

# IMPACT

## How can a computer game promote PHYSICAL ACTIVITY?

Players of the brand new, interactive educational CD-ROM game, IMPACT, interact with five animated kids on an exploratory mission to save their favorite teacher from the evil doings of a mad scientist. As they explore the world, they make choices to be active in order to solve puzzles and get closer to their goal. Through self discovery, both the cartoon kids and your students learn that physical activity is the key to achieving their goals, and that physical activity is fun!

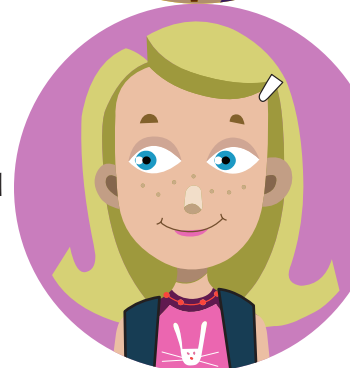
## Pressed for time? IMPACT's expertly prepared lessons work within your schedule to teach the importance of physical activity.

The IMPACT package includes the game, a user guide, and student activity sheets that are versatile enough to allow you to engage your students in the little time you have. The student activity sheets reinforce the message in each of the eight episodes of the game. Students can work through them on their own, or as a classroom. And IMPACT is the perfect tool to get students to share with their families, so everyone is involved in changing behaviors.

## How do you know IMPACT is sound?

IMPACT was developed by USC Keck School of Medicine Researchers with the goal of changing kids' behavior. It:

- appeals to physically quiet students as well as active ones
- is standards-based, self-paced, and addresses multiple learning strategies
- was honed through focus tests with a range of ethnicities and ages
- is appropriate for all grades
- meets the needs of many interests since it crosses academic and scientific boundaries through language and literature, geography, math, science, and more



- Research based
- Standards-based
- Self-paced
- Addresses multiple learning strategies
- Promotes physical activity
- Versatile
- Customizable
- Interdisciplinary
- Appropriate for all ages

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## More about the research and experts

### Investigators and Game Developers

- Michael I. Goran PhD, Professor of Preventive Medicine and Physiology & Biophysics, and Associate Director of the Institute for Prevention Research, Keck School of Medicine, University of Southern California
- Kim Reynolds, PhD, Professor of Preventive Medicine, Keck School of Medicine, University of Southern California

### Funding

National Institute of Child Health and Development (ROI grant funded through June 2003); United States Department of Agriculture (previous funding through June 2001)

### National Advisory Board

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PROJECT IMPACT: The Interactive Multimedia CD-ROM game and student lessons that promote physical activity—brought to you by Galaxy Institute for Education\* in cooperation with the University of Southern California, and by ToucanEd.

Talk with a ToucanEd\* educational product expert to see how materials can be customized for your needs.



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\* ToucanEd develops educational resources in print and electronic formats, facilitates trainings, offers consultation services, and provides printing and distribution services.

