

FOR MORE  
INFORMATION CONTACT  
Travis Coffey  
PHONE: (913) 764-4272  
FAX: (913) 764-4668  
E-MAIL: [tcoffey@isupportlearning.com](mailto:tcoffey@isupportlearning.com)

FOR IMMEDIATE RELEASE

**I SUPPORT LEARNING REWARDS WEST SPRINGFIELD  
HIGH SCHOOL STUDENTS FOR THEIR EFFORTS**

*Taking control over their education, WSHS student's raise money to buy curriculum*

OLATHE, KS, 24 February 2006 – The students of West Springfield High School had a simple goal in mind – raise enough money to buy curriculum that would teach them how to be video game programmers.

Cassidy Nolen, West Springfield's tech-ed teacher, had the idea of adding this curriculum to his class, but wasn't able to secure the funding. After discussing the curriculum with his students and seeing their interest, he went to work. With the help of a national organization and the desire of the students to get curriculum that could affect their futures, Nolen organized an arcade in his classroom. On a Saturday afternoon, his class was filled with video games and contests.

Parents, teachers, and community members paid a few dollars to gain admission to Nolen's class. The fundraiser was a success in that the students earned enough money to purchase a single license of the curriculum. Immediately after receiving the school's email requesting to buy a single copy of the curriculum, Waddell delivered the good news.

"After hearing their story, we wanted to reward their efforts by giving them a full site license so that all the students who helped fundraise would get a chance to learn Video Game Development," said Steve Waddell, owner and lead developer of I Support Learning. "We truly love to hear stories about students taking control over their education. It's something we couldn't let pass by without recognizing their hard work."

Since receiving and implementing the curriculum, Nolen has seen how curricula aimed at students' interests can motivate and engage today's students. "Like anything that you're passionate about, the time and energy to create the product seems less than it really is. These students take such an interest in the material they are able to work without direction from the teacher. They see the sequence and know what needs to be done," said Nolen.

The curriculum is designed to teach more than just video game programming skills. The students actually get to live the life of a "virtual intern." Through simulations in the software, the students are challenged with meeting bosses, co-workers, and even customers. They receive emails, faxes, and voicemails just like they are at work.

"The curriculum teaches the core subjects of math, science, and language, while showing kids how their learning is relevant to the real world. In fact, we hear from teachers all over the country saying that their kids are having so much fun they forget that their actually learning," said Waddell.

### **About I Support Learning**

ISL is a dedicated team of developers whose goal is to revolutionize learning through engaging real world interaction. The story-based curricula are designed to create and support life-long learners and make education relevant and engaging. Taking the passion and interests of kids and allowing them to explore and develop new ideas and skills is how we are making learning fun - still challenging and rewarding - but fun.

###