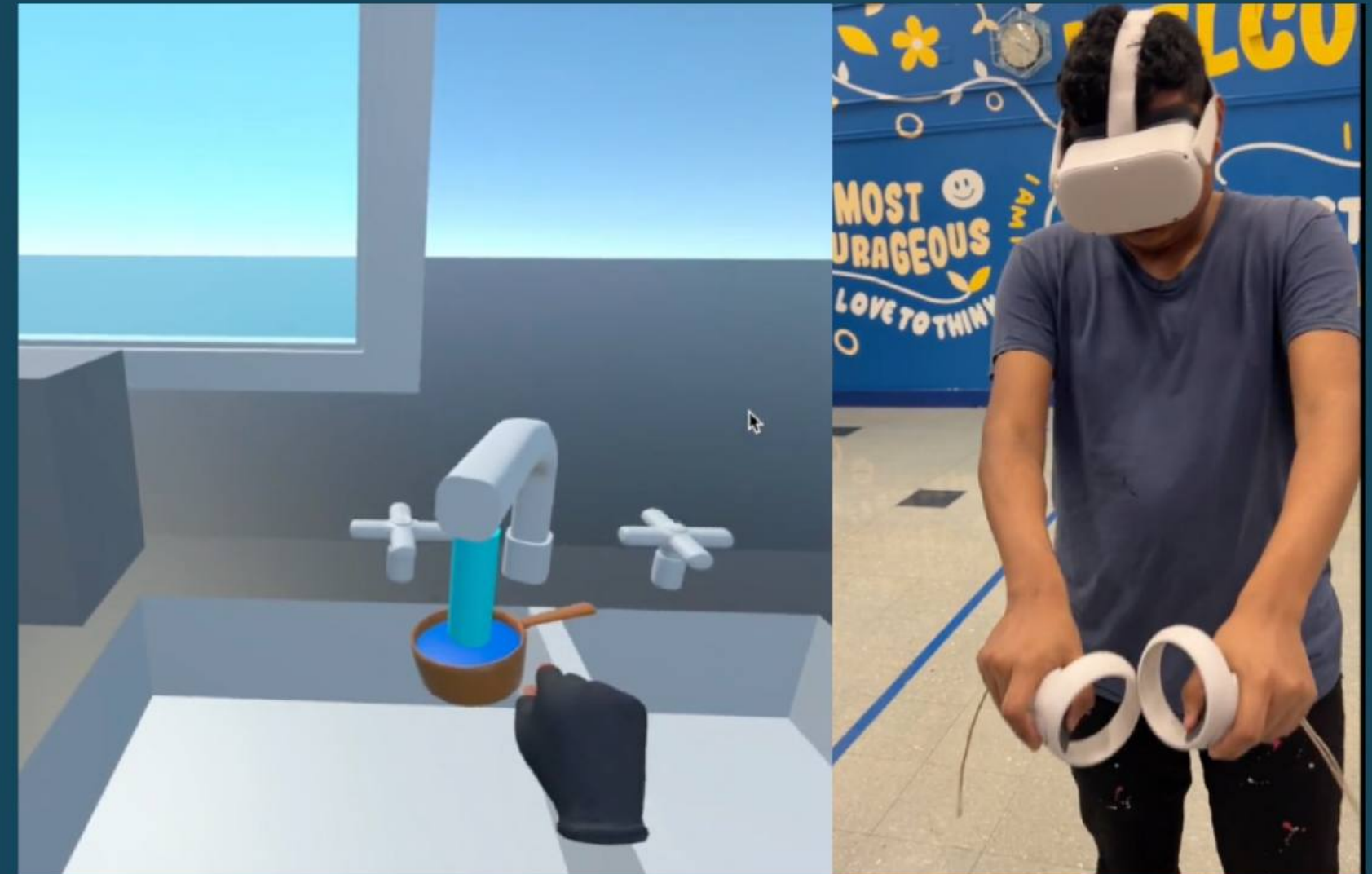




INTERACTIVE LEARNING TOOLS FOOD EDUCATION CASE STUDY PS.12X

Welcome to Foodstream Learn's culinary adventure, where cooking meets VR technology to transform your classroom into a kitchen.





@foodstream_network



THE PROBLEM

Many NYC schools serving children from low income neighborhoods face challenges in understanding the critical role of food, nutrition and health – topics traditionally seen as dull and difficult to teach.



THE SOLUTION

"Cook It!" VR is an innovative, gamified solution turning every classroom into a kitchen. Designed for food educators, it captivates and educates students through safe and immersive VR cooking simulations.

By integrating lessons on food, language, and technology, the game not only makes learning more entertaining but also invites players from diverse backgrounds to explore global culinary traditions together.



ADDITIONALLY

FOR ALL AGES AND ABILITIES

"Cook It!" is designed to be accessible to everyone, including those in wheelchairs, with hearing impairments, or ESL learners, ensuring inclusive education.

CONNECTING CULTURES

"Cook It!" is a community-building tool that uses food's universal appeal to foster connections across generations and cultures, blending cooking with technology to educate and unite.

LITERACY AND HEALTH

"Cook It!" teaches kids literacy by guiding players through interactive recipe reading and educates them on the nutritional value of ingredients.

ACTIVITY AND TEAMWORK

"Cook It!" boosts neurological development with interactive cooking simulations, promotes teamwork, and opens new STEAM career pathways by blending technology with culinary arts.

IMPACT

- Students show marked improvement in understanding and interest in nutrition
- VR provides a safe environment: students embrace reading labels compared to IRL
- 75% recall rate when students are asked to identify location of (and spell) ingredients
- 80% of students (9 out of 12) actively choose to participate in the VR experience
- 100% of students spend over eight mins in the game, often needing encouragement to stop



PARTNEREING FOR SUCCEES

- Foodstream secures funding for game development, teacher training, and program implementation, taking all necessary steps to ensure the program's success.
- This will include collecting data and evaluating the program's outcomes to measure its impact on student learning and health habits.

WE NEED YOUR HELP TO:

- Enable pilot programs in a few schools so that we can continue demonstrate the effectiveness and impact of games for good
- Involve parents and guardians in the process to create a holistic approach to healthier eating habits.
- Promote games to other DoE Food Education vendors.
- Integrate games into the curriculum.



Thank you!

FOODSTREAM CONNECTING FOR GOOD



**food
stream**
NETWORK

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