1001 Super for Tools Teachers

Super Tool: 989   **Kerpoof**   October 2011

(Remember the principles of Universal Design for Learning (UDL)

Multiple means of representation
Multiple means of engagement
Multiple means of expression)

www.Kerpoof.com

Learning Through Creativity

- Spell a Picture
- Make a Movie
- Design a Card
- Create a Drawing
- Make a Picture
- Tell a Story

The Kerpoof website is owned and operated by the Walt Disney Company. What is Kerpoof? The answer to that is not so simple. Kerpoof is all about having fun, discovering things, and being creative.

When you check out the site you'll find lesson plans, teacher tools, and a section for educators! Kerpoof has a list of state standards for using some of their tools. You can sign up and receive the Kerpoof Newsletter with lots of great ideas!

Just a few ideas about using Kerpoof in the classroom:

Reading/Language Arts:

1. Use Kerpoof as a story starter.
2. This is definitely "creative writing"! Students can illustrate their written work.
3. Students can become a journalist and create a report and video.
4. Put your poem in Kerpoof!

Learn more about Technology Use in the Classroom, Universal Design, and Assistive Technology!

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Foreign Language:
1. Use the Kerpoof supports on the site for Fairy Tales in Spanish. Review their rubric, Metaphors in Fairy Tales, to encourage communication.
2. Create any foreign language lesson on Kerpoof!
3. Students can create movies on a foreign theme.

Math:
1. Create graphs in Kerpoof!
2. Student groups can use Kerpoof to create an illustration of mathematics problem.
3. Create visual supports of difficult math concepts for students to review over and over.

Science:
1. Do fun projects in biology using Kerpoof!
2. Students can create Kerpoof activities on the food chain.
3. Create plant and animal life & habitats reports and/or reference information.
4. Make a Kerpoof that outlines the step-by-step instructions for labs.
5. Illustrate science reports with Kerpoof.

Social Studies:
1. Kerpoof can be used for reports on any social studies topic.
2. Create a movie about a geographic site or cultural issue.
3. Make a picture that includes typical people, dress, food, and setting from any area around the world.

Behavior:
1. Kerpoof might be used as a positive behavior support – time earned to use the creative tools in Kerpoof.
2. Illustrate expected behavior in a situation for a student to review.

Speech Therapy:
1. Create a Kerpoof to engage and motivate a student on topics such as phonemics, articulation, etc.
2. Kerpoof's pictures and movies can illustrate letters and sounds.

Be sure to check out these links to get additional ideas and suggestions:

Kerpoof
www.Kerpoof.com

Kerpoof Scholastics
http://wwww.kerpoof.com/teach?c=ideas

Kerpoof How To Play
http://wwww.kerpoof.com/how_to_play?c=teach_faq

Kerpoof Blog
http://ilearntechnology.com/?p=1891