

Game Builders Academy

Press Release



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East Woods School Adopts Innovative Early Childhood After-School GBA Program

Oyster Bay, NY, October 17, 2008 – The East Woods School has taken the first steps in adopting some innovative teaching techniques in its after-school program that assist young students to learn, retain and appreciate the value of academic basics like math, science, technology and English. A unique, technology-based program currently underway in this prestigious school may determine how many teachers and students alike may experience early childhood education in the coming years.

At this private school in Oyster Bay, Long Island, under the direction of Dr. Nathaniel Peirce, the East Woods School Headmaster, a group of approximately 35 Kindergarten through fourth graders, part of the East Woods New Horizons Program, began an ten-week program in September in Video Game Development. Divided in three classes held once a week for one hour, these students apply their basic math, science, literacy, art and technology skills – as well as logical and critical thinking skills – all while doing something they enjoy: *creating their own video games*. Students are learning, applying what they learn, and having fun doing it.



The innovative *Starburst™* program is provided by Game Builders Academy, a STEM-based educational services company. While a number of public and private schools, college-based youth programs, and summer camps in the Long Island area have already embraced GBA's programs for Grade 5-12 students, many are now starting to take a serious look at this new approach for younger students.

While this unique *Starburst™* Video Game Development program is currently part of an after-school enrichment program, the expectation is to see the program grow throughout the school. GBA's programs can be integrated within a school's regular curriculum, after-school and weekend programs, and summer youth activities.

The New Horizons after-school program at East Woods operates under the direction

of Tom Knight, who constantly seeks and encourages new and exciting programs for East Wood's younger students. The students don't even realize that they are learning and can't wait for their next weekly class.

About Game Builders Academy

Headquartered in Westbury, New York, Game Builders Academy (GBA) is a STEM-based educational services and products provider of innovative, technology-based instruction – primarily for students in grades 5 through 12 – that help students learn, grow, have fun and succeed! GBA's initial instructional programs have been based on video game design and development, and robotics. A GBA *Starburst*[™] offering in video game development was specifically designed for early childhood students in grades K through 4. Additional new programs are continually in development for future release. GBA's clients include public and private schools, college-based youth programs, as well as summer academic camps. Its programs have been integrated within regular and gifted daytime school curricula, after-school and weekend programs, and summer youth activities.

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