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For more information, contact:

Andy Larson
Cranium CoRE
815-482-3246
andy@craniumcore.com

Media Inquiries:
Jennifer Anderson
jennifer@craniumcore.com

A Tale of Two Schools, One Book and an Educational Challenge

CRYSTAL LAKE, Ill. – Jan. 20, 2013 – The students at Evergreen Academy, Chicago Public School District and Hannah Beardsley Middle School, Crystal Lake School District 47, will participate in an educational Super Bowl on Wednesday, Jan. 23 at 9 a.m.

The schools will compete online in an educational challenge called Cranium CoRE. Using the highly engaging and academically rigorous gaming vehicle within the social network Cranium CoRE, the two schools will accomplish something few schools have ever done. The result will be a highly interactive, fun experience where the students will *master their subject matter* through the challenge.

Students will meet online via Skype to collaboratively engage in battle using high-level thinking, text-dependent questions, and then defend their answers using the author's words. This educational Super Bowl will feature the highly acclaimed Young Adult fiction title *Orange Houses* by Paul Griffin.

The schools are 50 miles apart geographically and are separated by socioeconomics and culture. The foundation of the technology bridge built between these two schools is the book that students at both schools have read and the academic battle related to it. Ron Ludwig, Principal at Hannah Beardsley Middle School in Crystal Lake, commented, "In addition to the challenging questions, I am all over using technology to further engage our students in high academic achievement, which is just what this Cranium CoRE experience promotes." Marian Strok, Principal at Evergreen Academy in Chicago, states, "It stimulates the students to dig deeper into the text than they would normally and fosters great discussions."

Andy Larson, co-founder of the Cranium CoRE product, commented that “to take two groups of students so different and far apart from one another and allow them to use their collaborative intelligence to improve their understanding of complex text of any book in a highly engaging competitive framework is why Cranium CoRE was developed.”

Cranium CoRE is an online product from Thinkersize,LLC, a company whose founders have deep roots in education. With more than 50 years combined in educational technology, Thinkersize LLC is dedicated to improving student engagement in a challenging and interactive gaming environment which supports the Common Core State Standards English Language Arts (CCSS ELA) as well as the College and Career Readiness Anchor Standards. For further information about Cranium CoRE, visit www.craniumcore.com.

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