Once upon a time little Mason went to school, he was full of wonder, curiosity, imagination and loved solving problems … he was intelligent in oh so many ways that his parents and every play-based educator said to him – ‘this kid’s going places’. Mason was good at solving problems and he couldn’t wait to show his new teacher how well he could problem solve and design new technologies.

Sadly, as day 1 flowed into day 2 and week flowed into week Mason didn’t get his chance, his teacher was from the Factory Model of education, she kept putting pieces of paper in front of him, he kept getting tests and boring old worksheets about his reading, writing and math’s … no one cared about his creativity, his amazing ability to solve problems, his ability to dream and collaborate with his friends. He was told exactly how to solve each problem and then made to remember funny little facts he would probably never need to use. Even when he went to paint, he was asked to paint his picture like all the rest of his friends– he was soooo bored he thought his brain might melt.

Many years later, frustrated and angry with his experience of being a student, Mason became a teacher, he couldn’t wait to show children that there was a world beyond the surface level, rinse and repeat nature of Factory Model schooling. He knew there had to be a better was. As he went through text book after text book, and lecture after lecture he became more and more desperate. He couldn’t let his student’s go through what he had, he just couldn’t bare it.

Not long into his career he finally made a discovery of a life time – it changed everything! He discovered a new, fun, meaningful way to reach his students - a superpower, a way of teaching that gave students skills that were actually valuable in the 21st century… it was so revolutionary that not many schools knew about the amazing research being done for teaching 21st century fluencies. He started using this research and linked it together with gamification, his classroom was abuzz, students were full of joy and wonder. They worked hard and became so passionate about their learning they wanted to stay in at lunch and after school.

His fellow educators saw this change and wanted desperately to know how he had made such an impact. But schools were still crowded with fixed mindsets and ways that were hard to shake.

And then … Mason had an idea – ‘lets build our own, new way of educating 21st century children that can be used in ANY classroom or home. Let’s help the fixed mindsets and guide our outdated schooling system into an exciting and fun new era for learning – lets let kids play as they learn, as they naturally do best!’

‘Let’s craft a new way of schooling – Skoolcraft!’