Local creator mixes education and entertainment with after-school activity kit

BY PETER DUGRÉ

Every educator and childcare provider knows that keeping kids on task in productive ways is a real challenge. Local creator and filmmaker Larry Nimmer hopes to provide a tool for fixing that problem with the Kids Game Show Package, an interactive and easy-to-use kit for after-school programs that mimics the flow and energy of classic television game shows. Mixing trivia and fun activities, the Kids Game Show engages kids in an exciting game-show environment all while providing lessons in academics, teamwork, confidence and fun, according to its creator.

"It started with my dad. He would always quiz me and my siblings and ask us trivia questions. It turned into a game and was a fun way to learn new things," said Nimmer, who also produces "Man on the Street" for Coastal View News.

A study conducted by Duquesne University researchers and published by the National Institutes of Health in 2021 showed that a gamified classroom experience enhances student engagement. Of those who participated in a Bingo game to learn scientific terms, 72% of respondents found the game setting "stimulated (their) thinking and helped (them) focus on classroom materials." As overall engagement tools, educational games make students feel more comfortable asking questions during lessons and interacting both with other students and instructors,



Local Larry Nimmer's latest venture is the Kid Game Show Package, an interactive kit that offers academic and teamwork lessons in the form of a game show.

according to the study.

Each Kids Game Show Package includes enough scripted questions and challenges to configure dozens of game shows, along with game props like balloons and ringers, trivia questions and myriad digital video assets used in the game. For example, "Guess the Animal by Emoji" has students deciphering

words and phrases written in emoji script, and "Identify the Object" features videos slowly zooming out from an object until a contestant rings in to identify it. Games are designed for three to four contestants in addition to lively audience roles needed to dial up the appropriate game show energy through cheering and participating in interactive portions of the game show like a "Guess the Drawing" Pictionary round.

"The game is designed to be well-rounded for all types of learners, whether someone learns visually or tactically," Nimmer said. "Students should feel challenged but never ignorant. One thing that is important is to call the questions 'trivia' and not 'quiz questions.' Kids don't respond well to quiz questions."

Audience interaction is a big part of the game, so involvement expands beyond the contestants; up to 20 students can participate in the games. During "Guess the Sound," audience members can also score points by identifying the sounds.

Nimmer, who has worked as a videography teacher at Carpinteria High School and volunteered in the after-school program at the Boys & Girls Club of Carpinteria, said the activities draw from familiar game concepts. The key, he said, was to adapt material into the gameshow structure and to package and script materials into a platform that after-school instructors can implement on their own. The Kids Game Show scripts

Games

Animal Charades **Dance Contest** Face Staring Contest Funny Face Contest Funny Sound Contest Guess the Animal by Emoji Guess the Picture Guess the Sound Identify the Object Karaoke Memory Game **Ping Pong Ball Toss** Spot the Odd Emoji Talk Fast Contest Thumb War Truth or False

Sample Trivia Questions

What is the opposite of North? (South.)

Name a U.S. president who was assassinated.

Name three foods that are yellow, inside or outside.

What is the name of a country that begins with the letter "M." (Mexico, Morocco, Malaysia.)

What are the holes on the moon's surface called? (Craters.)

provide both the narrative framework for the games along with clickable links to multimedia components. Using The Kids Game Show Package, anyone with computer access can gather up to 20 kids and put on a game show. The package includes a short training video and age-appropriate trivia questions for ages seven to 17. Technical support for one year is included.

Nimmer piloted The Kids Game Show with the Boys & Girls Club of Burbank and other after school programs around the country. Currently, Nimmer is bringing the product to market both through direct sales and potentially distributors specializing in products for youth programming.

"All of the after-school staff so far have seen how much kids like it and the staff find it easy to use," Nimmer said. See more at nimmer.net.



From left, Isabella, Evan and Armani of the Boys & Girls Club of Burbank prepare to answer questions during the Kids Game Show, created by local Larry Nimmer.

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