

Kenton County School Dishict | It's about ALL kids.

THE KENTON COUNTY BOARD OF EDUCATION 1055 EATON DRIVE, FORT WRIGHT, KENTUCKY 41017 TELEPHONE: (859) 344-8888 / FAX: (859) 344-1531 WEBSITE: www.kenton.kyschools.us Dr. Henry Webb, Superintendent of Schools

KCSD ISSUE PAPER

DATE: 11/9/18/

AGENDA ITEM (ACTION ITEM):

Consider/Approve Summit View Academy to partner with the Institute of Play (Nintendo) for the 2017-2018 school year.

APPLICABLE BOARD POLICY:

Click or tap here to enter text.

HISTORY/BACKGROUND:

Summit View Academy is requesting approval to partner with the Institute of Play. The Institute of Play is a nonprofit organization that teamed-up with Nintendo to create a play-based educational program called Nintendo Labo. The program fosters 21st century skills, creativity, collaboration, science, critical thinking, and problem solving for students in grades 2-4. The link below provides more information about the Nintendo Labo program https://labo.nintendo.com/ The partnership will benefit all K-5 students at Summit View Academy.

FISCAL/BUDGETARY IMPACT: \$0

<u>**RECOMMENDATION:</u>** Approval for Summit View Academy to partner with the Institute of Play.</u>

<u>CONTACT PERSON</u>: Lesley Smith and Rence Kidwell

Principa

erintendent **District** Administrator

Use this form to submit your request to the Superintendent for items to be added to the Board Meeting Agenda. Principal –complete, print, sign and send to your Director. Director –if approved, sign and put in the Superintendent's mailbox.

Kenton County Board of Education

Board Members: Carl Wicklund, Chairperson Karen L. Collins, Vice Chairperson Joshua Crabtree, Esq. Carla Egan Jesica Jehn "The Kenton County Board of Education provides Equal Education & Employment Opportunities."



Nintendo Labo Classroom Program Participant Confirmation

Overview

The Institute of Play, a New York-based nonprofit committed to creating transformational play-based educational experiences, has partnered with Nintendo to create a program that fosters 21st century skills, including creativity, collaboration, critical thinking and problem-solving. The program is designed for students in grades 2-4 and utilizes the physical and digital play experiences of Nintendo Labo for a series of projects that can be easily incorporated into classroom learning, supporting Maker, STEM and STEAM outcomes.

As part of this work, we are seeking to partner with 100 schools from across the country to deliver engaging learning experiences to classroom activities. One sample activity invites students to construct RC cars and collaborate to design obstacle courses for each other using basic scientific concepts to navigate vehicles through the terrain. There is no cost to schools to participate in this program. We will supply each selected school with a Nintendo Labo Teacher Guide, two Nintendo Switch systems, two Nintendo Labo: Variety Kits and additional Nintendo Labo cardboard sheets and accessories as appropriate, which schools will get to keep at the conclusion of the program.

Requirements

To be eligible, schools must confirm participation by November 1. The classroom program will take place in schools between November 2018 and March 31, 2019. The program is designed to reinforce curriculum and lessons schools already have in place.

Only one teacher (grade 2-4) per school needs to be involved, though we are happy to consider multiple teachers if desired.

We ask that participating educators be open to providing feedback on teacher and student experiences and documentation (without student names) that will be used to raise awareness of the program so that more schools may take advantage of the resources being made available.

The following member of school faculty and/or administrative staff agrees to be the primary contact for this program:

Name, Title:

Signature:

School Name & Mailing Address:

Date: ____

Please forward a copy of this form to Shula Ehrlich, Creative Design Lead, <u>shula@instituteofplay.org</u>. You may contact Shula at 212-206-9209 or via email with any feedback or questions throughout the program.