and other state standards.

	Standard	Using Kerpoof
1	**Creativity and Innovation ...** 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	**Communication and Collaboration ...** 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 safe 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	**Research and Information Fluency ...** 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	**Critical Thinking, Problem-Solving ...** 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	**Digital Citizenship ...** 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.

FAQs

Lastly, you can access the *FAQ* tab for answers to lots of useful questions:

Teachers FAQ

- Can I use Kerpoof in my classroom?
- Do my students have to enter their parent's e-mail address?
- Why does Kerpoof ask for an e-mail address?
- What does it cost to use Kerpoof in the classroom?
- Do I have to download software to use Kerpoof?
- How many kids can use Kerpoof at the same time?
- What education standards can be met using Kerpoof?
- Do all my students need a username/password to use Kerpoof?
- Is Kerpoof art copyrighted?
- Who can I contact at Kerpoof for help using the Web site?
- Where can I learn more about Kerpoof?