

kar2ouche®

An engaging multi-media authoring tool, providing activities right across the curriculum ...



What is kar2ouche?

Virtual role-play, presentations, animations, movies, quizzes, comics, graphic novels, newspapers, writing frames ... All can be made by teachers and pupils using this versatile creative learning tool. Ready-made activities provided with each of the 56 curriculum-mapped titles.

Developed with Oxford University Department of Educational Studies, the multi-award winning tool is used in over 7,500 schools worldwide.

The kar2ouche learning concept

kar2ouche offers teachers a blank canvas to bring almost any educational topic to life. The series currently comprises **56** titles spanning key curriculum areas including literacy and the arts, history, modern foreign languages, science and numeracy and special educational need.

Each title comes with a themed library of resources including characters, sounds, backgrounds, props and a wide range of suggested teaching activities. Using a simple drag and drop interface, students can work alone or in groups to express their ideas and understanding by creating storyboards, animations, movies, reports etc.

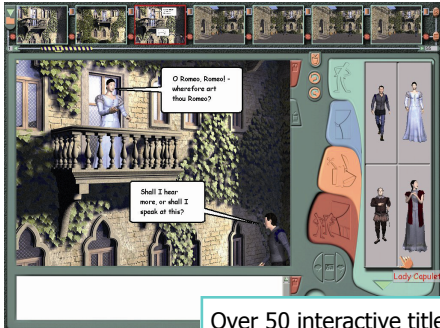
"A refreshing and creative tool, which captures both teachers' and children's imaginations—motivating and engaging both groups."
Sally Manser, Lewisham



www.idoodlesoftware.com

Just some of product awards:





Over 50 interactive titles to choose from that include activities across the curriculum.



Students can import their own images or sounds and can record voices with a built 4-track audio system.



Pre-made activities, animations and movies are included with kar2ouche titles.



Students can create their own graphic novels, photo stories, comics, posters, newspapers, and more.

Using kar2ouche

Thanks to the advanced games engine, Kar2ouche is intuitive and easy to use. To browse and select, place and manipulate objects is simple a mouse click. Working on screen in sequential frames, creating stories, role-plays, animations and publications is effortless - creativity, learning and expression take centre-stage. Pupils can:

- add characters, backgrounds and props
- pose and resize elements in 3D
- import their own images
- add text, speech and thought bubbles
- record voices or import sounds using a simple 4-track audio system
- sequence frames on a timeline to make animations and movies
- share work as QuickTime or editable Kar2ouche file

Learning benefits & outcomes...

Encourages creative self-expression

Gives pupils simple tools that allow them to express complex ideas and emotion

Motivates reluctant readers & writer

Supports reading with audio and provides text in manageable chunks; provides stimulus and structure for story-planning and writing

Enables personalised learning

Teachers can adapt and amend the activities provided as well as create their own

Encourages collaboration and debate

Working in groups, pupils are encouraged to discuss ideas, reasoning and justify opinion

Offers teachers a flexible lesson-creation tool

Hugely flexible resource for use across the curriculum and in different lesson settings - works well on a whiteboard as well as a computer suite

System requirements: Windows 2000/XP with 1.5GHz+ processor 256 RAM and 1GB free hard disc space.128MB graphics card, 3 button mouse, 16bit sound card, microphone.