

Introduction to our Nationally Recognized Custom Software



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Lesson Plan

Lesson: The Case of the Funny Fish Hooks

Place: Laptop Lagoon

The Story:

The Puterbugs love fishing at the campground at Laptop Lagoon. When they arrived, they took a look at a poster showing the different fish that live in the lagoon. The Puterbugs opened their tackle boxes and grabbed a couple of fishing lures with hooks on the end. A lure is something that is supposed to make the fish swim towards the hook. The fishing lures were making very funny/silly faces. All the fish were getting scared away and were swimming in the opposite direction. Computer Detectives need to find the LAPTOP and launch the fishing program to see what lures should be used to catch the fish in the lagoon. Hooray! Computer Detectives did a great job finding the Laptop and getting the right lures. Everyone is catching fish, taking a digital picture, and letting them go!

Computer Focus: Laptop vs. Desktop

Did you Know Fact: Did you know a laptop is small enough to fit on your lap? It folds up so you can take it anywhere. Desktops are too big to take with you.

At **Click and Learn Adventures'** Imagine Tomorrow classes, each class is based around a unique story that teaches children a different technology lesson. Through our fun, child-friendly adventures, students learn more than just "how" to use the computer, they learn why technology is such an important tool.

Introduction Video Voicemail Mr. Scott

Every lesson integrates
Reading, Writing,
Listening and Speaking



Listening Comprehension
and Problem Solving



Physical Role-Playing
and
Imagination!



Each class begins with a video voicemail from our host "Mr. Scott" and his animated friends the Puterbugs! During the interactive video, children listen to the story of the day and learn about the skills they will use to solve the mission.



Fishing for Circle Microchips



- Each lesson has its own unique software that aligns to the skills of that class.
- Our custom software automatically adapts to a child's individual ability level.
- Each software package is made up of over 20 different activities that utilize different technology skills such as mouse, keyboard, or creative expression.
- In addition, our activities focus on early reading and math skills

This activity shows a child fishing for microchips. The activity is focusing on mouse skills, eye hand coordination, shapes and color differentiation, and counting. At Imagine Tomorrow, children do not learn in isolation, each activity has a purpose and serves as part of their mission.

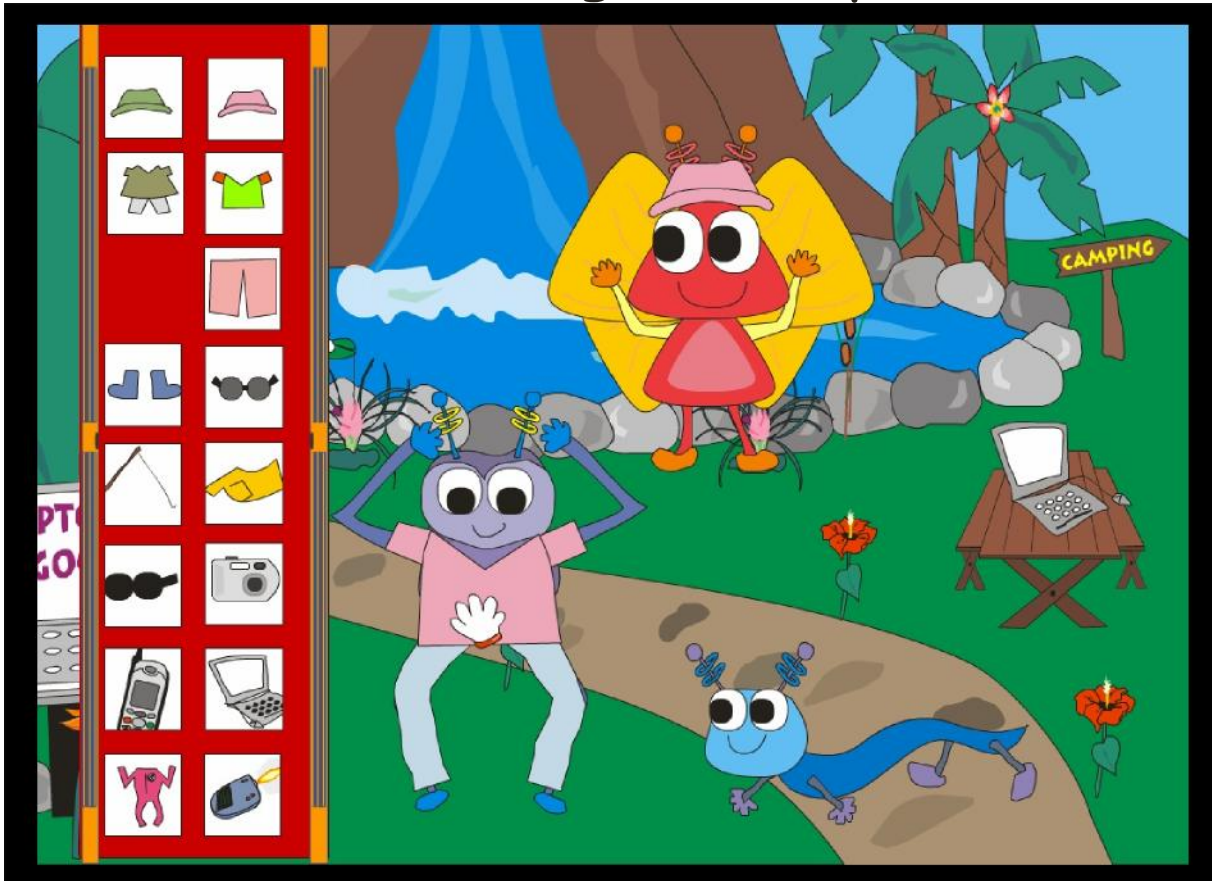
Home Row Warm Up



- Keyboarding activities are staged according to each child's individual ability level. Children begin by finding the letters of home-row and then progress to typing words for their mission checklist.
- Letter recognition is integrated into keyboarding activities using our animated characters, the Puterbugs. There is a different Puterbug for every letter on the keyboard and Super Puterbugs for the special keys.
- Flying Puterbugs represent the top row
- Jumping Puterbugs represent the middle row
- Crawling Puterbugs represent the bottom row
- Children can find the letters by looking at the characteristics of the Puterbugs.



Puterbug Dress Up

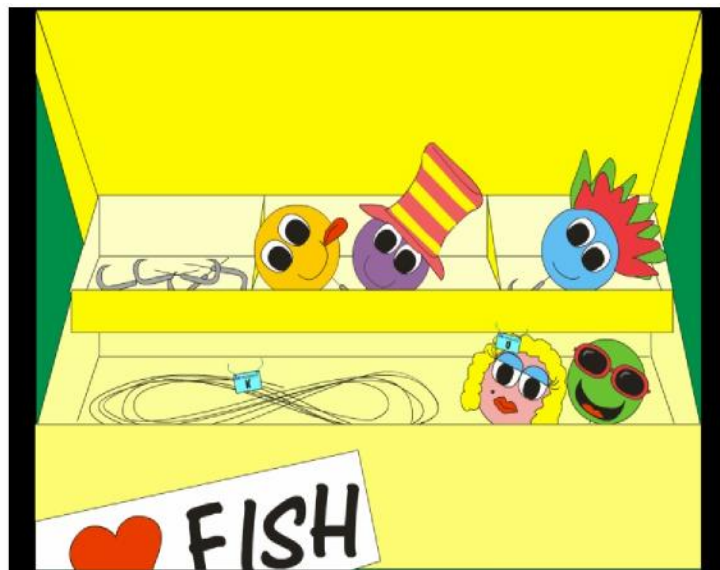


Our custom software integrates creative activities throughout the mission.

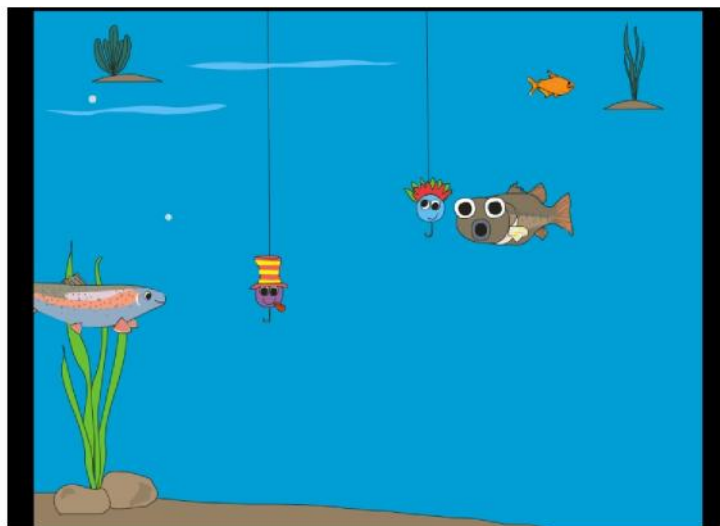
Creative activities allow the child to express what they have learned while providing an opportunity to check for story comprehension.

Children are always prompted to make their own creative choices so that no two missions are exactly the same. This allows the experience to be individualized and gives the child the sense of personal accomplishment.

Scenes from Problem Animation

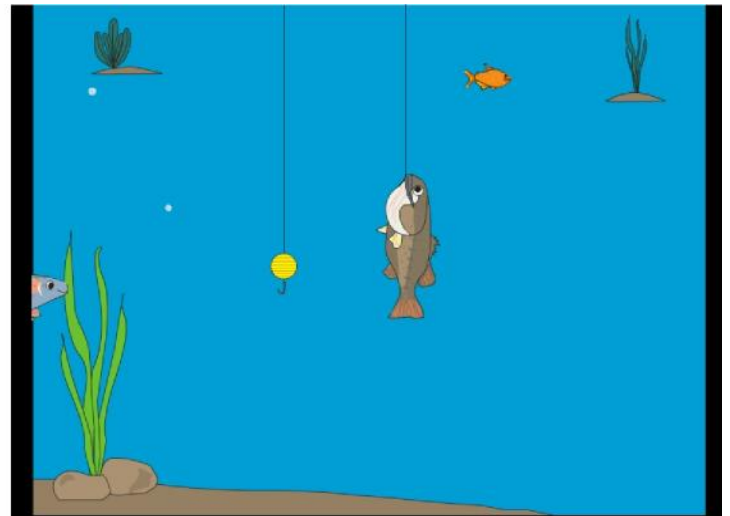
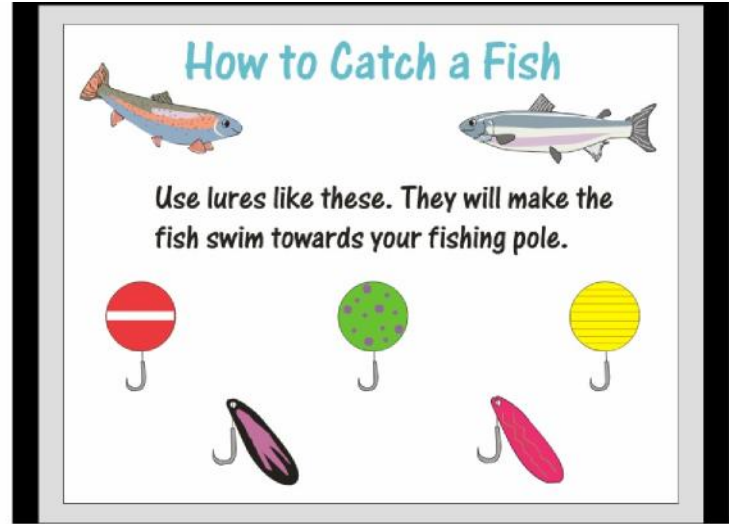
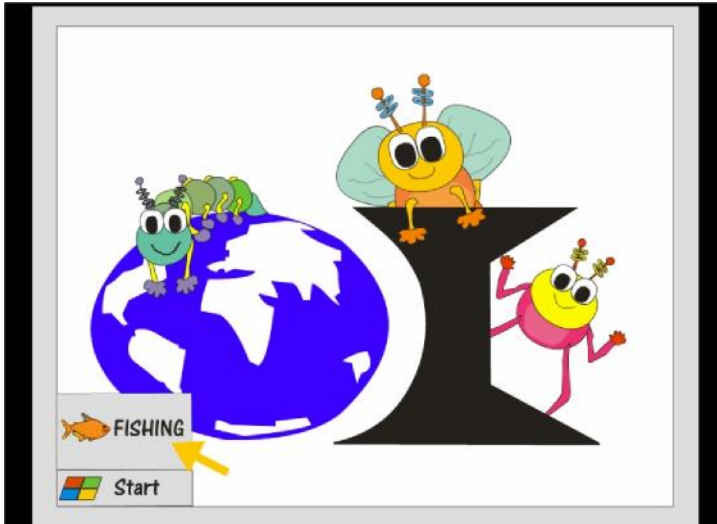


When the children work on our proprietary software, they get a first-hand experience inside the story.



Each story is set in a different technology-themed location such as Laptop Lagoon, Internet Island, Keyboard Castle or File Farm.

Scenes from the Problem Being Fixed Animation



The children have the opportunity to use their new technology skills to solve the problem of the day. In this episode they are learning how to use a laptop computer to find information about how to catch a fish. At the end of the mission they understand more than just how to use a computer, they see first-hand the reason why. Computers help us find information.



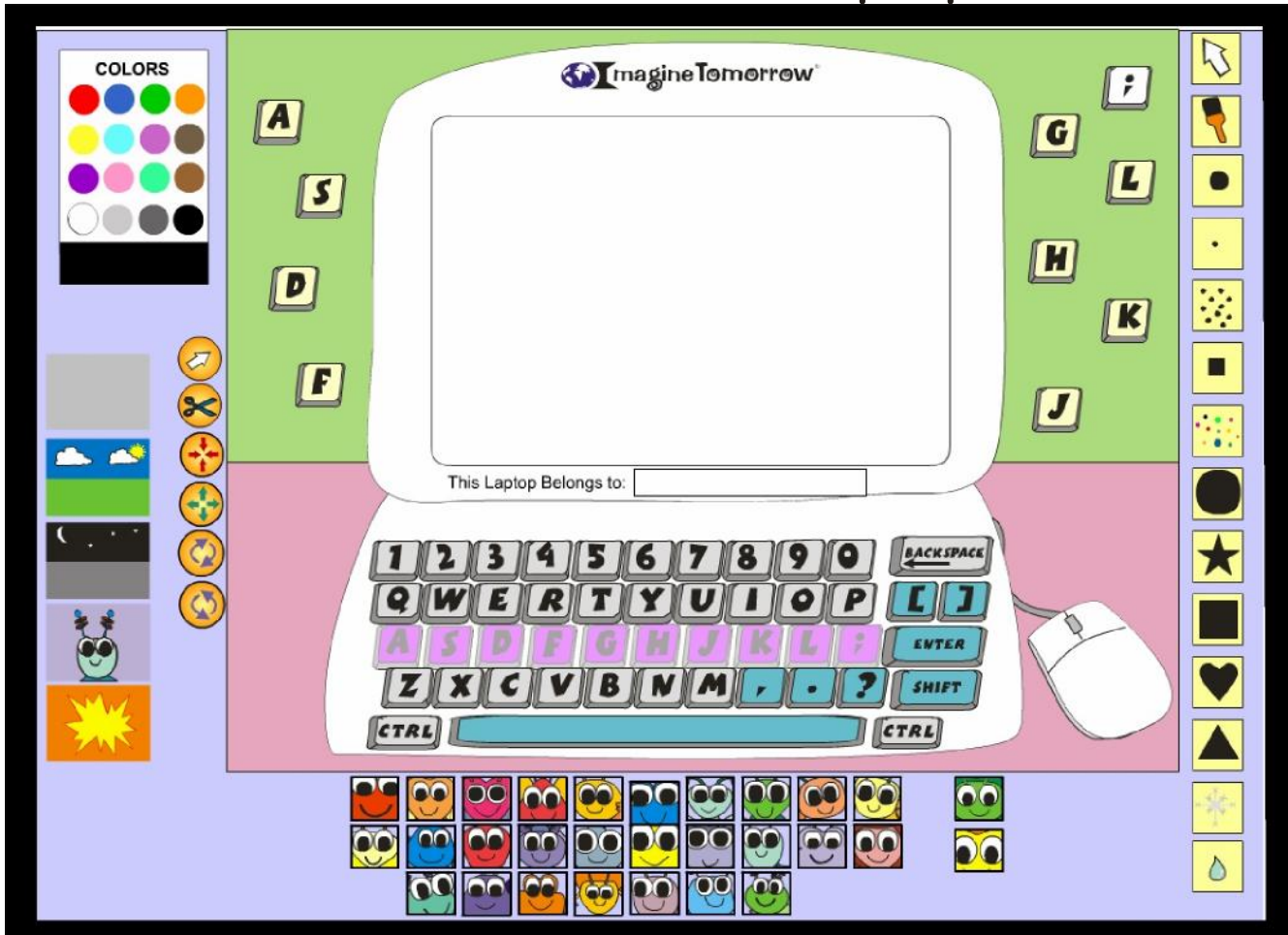
Email Activity

The screenshot shows an email interface with a purple background. At the top left is a yellow envelope icon. The word 'EMAIL' is written in large, bold, yellow letters. Below it, 'NEW MESSAGE' is written in black. The email header is highlighted in yellow and contains the following text: 'TO: Mr. Scott and Miss Laura', 'DATE: Today', and 'SUBJECT: Our Mission at Laptop Lagoon'. Below the header are three message preview cards, each with a row of icons and a text snippet. The first card has icons of a laptop, a globe, a boat, a plane, a person, and a dog, with the text 'I did a great job solving the mission!'. The second card has icons of a globe, a boat, a person, a person, and a person, with the text 'I drove the green canoe today!'. The third card has icons of a person, a person, a person, a person, a person, and a person, with the text 'Puterbugs are cool!'. A white mouse cursor is pointing at the first icon of the third card. At the bottom left of the interface is a small cartoon dog icon. A large light blue rectangular area is at the bottom of the interface, representing the email body.

Every lesson integrates sophisticated technology skills such as EMAIL in a safe and simulated environment. Children learn to express their ideas through words and pictures. Depending on their ability level, children can begin typing letters, forming words, and even writing sentences about their mission! Children also create a picture of their mission to further demonstrate comprehension.



Build Your Own Laptop



Every lesson ends with a fun, creative activity that emphasizes critical thinking and comprehension.

In this activity the children get to "Build a Laptop". They use matching skills to add the keys to the Home-Row. They use shapes and drawing tools to design their own screen. They use the Puterbug stickers to decorate their laptop. There is even a place for them to use their keyboarding skills to type their name.



Mission Report and Reward



It is Imagine Tomorrow's philosophy to teach children through positive reinforcement. This approach is seen throughout our software. Our goal is to guide the child by emphasizing correct responses with positive interactions so every child can reach success. At the end of every mission, the children receive a mission report that describes all the things they accomplished to complete their mission. They always receive a reward that comes along with lots of applause!!!

Ending Video Voice Mail from Mr. Scott



A final congratulations comes when the kids meet us once again with Mr. Scott in an ending video voicemail. He expresses how proud he is of each student for completing the mission. Then, the children get to see a sneak peek of where their next mission will be. When the children go home at the end of class, they receive a password to log on to our website from home. Each episode has online activities for reinforcement as well as lesson summaries for parents and caregivers.

Imagine Tomorrow has created the most comprehensive computer software for kids. In a safe, simulated environment, we teach sophisticated technology skills along with the most important early learning skills. Our software is age appropriate and complements all aspects of early childhood curriculum.