



Having fun in turn with
a mission to learn!



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Contents

Welcome to the world of Super Geek Heroes, which has been produced by a specialist team dedicated to providing quality, engaging content to support early years learning.

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Introduction

Super Geek Heroes is the only series that teaches and supports ALL SEVEN Early Years Foundation Stage (EYFS) development areas through the creation of pre-qualified animated characters.

Children interact and mimic the superhero characters. Repetition in each learning episode helps retain the content. Educational activities linked to each episode help teachers and parents to engage and have fun too.

Narrated by children, the characters are easy for children to relate to making Super Geek Heroes suited to all pre-schoolers.

With its unique look and feel, Super Geek Heroes utilises 28 learning missions and 22 extended episodes created within season one, 14 read-aloud videos produced to date within series two...

...plus 14 illustrated ebooks published, together with activity sheets, an extensive library of educational fun fact sheets and an educators tool kit containing posters, certificates and badges to reward children's achievements available within Super Geek Island.





Target Audience ...



Episodes focus on curricular areas such as health, literacy, numeracy and social-emotional development encouraging children to interact in a fun way with the content as they watch.

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Super Geek Heroes inspire...



We help build confidence!

Ready to learn?



- CHILDREN INTERACT AND MIMIC THE SUPERHEROES
- REPETITION HELPS RETAIN THE LEARNING CONTENT
- EDUCATIONAL ACTIVITIES HELP PARENTS TO ENGAGE AND HAVE FUN TOO



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Global Reach...



Super Geek Heroes continue to attract established platform partners all around the world, making the brand well known by the company it keeps in... 196 COUNTRIES!

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Meet the Super Geek Heroes...

(EAD)

RED

**Ronnie
Rock**



(PD)

ORANGE

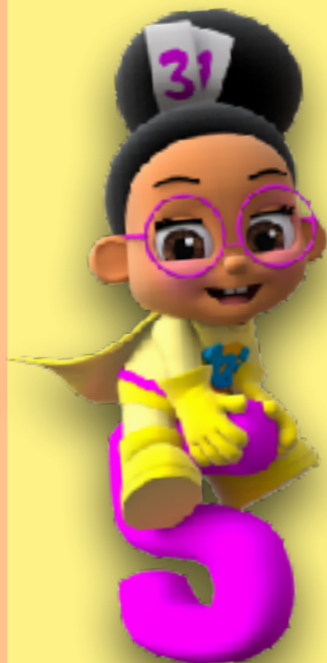
**Ant
Active**



(M)

YELLOW

**Millie
Maths**



(UTW)

GREEN

**Peter
Planet**



(L)

BLUE

**Jake
Jotter**



(PSED)

PINK

**Suzi
Smiles**



(C&L)

PURPLE

**Vicky
Voice**



The characters, colours and acronyms are shown above in order of their learning missions (the colours of the rainbow). Each character is aligned with 'Prime' and 'Specific' EYFS Curriculum development areas.



Ronnie Rock ...



Expressive Arts & Design

Ronnie helps children to take part in music by playing any musical instrument, then getting them to sing-a-long and dance.

He's very creative and fabulous at art so helps children to draw and paint by clicking his fingers to produce his magic paint brush.

Ronnie always encourages children to use their imagination and teams up with Millie Maths to explain colours and create different shaped objects.

Helping children to be creative is as much about encouraging attitudes of curiosity and questioning as about skills or techniques. Expressive arts and design is about how children develop their imaginations by exploring art, music, drama and play.



Ant Active ...



Physical Development

Ant is very athletic, full of energy and he's always on the go!

He's a first class sports coach and teaches children how to look after themselves by exercising through play and eating healthy foods.

Ant Teams up with Suzi Smiles to explain the importance of personal hygiene and looking after yourself.

Physical Development is about how young children gain control of their bodies, but it also includes how children learn about keeping themselves active and healthy and how they learn to use equipment and materials successfully and safely.



Millie Maths ...



Mathematics

Millie is a super smart little girl and has a cute smile with an adorable gap between her front teeth.

She helps children to solve mathematical problems, make shapes and measure things.

Millie teams up with Ronnie Rock to explain colours and create different shaped objects.

Helping children to enjoy mathematics is probably one of the most important things that adults can do to help children realise that mathematics is a way of finding things out and solving problems.



Peter Planet ...



Understanding the World

Peter is a weather expert, he knows all about the seasons and everything that grows and lives on planet Earth.

He is very knowledgeable about science, space travel and the Solar System and is able to fly around at lightning speed on his solar powered hoverboard.

Peter also communicates directly with Vicky Voice using his watch and cool futuristic head goggles to transmit events around the world.

Understanding of the world is about how children get to know about other people, the place where they live and about all aspects of the environment.

Finding out about the world around them is what young children do very effectively when they investigate by touching, holding or pressing things and by climbing on and jumping off things. As they get older they love to explore and investigate how and why things work and to test out their ideas of what will happen if they do a particular thing.



Jake Jotter ...



Literacy

Jake is a knowledgeable, cheeky chap who likes to help children improve their reading and writing.

He carries a special jotter with him, so he's always ready to take notes and teams up with Vicky Voice to introduce new words phonetically for children to learn.

Being literate is essential in almost every aspect of adult life, whether we are planning a holiday, selecting a TV programme or delivering parcels.

Literacy is often thought of as the ability 'to read and write' but it also includes being able to speak and listen.



Suzi Smiles ...



Personal, Social & Emotional Development

Suzi is a considerate, loving, upbeat and helpful little girl and is positioned to help strengthen and support children's emotional health and intelligence.

She's always smiling and likes to help children when they need love and support. Suzi recognises the everyday things around her and carries her comfort bear, who helps to build self confidence and awareness.

Research shows that PSED can have a lifelong effect on children's behaviours, relationships, physical and emotional well-being as well as the success they have in school. Suzi will help kids to express what they are feeling and teach them simple strategies for expressing and managing their feelings.



Vicky Voice ...



Communication & Language

Vicky is super bright and is excellent at communicating the phonic alphabet in a positive tone helping children to speak clearly.

She's fluent in every language across the world and teams up with Jake Jotter to introduce new words. Vicky also communicates directly with Peter Planet using her watch to help transmit events that are happening around the world.

Communication and language are instilled in us as social beings and we are ready for communicating right from birth. From the first moments after birth babies prefer their mother's voice above all others.

Communicating seems to be an in-built drive - and the ways we communicate rely as much on non-verbal means as on spoken communication.





Season One



The series boasts a library of 28 x 3D animated learning missions. Lengths vary between 5 to 8 minutes to maintain the attention span. Plus 22 extended episodes available, lengths varying between 15 & 30 minutes to encourage longer viewing times.

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Season Two



Season Two boasts a catalogue of 14 read-aloud videos hosted by children's author and creator of the Super Geek Heroes, David Lawrence Jones. Each video is twelve minutes in length and based on the original eBooks created for the series. Each video encourages the audience to engage with each storyline by reading along to the books.

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Educational Gaming App

Edujoy Entertainment have created a mobile gaming application containing 35 interactive games linked to each of the Super Geek Heroes learning characteristics.



All games created to stimulate development focusing on curricular areas such as health, literacy, numeracy and social emotional development encouraging boys and girls to interact in a fun way with the content as they play.

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Publishing

Fourteen early years picture books currently in eBook format, with opportunity for print, introducing the new Super Geek Heroes World. Each adventure story features one of the characters taking the lead role and delivers a core message related to the key developmental areas within the 'Early Years Foundation Stage' in a fun and engaging way.



Facts & Learning Developments;

- discovering elements within each key learning development area
- introducing animals, insects and everyday objects
- keeping things tidy, being polite, making promises
- using nursery items & playthings as props
- having fun with learning missions in the Super Geek Heroes "World"

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Welcome to Super Geek Island



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The Super Geek Heroes have arrived on Super Geek Island!

Super Geek Island is the only 'Educators Curriculum Content' that teaches and supports ALL SEVEN Early Years Foundation Stage (EYFS) development areas through 3D character animation.

Children interact and mimic the superhero characters. Repetition in each learning episode helps retain the content. Educational activities linked to each episode help teachers and parents to engage and have fun too.

Narrated by children, the characters are easy for children to relate to making Super Geek Heroes suited to all pre-schoolers.

With its unique look and feel, Super Geek Island utilises all 28 learning episodes created within season one.

All fourteen Super Geek Heroes illustrated story books support the videos, together with activity sheets, an extensive library of educational fun fact sheets and an Educators Tool Kit containing posters, certificates and badges to reward the children's achievements... all available with Super Geek Island.





How does Super Geek Island work?

The Teachers Manual and Assessments Booklet are the central curricula tools used with Super Geek Island. They have been designed so that any adult working in an Early Years Setting or Classroom will be able to literally download them and deliver good quality learning opportunities for the children in their setting. Learning that will both excite and inspire them, making them come alive with the excitement of being Super Geek Heroes, just like the colourful animated characters that they have enjoyed watching in the episodes. The activities are designed to encompass all different styles of learning but are focused predominantly on kinaesthetic experiences that offer real hands-on learning.



As educators work their way through the teachers manual they will see references to the Early Years Foundation Stage (EYFS) Curriculum for the United Kingdom. Each EYFS development area has a specific colour depicted throughout the manual, which corresponds to each Super Geek Heroes character. This makes it very easy to recognise specific learning areas, as you work through the manual. There are 28 episodes with related learning activities featured. In section one of this manual, the age range targeted is 30-50 months. In section two, the age range targeted is 40-60 months. As such the objectives detailed for each episode in each section are those within the specified age ranges. The objectives that have the widest band of colour down the left side of the page (and text highlighted in bold) are the specific, targeted objectives for each individual episode, and those that are not in bold are the less specific, but no less important, objectives that are being met by the episode. Although some of the episodes may not involve the children physically meeting that objective whilst watching the episode, it would be hoped that the objective would then be met while they were taking part in the subsequent activities arranged in the setting to support the learning intentions of the episode.

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The suggested activities which are allocated to each episode are just a selection of activities that could be set up to support the learning intention of each episode in a more kinaesthetic way. Each activity details whether it is an adult-led (AL) activity, or an independent (I) activity, and details whether the activity would be best carried out inside the setting, or in an outside area at the setting. At the end of the manual there is a section for assessment which is directly linked to the episodes and the activities suggested for each episode.



It is suggested that a session would start off with all the children sitting down together to watch an episode of Super Geek Heroes. All episodes/missions have a corresponding thumbnail image, which are numbered from 1 to 28 and very easy to navigate using the Super Geek Island site. The adult in the room would then briefly explain what learning experiences are available for them to engage in, linked to that episode in the setting that day, both inside and outside.

The adult should then model precisely what is expected from the children in the activities, particularly those that are independent activities, rather than the adult-led activities. This is particularly important to ensure that the children are engaging in the activities correctly, rather than them incorrectly interpreting the activity for themselves. The activities have been designed to allow for an extra adult to be rotating around the setting, assessing the children that are working independently and to keep them on task, and engaging correctly with the activity to ensure that the maximum learning potential is achieved.

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Each activity has an assessment sheet that details the EYFS objectives that are being sought in that task, with sufficient space to fill in the names of up to 6 children that will be working on each task. The idea of this is that it will be quick and easy to fill in using ticks in the relevant column that matches a child to an objective. The rotating adult responsible for overseeing the independent activities will have a similar assessment sheet that shows each activity with the EYFS objectives for each activity. The intention of this is that the adult will be able to complete the names of the children taking part in each activity and fill in the ticks for the children as they are achieving each objective.



It is important that in addition to assessing against the EYFS objectives the adults will also be considering and assessing exactly HOW the children are learning, by focusing on the Characteristics of Effective Learning. Rather than using these characteristics in a prescriptive way by limiting which characteristics are being sought, all the characteristics are listed across a 2-sheet assessment which can be used alongside both the specific assessment sheets for each activity, or alternatively by the rotating adult observing the independent activities. Assessments sheets are located within Super Geek Island, which can be printed off and utilised in the setting.

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Most episodes have a speaking and listening activity specifically planned to accompany it, in order to develop the children's vocabulary. However, additional unplanned opportunities to discuss the episode with the children should be taken to further their learning, providing them with the opportunity to introduce new words into their vocabulary, and ask questions that will help them to understand things in greater depth.

In addition to the planned activities to be happening within the setting, an additional activity for each episode has been planned for the children to engage with at home with their families. As many of these as possible are designed to allow the children to look around their home environment and record their findings as pictures, but some worksheets are also included too.



It is anticipated that staff at the setting will amend, develop and add to the planned activities detailed in the manual, depending on the availability of staff, resources etc. The specified activities are by no means exhaustive, simply a recommended start point linked to the episodes.

Additional Super Geek Heroes themed 'activity sheets' and 'fun fact sheets' can be found on Super Geek Island. These can be used on screen or printed to add some additional fun to support the episodes/missions and related learning activities. The site is constantly updated with new activity sheets and fact sheets, so keep a look out for more learning fun each week!

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Here's two helpful tables with all the acronyms referred to in the Super Geek Island teachers manual that relate to all seven EYFS development areas, featured in the learning mission objectives.

Acronym	Meaning
PSED	Personal Social and Emotional Development
C&L	Communication and Language
PD	Physical Development
L	Literacy
M	Mathematics
UTW	Understanding the World
EAD	Expressive Arts and Design
A/L	Adult Led
I	Independent

Acronym	Meaning
EUMM	Exploring, Using Media and Materials
BI	Being Imaginative
HSC	Health and Self Care
MH	Moving and Handling
SSM	Shape, Space and Measure
N	Numbers
P&C	People & Communities
TW	The World
T	Technology
R	Reading
W	Writing
SCSA	Self Confidence and Self Awareness
MFB	Managing Feelings and Behaviour
MR	Making Relationships
L&A	Listening and Attention
U	Understanding
S	Speaking

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Background

We have a great team of dedicated educators, authors and app developers, who are passionate about creating fun, entertaining, learning experiences for children, parents/carers and teachers. A unique collaboration has enabled Super Geek Heroes to access early years settings and home learning environments via Super Geek Island. Please allow us to introduce a few of the contributing authors, who have overseen the development of the teachers manual and integration of the animated learning episodes, activity sheets and books;



Emma Wilkins (BEd) studied at South Devon College for an NVQ Level 3 in Early Years Care & Education, completing the 2-year course 6 months early and nominated to receive an award from the College for Outstanding Student. Emma went on to graduate from Plymouth University after completing her BEd Primary (Early Childhood Studies) degree in 2009. She was appointed to her first teaching role within the primary sector, being employed for 5 years, working with FS1 and FS2 year groups. Emma made the difficult decision to step down from full-time teaching in order to focus on family life. As the parent of a child with Attention Deficit Hyperactivity Disorder (ADHD), Emma knows first-hand the real importance of engaging with children effectively and providing them with high quality experiences that will interest and engage them, whilst at the same time providing opportunities for interaction between the child and an adult to further their potential learning. Having 3 children of her own, she now uses her in depth knowledge of the Early Years Foundation Stage (EYFS) to act as consultant for preschool education and educates children on a 1:1 basis as a tutor, covering the entire primary age range. Emma believes that children are like a dry sponge just waiting to absorb new knowledge throughout every minute of every day. Therefore, the more opportunities we provide for them, the more learning they will experience as a result. Emma is an effective early years educator, tailoring learning opportunities specifically to encompass the full range of possible learning styles that children may present with, from hands-on kinaesthetic experiences, to traditional, more formal methods of learning.

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David Lawrence Jones is a published author of children's books and creator of the Super Geek Heroes animated edutainment series, activities and books. David has worked within the early years and primary sector for the past eight years, helping children and supporting teaching staff with literacy based activities in schools. School consultations with teaching staff and feedback from parents, led him to create the Super Geek Heroes series to help children develop their learning skills across all seven EYFS development areas for both 30-50 and 40-60 age groups. David has ensured all seven characters interact with children within a familiar nursery setting called "Super School", where educational messaging represents the seven development areas of EYFS. David is also a chancellor for the Children's University in the South West, based at Plymouth University, working closely with learning providers and activity leaders to offer children the widest variety of opportunities. David also works as an ambassador for Kids Out, supporting disadvantaged children to achieve positive experiences in life.



SUPERGEEKISLAND

"Where learning is fun for everyone!"

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