

**foodstream**  
NETWORK

# Learning They Love

Nurturing Health. Inspiring Change



CASE STUDY P.12X – JUNE'24



# ADDRESSING EDUCATIONAL GAPS



Many NYC schools struggle with math and english proficiency, particularly in low-income neighborhoods, where understanding food, nutrition, and health is also challenging. These topics are often seen as dull and difficult to teach.

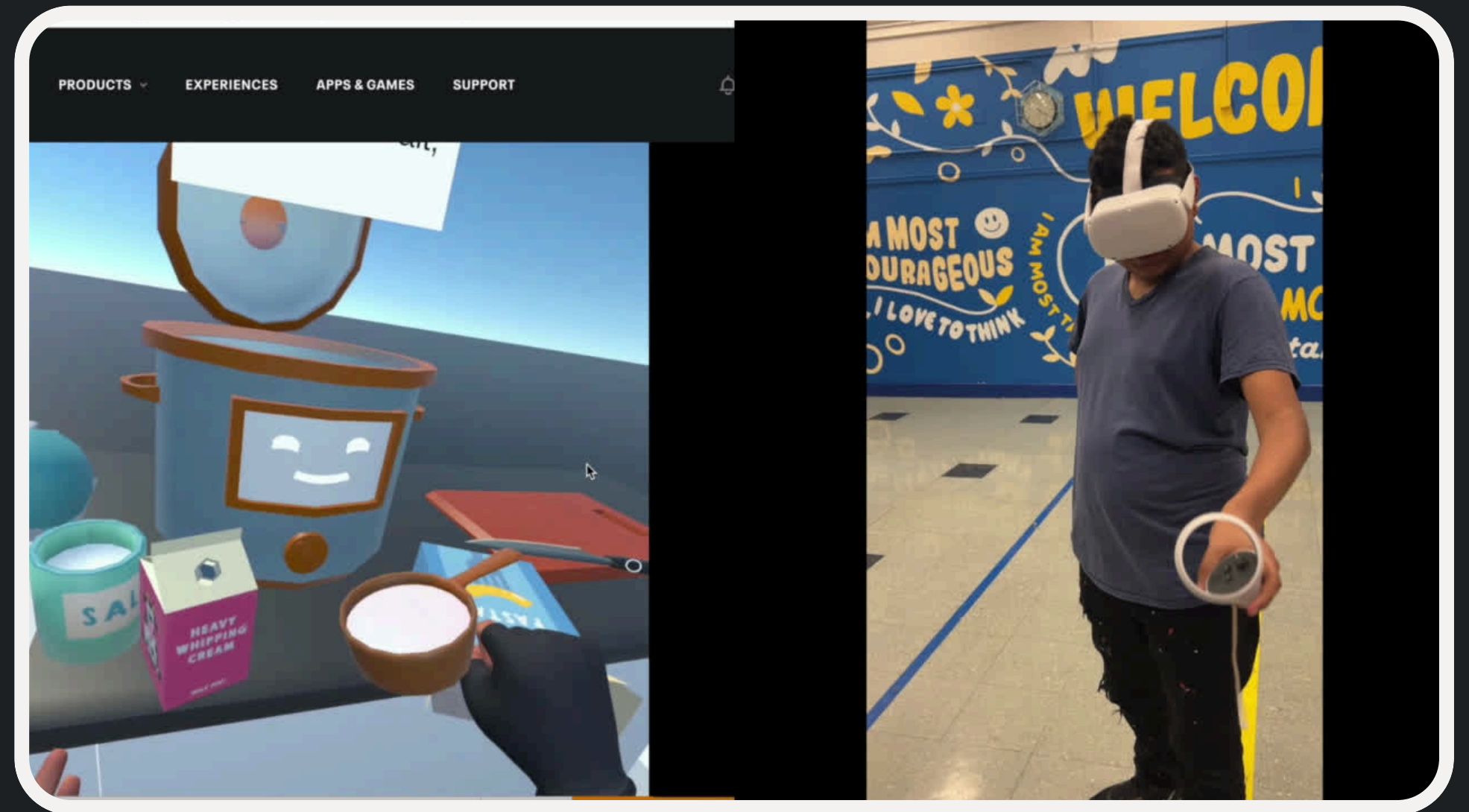
# MEET COOKIT!



Convert any classroom into a kitchen. Unleash the learning power of experience, excursion and immersion with CookIt! An all-in-one gamified immersive VR solution for math, literacy and the development of healthy eating habits.

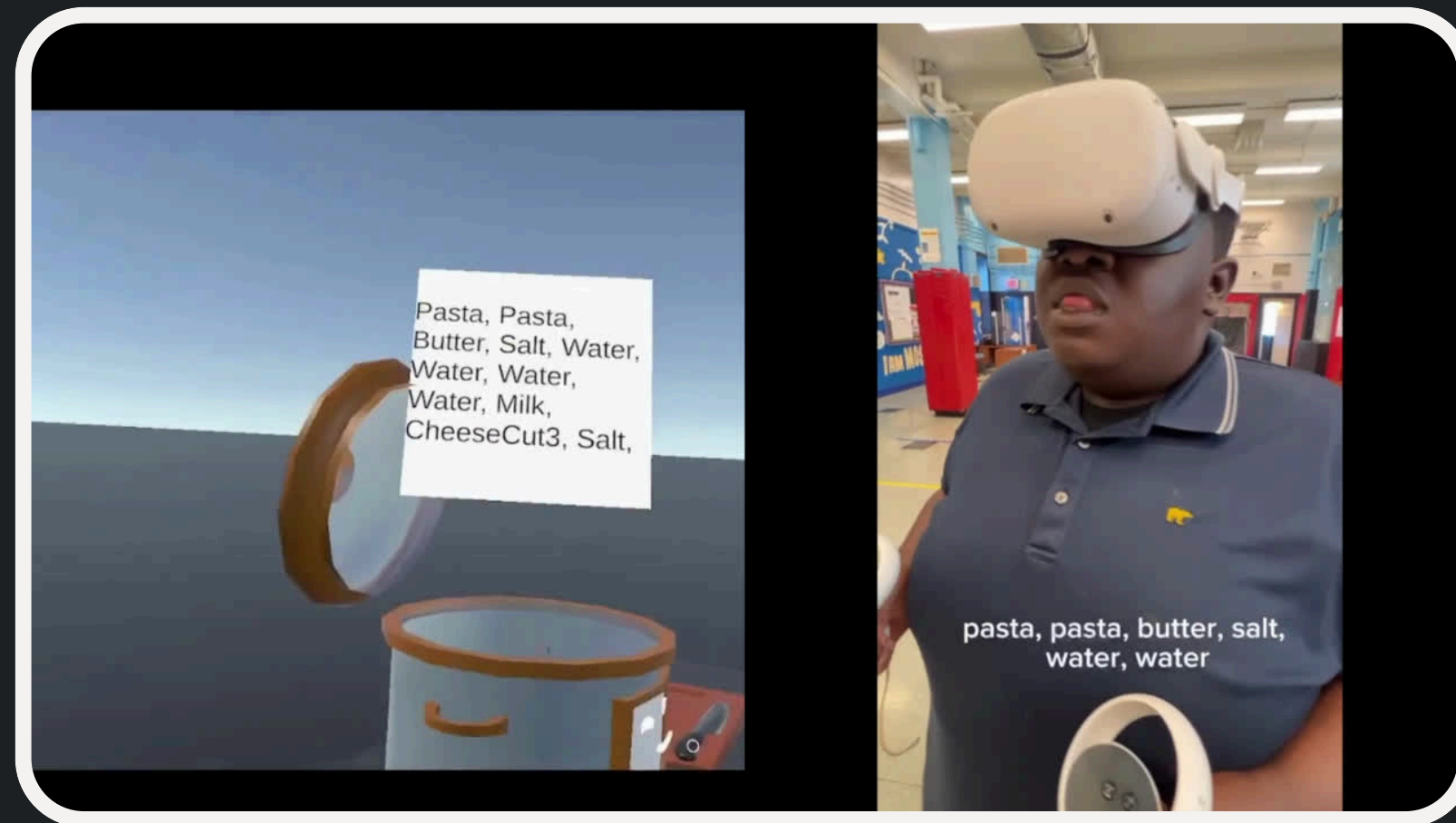
# BRIDGING GAPS WITH VR LEARNING

"CookIt! VR is designed for food educators, captivating and educating students through safe, immersive cooking simulations. By integrating lessons on food, language, math, and technology, the game makes learning entertaining while inviting players from diverse backgrounds to explore global culinary traditions together."



CASE STUDY VIDEO P.12X MAY 2024

# STRENGTHENING LITERACY, MATH, AND NUTRITION SKILLS

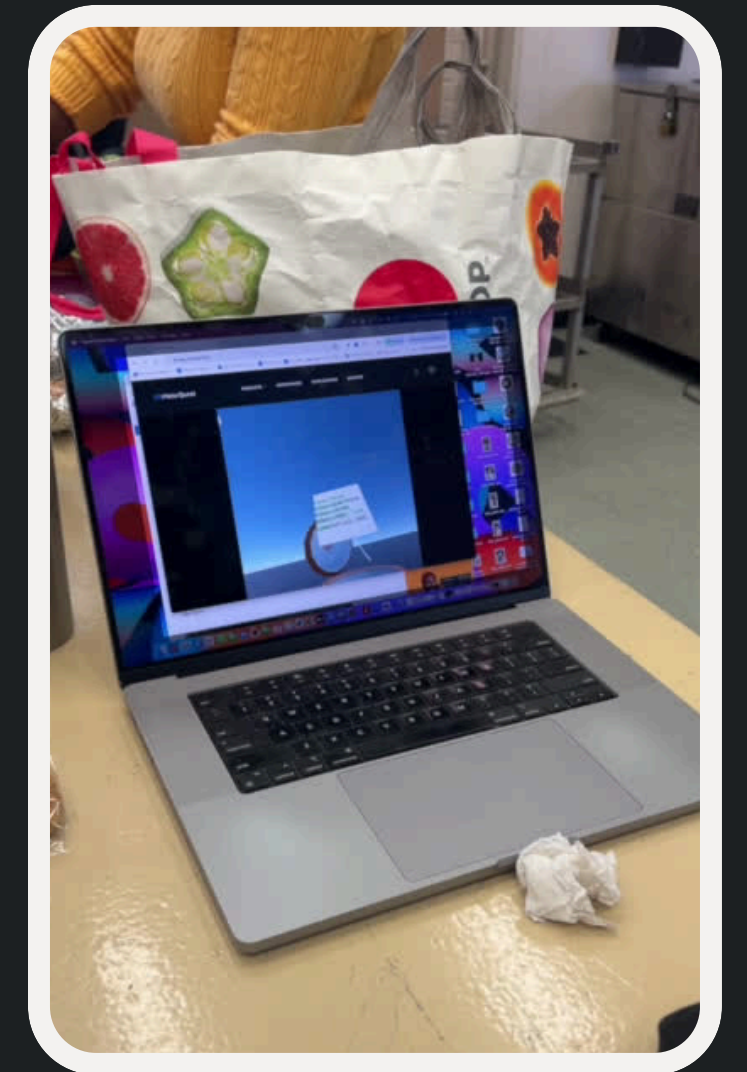


CookIt! strengthens kids' literacy and math skills through recipe reading, measuring, counting, and fractions, while educating them on the nutritional value of ingredients.

CASE STUDY VIDEO P.12X MAY 2024

# ACTIVITY AND TEAMWORK

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



CASE STUDY VIDEO P.12X MAY 2024

# DIVERSITY, EQUITY, AND INCLUSION



## FOR ALL AGES AND ABILITIES

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

## CONNECTING CULTURES

"CookIt!" 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.

# SUMMARY OF BENEFITS AND OUTCOMES

- Strengthens Math Skills: Students enhance their math abilities through recipe reading, measuring, counting, and fractions
- Improves Nutrition Understanding: Students show marked improvement in understanding and interest in nutrition
- Safe Learning Environment: VR provides a safe space where students are more likely to read and understand labels compared to real life
- High Recall Rate: 75% of students can accurately identify and spell ingredients
- Active Participation: 9 out of 12 actively choose to participate in the VR experience
- Engaging Gameplay: 100% of students spend over eight minutes in the game



## PARTNERING FOR SUCCESS

- Foodstream secures funding for game development, teacher training, and program implementation, ensuring program success through data collection and evaluation to measure its impact on student learning and health habits.

## WE NEED YOUR HELP

- Enable testing among key educators and integrate curriculum into the experience
- Select public schools for pilot program, demonstrating the effectiveness and impact on core skills, nutrition, and other benefits
- Involve parents to create a holistic approach
- Promote the games to other food education vendors

# Thank you!

FOODSTREAM CONNECTING FOR GOOD



**food**  
**stream**  
NETWORK

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