

The Green Vale School Renews Technology-Based *Starburst*™ Program



Old Brookville, NY, May 21, 2008 – The Green Vale School has decided to continue for this fall a unique teaching technique in its Lower School Enrichment Program to assist young students learn, retain and appreciate the value of academic basics like math, science, technology and English. An innovative program, initiated this past winter and repeated this spring in this prestigious school, may determine the way many students may experience early childhood education in the coming years.



At The Green Vale School in Old Brookville on Long Island, a group of kindergarteners, 1st and 2nd graders, part of Green Vale's Lower School Enrichment Program, completed a spring program today in Video Game Development.



Once a week for one hour, these 16 students applied 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 were learning, applying what they learned, and had fun doing it.

This innovative *Starburst*™ program, the first of its kind in a school on Long Island, was provided by a young STEM-based educational services company called Game Builders Academy. While a number of college-based youth programs, summer camps, and public and private schools in the area have already embraced GBA's programs for Grade 5-12 students, some schools are now starting to take a serious look at this new approach for younger students as well. Many in education believe this will be how education will be taught in the future. If a school waits too long to incorporate this type of innovative learning, it may be left behind.

Game Builders Academy™

While this unique *Starburst*™ Video Game Development program has been part of an enrichment program, it was simply the easiest way to incorporate this new teaching concept at Green Vale. The expectation is to see the program eventually grow throughout the school. GBA's programs can be integrated within a school's regular, gifted, after-school, weekend, and summer academic programs.



The students are thrilled and proud to direct family and friends to view and play their completed video games, which are posted on GBA's website upon completion of the program.

The Green Vale School constantly seeks new, exciting and innovative programs for its students. The students don't even realize that they are learning. Instead, they can't wait for their next class. The Green Vale School has indicated that GBA's successful *Starburst*™ Video Game Development program will likely remain an integral part of its enrichment program going forward.

About GBA...

Headquartered in Westbury, New York, Game Builders Academy (GBA) is a STEM-based educational services and products provider of innovative, technology-based instructional tools – primarily for students in grades 5 through 12 – that help students learn, grow, have fun and succeed! GBA's initial instructional tools have been based on Video Game Design and Development. Robotics and Music Meets Science will be introduced this summer. A new GBA *Starburst*™ offering in video game development is now available, specifically designed for early childhood students in grades K through 4. Additional new programs are in development for future release. GBA's clients include public and private schools, summer camps, as well as college-based youth programs. For more information, contact: Game Builders Academy, 35 Lacey Lane, Westbury, NY 11590, (516) 629-5333, info@gbalearning.com, www.gbalearning.com.

Helping children learn, grow, have fun and succeed!

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