



# Playful Learning Part 1

## The Unrealized Superpower Of Games

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LEARNING  
**games**  
NETWORK

[bit.ly/edgameratice](https://bit.ly/edgameratice)



# The power of game-based learning



Let's play!



# Kahoot!

**Game pin**

**Enter**

# Games and Learning



What is it?



# Definition:

“Game-based learning (GBL) is a form of learning where students may learn by trial and error, by role-playing and by treating a certain topic not as ‘content’ but as a set of rules, or a system of choices and consequences.”

# Why games?

Games are ideal  
learning environments

As a planet,  
we spend 3 billion  
hours a week playing  
video and computer  
games.



# Innovative Learning Environments Project



Centre for Educational Research and Innovation

# 7 Essential Principles of Innovative Learning

1 Learners at the center

The social nature of learning

2

3 Emotions are integral to learning

Recognize individual differences

4

5 Stretching all students

Assessment *for* learning

6

7 Building horizontal connections

# Dr. James Paul Gee

- Link to ICE Symbaloo



# Dr. James Paul Gee

- A test for completing *Halo*?

# *Civilization*

- *Civilization* is very complex
- *Civilopedia*
- [Link](#) to ICE Symbaloo

# Civilization Chart Pg.1

[illegible]



# Civilization Chart Pg. 2

## Civilization Worksheet (Page 2)

[illegible]

# Example (Lifehacker Article)

- Role-Playing Games
  - Dungeons and Dragons
- Playing Cultivates Creativity & Storytelling
- Level Up Social Skills
- Teamwork and Cooperation
- Problem Solving
- Playing is Fun

# PBS Idea Channel

- Can Dungeons & Dragons Make You A Confident & Successful Person?
- [Link](#) to ICE Symbaloo

# Example (2machines Article)

- Minecraft
  - Open-Ended Sandbox
  - Creativity
  - Social Skills
  - Exploration
  - Teamwork and Cooperation
  - Problem Solving
  - Playing is Fun

# Minecraft Example

- Roman City
- [Link](#) to ICE Symbaloo















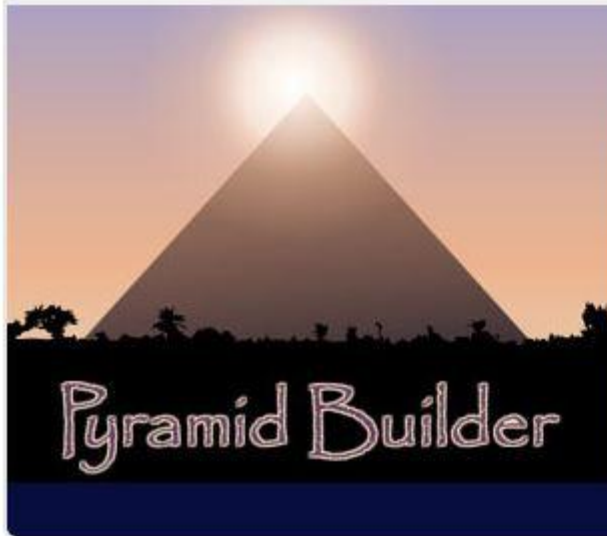


Let's play!

## History

[Ancient History](#) | [British History](#) | [World Wars](#) | [Historic Figures](#) | [Family History](#) | [Hands on History](#) | [History for Kids](#) | [On This Day](#)

### Pyramid Challenge



Journey back four and a half thousand years to Egypt's Old Kingdom, to the Pyramid Age.

As the vizier, or head of state, you are about to undertake the building of the king's pyramid.

Have you got what it takes to be a pyramid builder?

[Launch the game](#)



[More Egyptians](#)

#### Hands on History: Ancient Britain



Travel back in time to **Ancient Britain** and create your own stone circle.

#### Hands on History: Roman Britain



Eric (voiced by Daniel Roche) visits **Roman Britain**, where he lives a life of privilege.



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# Pyramid Challenge simulation

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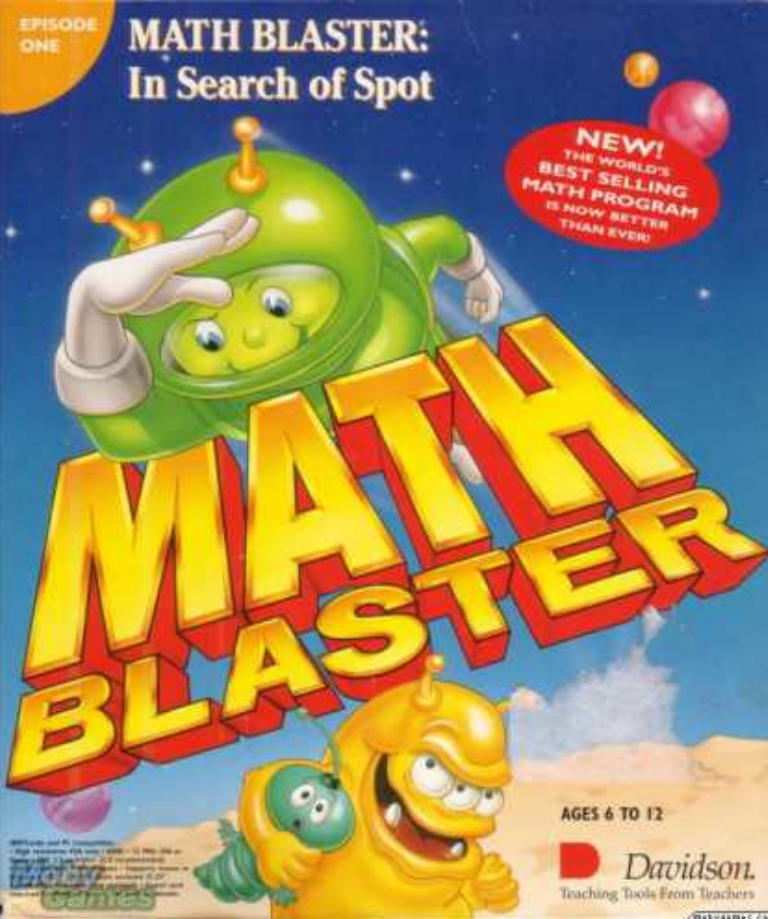
# Types

- COTS (Commercial Off-The-Shelf)
- Educational
- Long form
- Short form



# Short-Form Games

- fit into a single class period
- typically focus on a specific concept or skill



Activity Options Subject Level Help



drill & practice

# Specific Math Facts

Sometimes short-form  
games can teach many  
goals

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# Pyramid Challenge simulation



Geography

Belief Systems

Science and Math

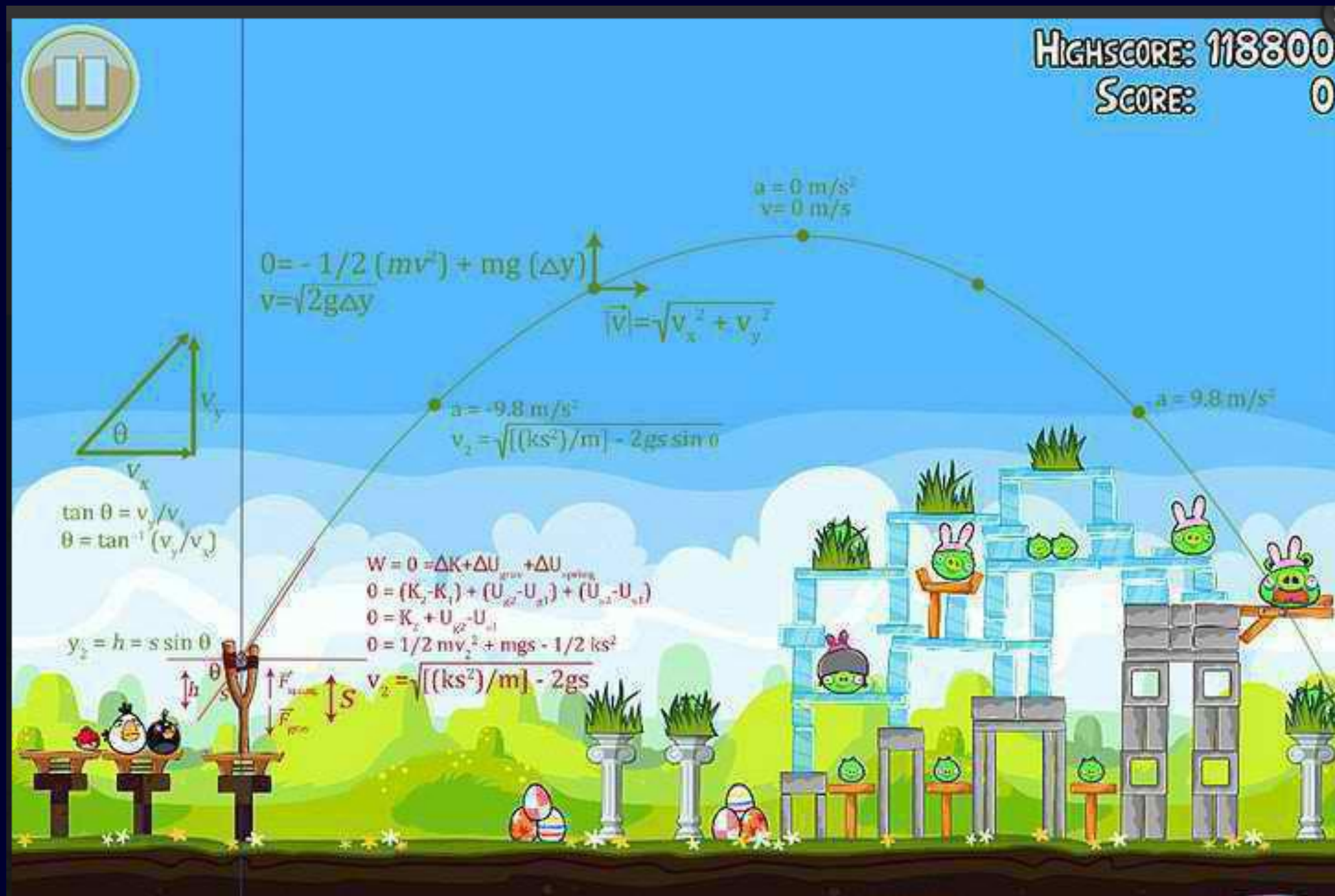
Social Classes

Resources

# ANGRY BIRDS







Physics

Math

Strategic Thinking and Planning

Social Classes

Resources

# Long-Form Games

- extend to multiple sessions or even weeks
- focus on developing concepts and 21st century skills
- performing better than lectures...

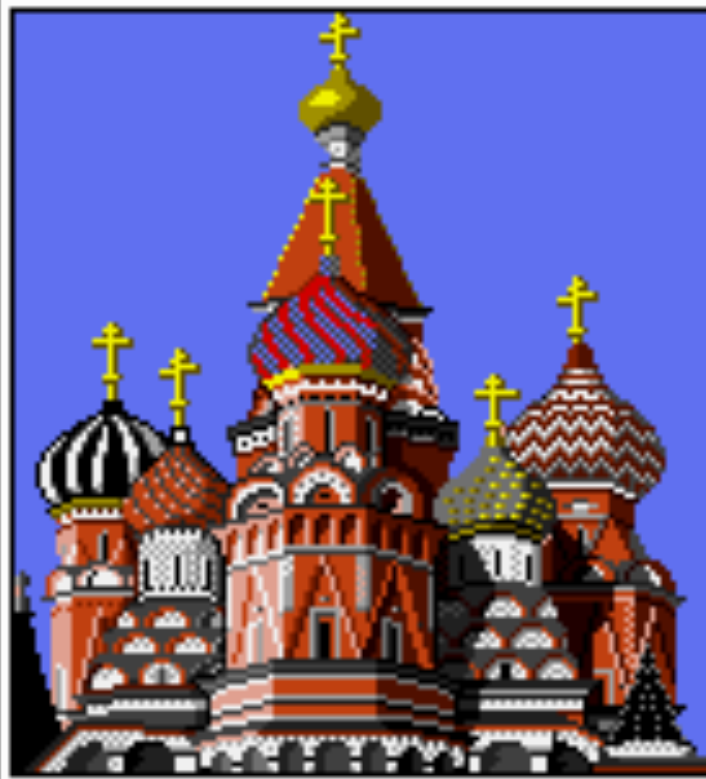
Long-form games have  
a better chance to  
teach many goals





Game Options Acme Dossiers

Moscow  
Monday, 9 a.m.



Moscow, with a population of about 9 million, is the largest city in the Soviet Union. A Moscow landmark is St. Basil's, a famous church on Red Square.





# The Oregon Trail

You may:

1. Travel the trail
2. Learn about the trail
3. See the Oregon Top Ten
4. Turn sound off

What is your choice?



History

Geography

Culture



# SID MEIER'S CIVILIZATION IV





# Civilization Chart Pg.1

## Civilization

[illegible]

# Civilization Chart Pg. 2

## Civilization Worksheet (Page 2)

[illegible]

ethical  
thinking



  
QUANDARY

In *Quandary*, players must make difficult decisions in which there are no clear right or wrong answers but important consequences – to themselves, to others in the colony and to the planet Braxos. In their interactions with other settlers in the colony, players must consider facts, opinions and solutions, just like in real life.

Problem Solving

Research

Strategic Thinking and Planning

Decision Making

Ethics



# SIMCITY™

RESUME

Pharqyeah

PLAY

SIMCITY WORLD

Send us your best cities!

COMMUNITY

FIND OUT MORE ▶



CITYLOG



- Motivates students to participate in systemic changes that will create a more sustainable future (changing society not just personal behaviors).
- Prepares students to build effective coalitions
- Engages students in civil discourse/ communications that lead to more effective decisions
- Catalyzes collective actions.

Sustainability Improves Student Learning (SISL)

<http://serc.carleton.edu/sisl/activities/71346.html>

- It advances students and encourages self-reflection and personal and development of their voice for solving societal challenges.
- Promotes creative visioning around sustainable futures.
- In SimCity the students also learn about:
- Cultures
- Cycles & Systems
- Design & Planning

Sustainability Improves Student Learning (SISL)

<http://serc.carleton.edu/sisl/activities/71346.html>

- Ecosystem Health
- Energy
- Ethics
- Food Systems & Agriculture
- Future Studies & Visioning
- Human Impact & Environmental Footprint
- Health

Sustainability Improves Student Learning (SISL)

<http://serc.carleton.edu/sisl/activities/71346.html>

- Lifestyles & Consumption
- Natural Resources
- Pollution & Waste
- Social & Environmental & Well-being
- Climate Change
- Sustainability Concepts & Practices
- Water & Watersheds

Sustainability Improves Student Learning (SISL)

<http://serc.carleton.edu/sisl/activities/71346.html>

What are the  
obstacles?

- Testing
- Federal and State initiatives
- Technology
- More students and less resources
- More to do and less time





beta.

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