



# Playful Learning Part 2

## Finding The Best Classroom 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

If you attended part 1,  
then you know games  
can bring superpowers  
to your classroom.



What are the  
obstacles?

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

# Using games in the classroom



Allow the game to be played outside of school.





Use games as preparation for future learning.





Let the students demonstrate expertise.



Use games as pre-assessments.





Be clear about the learning objectives.





Identify the precise role to be played by using the game in achieving the learning goals.



Use the parts of the game that work for you.





Allow sufficient time to become familiar with the game—for you and your students.





Build in time for review and reflection.

# Gamification

game-based learning

Adding game mechanics to encourage learning











# Selecting a game:

- suitable for your students?
- what elements of the game support your educational goals?
- would your students be motivated to use it?

# Types of games when searching-

- 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

# Long-Form Games

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

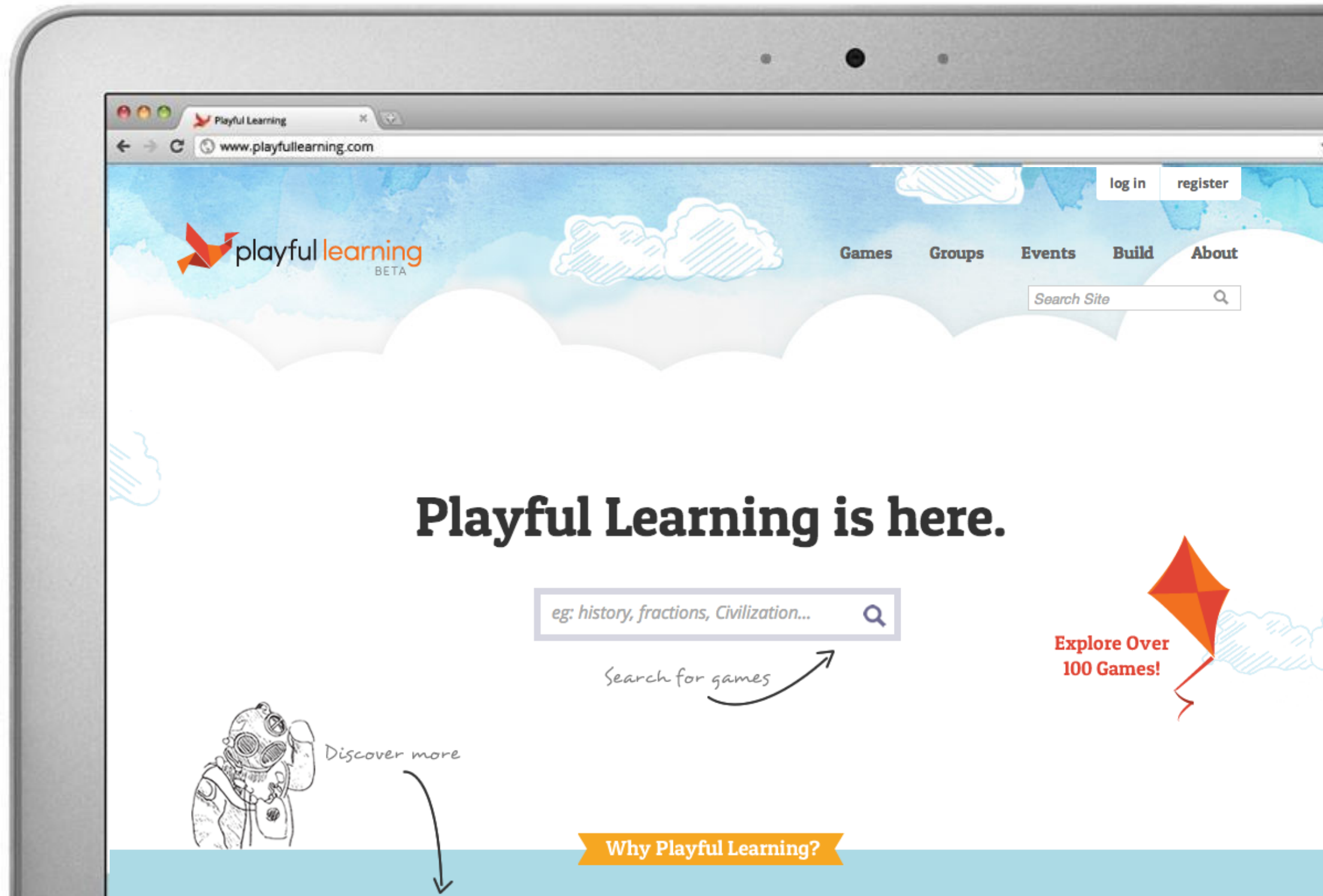
Long-form games have  
a better chance to  
teach many goals

# Resources



playful learning

# Platform





beta.

playful learning  
.com

**@playfullearn**





HELP US DESIGN  
PLAYFUL LEARNING



# Platform

## Teachers, meet Graphite.

Find the best apps, games, websites, and digital curricula rated for the classroom

From  
**common sense**  
media

The screenshot displays the Graphite website, a platform for finding educational resources. At the top, the 'common sense' logo is visible, along with a 'LOGIN' link. The main navigation bar includes 'Home', 'Reviews and Ratings', 'Top Picks', and 'Meet Our Teachers'. A welcome message and 'Sign In'/'Sign Up' buttons are present. Below the navigation, there are filters for 'SUBJECTS' (Language & Reading, Math, Science, Social Studies, Arts, Hobbies), 'GRADES' (Pre-K, K, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12), 'PRICE' (Free, Free to Try, Paid), and 'TYPE' (Apps, Console and PC Games, Websites). The main content area features several review cards. The first card is for 'Mangahigh.com', described as an 'Intuitive teacher dashboard layered on sometimes stale math games', with a 'LEARNING RATING' of 4 stars and a 'TEACHER RATING' of 5 stars. The second card is for 'WordWit', described as a tool to 'Expand vocabulary and understand commonly confused words', with a 'LEARNING RATING' of 4 stars and a 'TEACHER RATING' of 5 stars. The third card is for 'BrainPOP Jr.', described as 'Top-notch educational videos a boon for elementary school teachers', with a 'LEARNING RATING' of 5 stars and a 'TEACHER RATING' of 4 stars. Other cards include 'Gamstar Mechanic' (Excellent Introduction to Game Design), 'Tech to Build Vocabulary' (Introduce students to new and relevant words), 'Laura Oak Lawn Middle School' (Teacher Profile), and 'Starter App and Website Tools for 1:1 Programs' (Introducing iPads or Android tablets into your classroom?).

# Platform

Start browsing for hundreds of lesson plans and teaching tools right now. It is totally FREE!

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or

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Funded by

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Search for Lesson plans and teaching tools



[CREATE YOUR OWN](#)

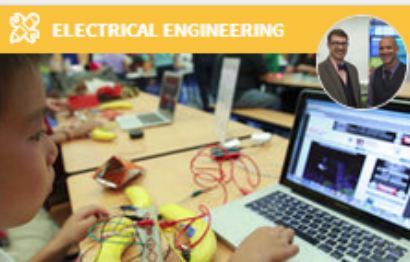
TEACH [ALL SUBJECTS](#) [K-12](#) WITH [ALL TOOL TYPES](#) [ALL PLATFORMS](#)

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Learn how to create **backpacks** and maximize your **Educade** experience by saving and organizing the best content for you.

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LESSON PLAN:

USE MAKEY MAKEY TO DESIGN A VIDEOGAME CONTROLLER

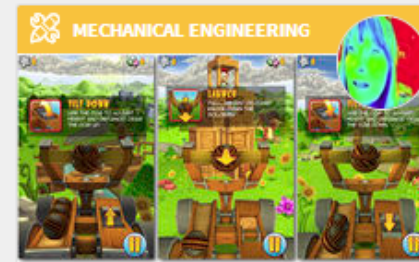
[PLATFORM](#) [TYPE](#) [LIKE](#) [SHARE](#)



LESSON PLAN:

RE-WRITE AND PERFORM A SONNET WITH THE SONNETS BY WILLIAM SHAKESPEARE

[PLATFORM](#) [TYPE](#) [LIKE](#) [SHARE](#)



LESSON PLAN:

CATAPULT KING AND MOTION

[PLATFORM](#) [TYPE](#) [LIKE](#) [SHARE](#)



TEACHING TOOL:

ANCIENT INVENTIONS

[PLATFORM](#) [TYPE](#) [LIKE](#) [SHARE](#)



edgamer.edreach.us  
@EdGamer



# Genres

- Simulation
- Creation
- Puzzle/Strategy
- Drill and Kill
- Sandbox (Open World)
- Tabletop (Board, Card, and Role-Playing)
- RPG Digital (Role-Playing Game)
- Many more.....



# SID MEIER'S CIVILIZATION IV



simulation



# Civilization Chart Pg.1

## Civilization

[illegible]



# Civilization Chart Pg. 2

## Civilization Worksheet (Page 2)

[illegible]



simulation/strategy





simulation/strategy





simulation



# Brain POP<sup>®</sup>



# simulation



simulation/rpg



# History

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

## Mummy Maker



Enter the embalmer's workshop, where you are to prepare the body of Ramose, officer to the king, for burial. The chief embalmer, Kha, will be watching your work closely.

Complete your task perfectly, or he will be denied paradise.

[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.

# simulation

## 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



# 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?



simulation



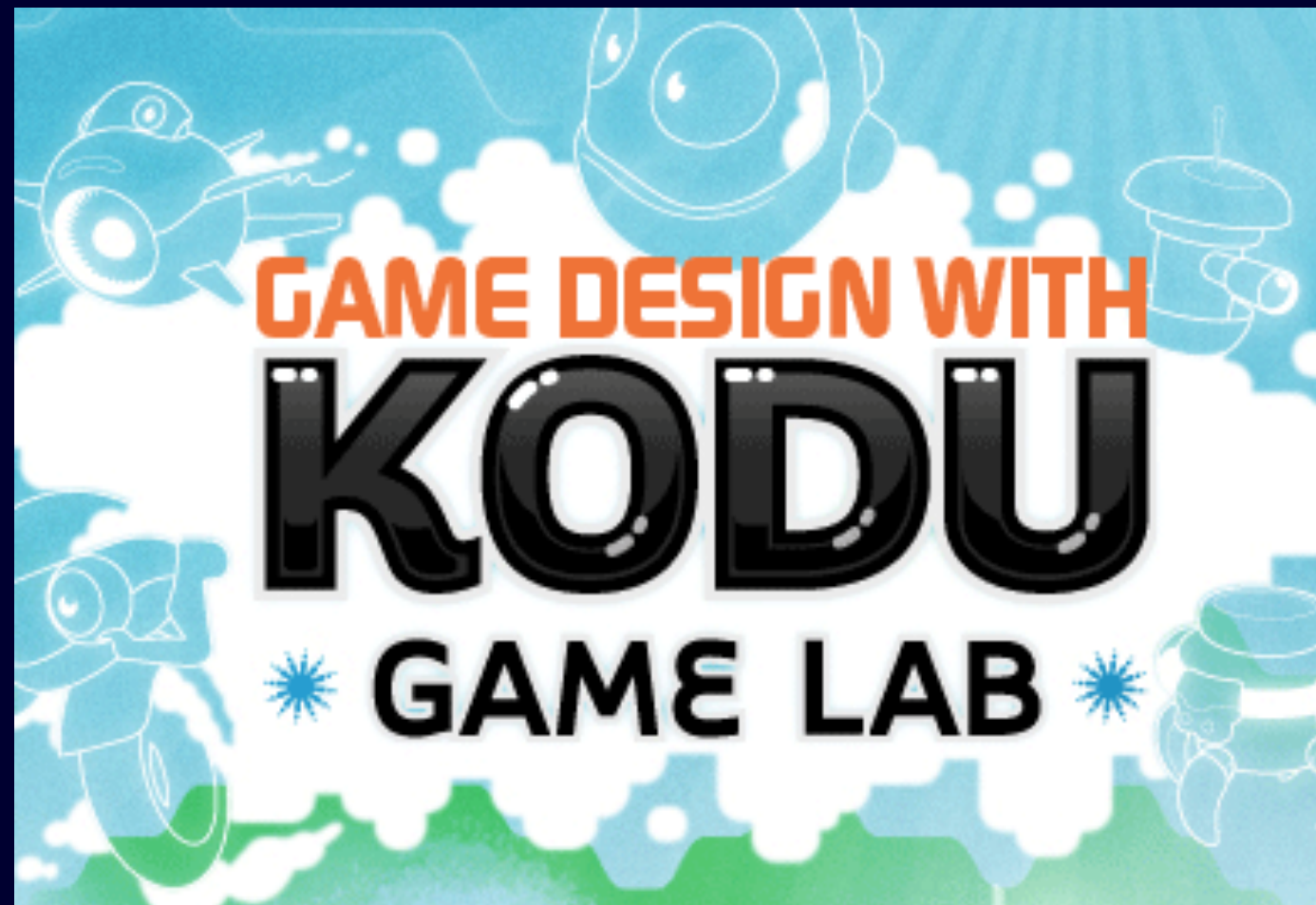
simulation



ethical  
thinking



  
QUANDARY



creation





## GameMaker: Studio

GameMaker: Studio caters to entry-level novices and seasoned game development professionals equally, allowing them to create cross-platform games in record time and at a fraction of the cost!

In addition to making games development 80 percent faster than coding for native languages, developers can create fully functional prototypes in just a few hours, and a full game in just a matter of weeks.

Download  
FREE Now



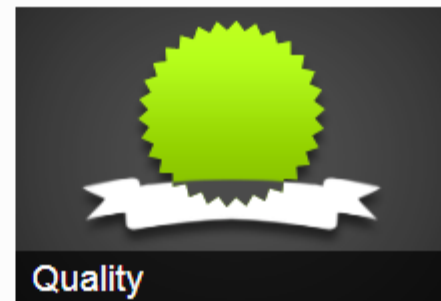
### Key Features



Workflow



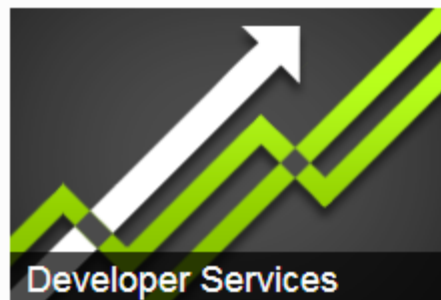
Multiformat Export



Quality



Performance



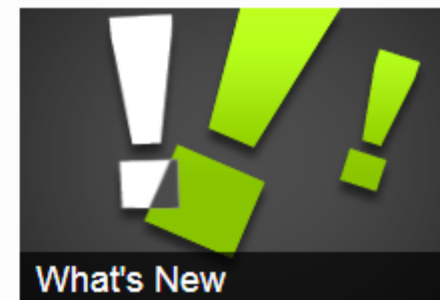
Developer Services



Collaboration

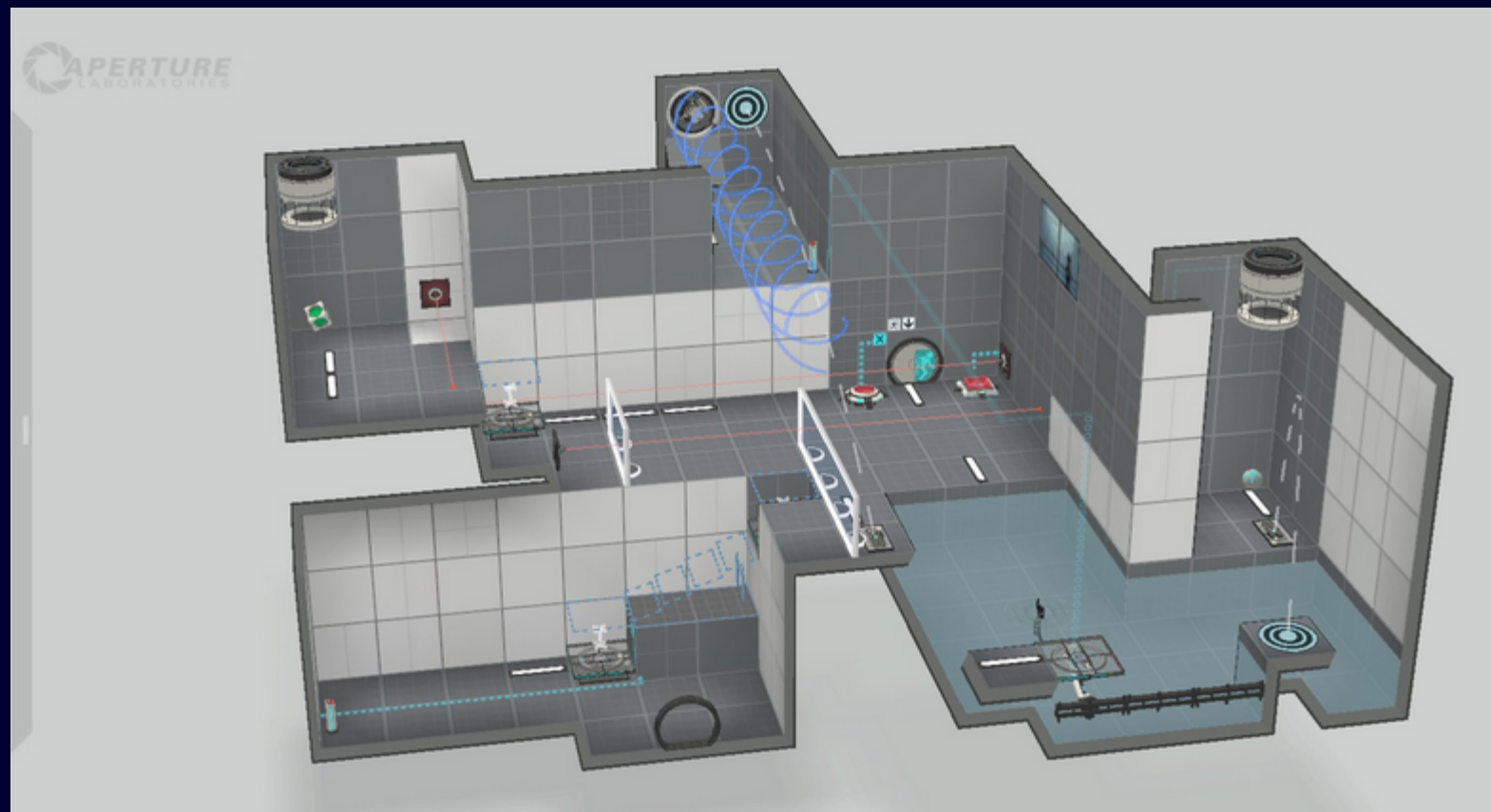


Marketplace



What's New

creation



# creation

# Scratch@MIT

MIT Media Lab  
August 6-9, 2014



creation





strategy





strategy



# foldit

Solve Puzzles for Science



puzzle/strategy





puzzle





**Target: 15000**

**89:29**


**Score:**  
**15015980**





puzzle





# STUDY ISLAND

Student, Sally - Wed 11/24/2010

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[My High Scores](#)  
[High School Site](#)

**Instructions**

[Main](#) |
 **[Math](#)** |
 [Reading](#) |
 [Science](#) |
 [Math \(Common Core\)](#) |
 [ELA \(Common Core\)](#)

**8th Grade - MD School Assessments (MSA) Preparation** [Start Studying →](#)

	Title	Your Results Items:Score	Passing Goal Items:Score	Grade	
<b>Math</b>					
<b>1. Knowledge of Number Relationships &amp; Computation/Arithmetic (Standard 6.0)</b>					
<input checked="" type="checkbox"/>	a. Compare and Order Numbers - <a href="#">lesson</a>	0 : -	10 : 70%	-	Objective
<input type="checkbox"/>	b.  Compute with Integers - <a href="#">lesson</a>	10 : 80.0%	10 : 70%	P	Objective
<input type="checkbox"/>	c.  Exponents - <a href="#">lesson</a>	10 : 90.0%	10 : 70%	A	Objective
<input type="checkbox"/>	d.  Square Roots - <a href="#">lesson</a>	15 : 93.3%	10 : 70%	A	Objective
<input type="checkbox"/>	e. Properties of Arithmetic - <a href="#">lesson</a>	0 : -	10 : 64%	-	Objective
<input type="checkbox"/>	f.  Rate, Proportions, and Percents - <a href="#">lesson</a>	10 : 30.0%	10 : 62%	B	Objective
<input type="checkbox"/>	Rates, Ratios, Proportions, and Percents - <a href="#">lesson</a>	21 : 28.6%	10 : 69%	B	
<input type="checkbox"/>	g. Real World Problems - <a href="#">lesson</a>	0 : -	10 : 70%	-	Objective
<input type="checkbox"/>	h. Exponential & Scientific Notation - <a href="#">lesson</a>	0 : -	10 : 63%	-	Objective
<b>2. Knowledge of Algebra, Patterns, &amp; Functions (Standard 1.0)</b>					
<input type="checkbox"/>	a. Patterns - <a href="#">lesson</a>	6 : 83.3%	10 : 65%	A	Objective
<input type="checkbox"/>	b. Linear vs. Nonlinear Equations - <a href="#">lesson</a>	0 : -	10 : 70%	-	Objective
<input type="checkbox"/>	c. Algebraic Expressions - <a href="#">lesson</a>	0 : -	10 : 60%	-	Objective
<input type="checkbox"/>	d. Order of Operations - <a href="#">lesson</a>	0 : -	10 : 70%	-	Objective
<input type="checkbox"/>	e. Linear Equations & Inequalities - <a href="#">lesson</a>	0 : -	10 : 62%	-	Objective
<input type="checkbox"/>	f. Graph Inequalities	0 : -	10 : 70%	-	Objective
<input type="checkbox"/>	g. Graph Linear Equations - <a href="#">lesson</a>	0 : -	10 : 63%	-	Objective
<b>3. Knowledge of Statistics (Standard 4.0)</b>					
<input type="checkbox"/>	a. Interpret Graphs - <a href="#">lesson</a>	0 : -	10 : 68%	-	Objective

**Reports**

[Math Report](#)  
[Reading Report](#)  
[Science Report](#)  
[Math \(Common Core\) Report](#)  
[ELA \(Common Core\) Report](#)  
[Summary Report](#)

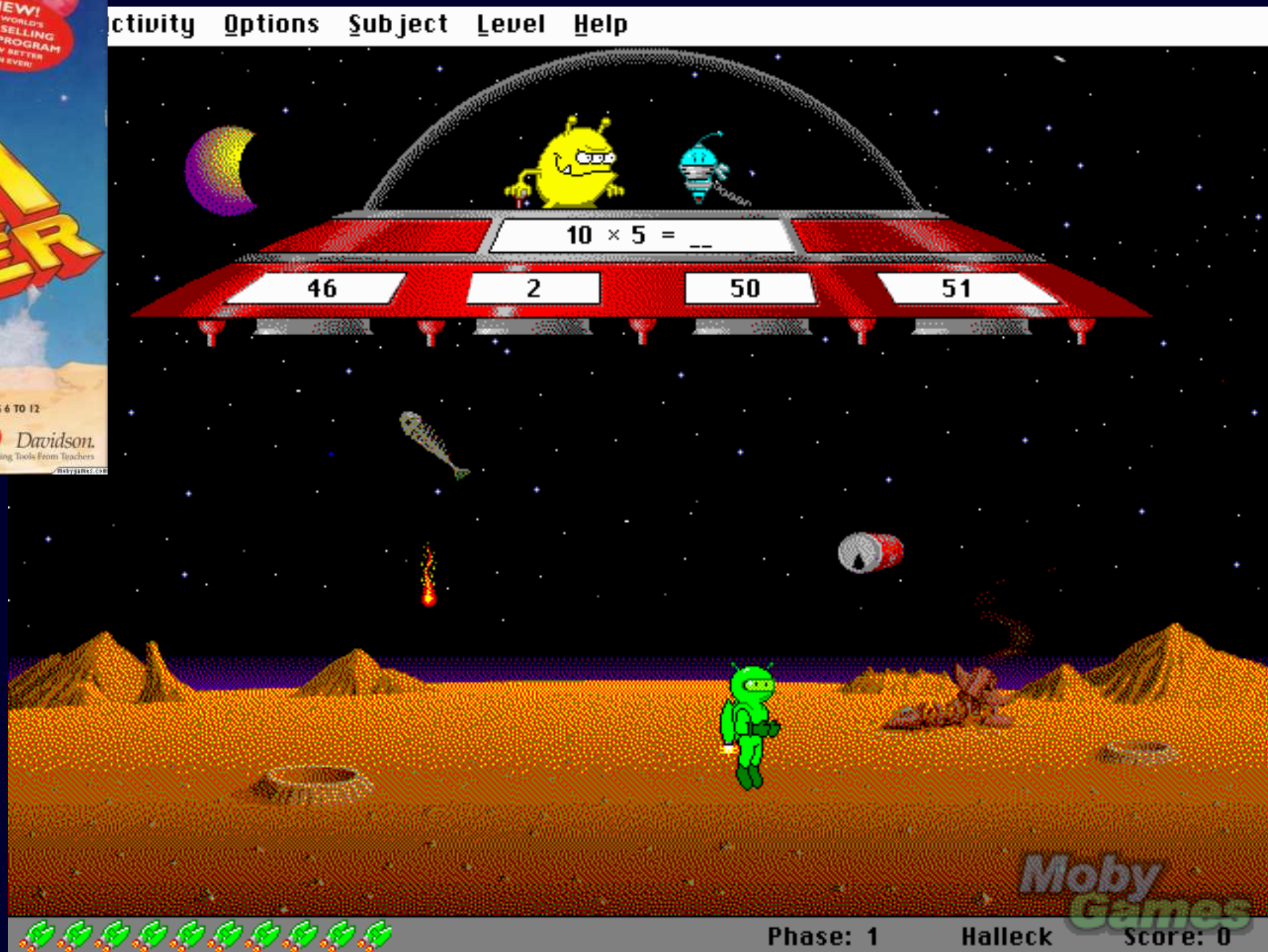
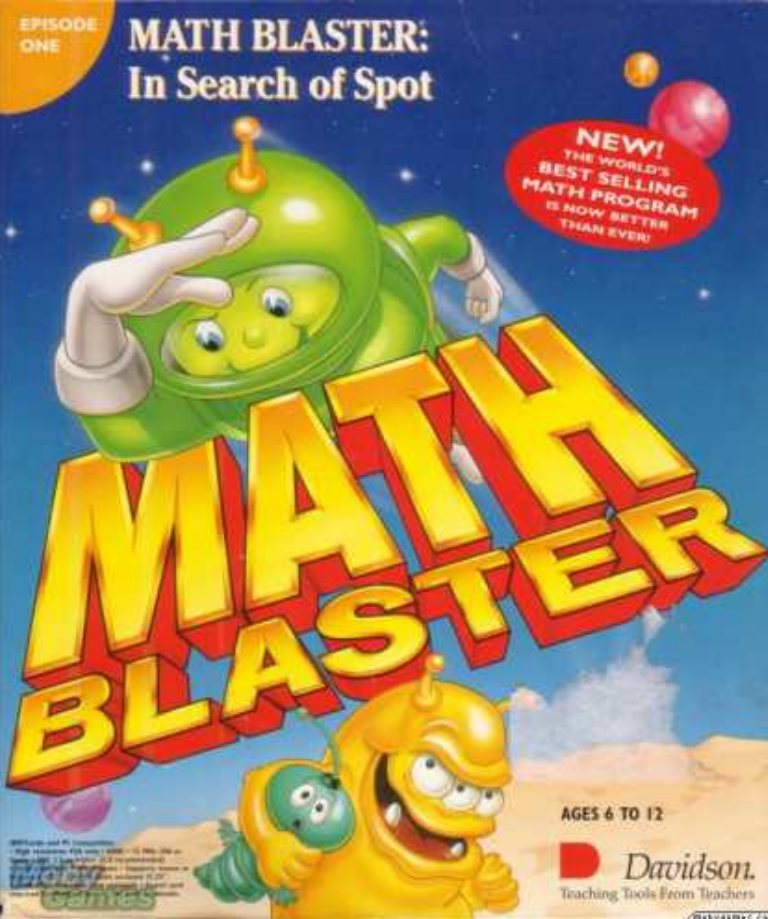
**MD Programs**

[8th Grade](#)  
[HS](#)

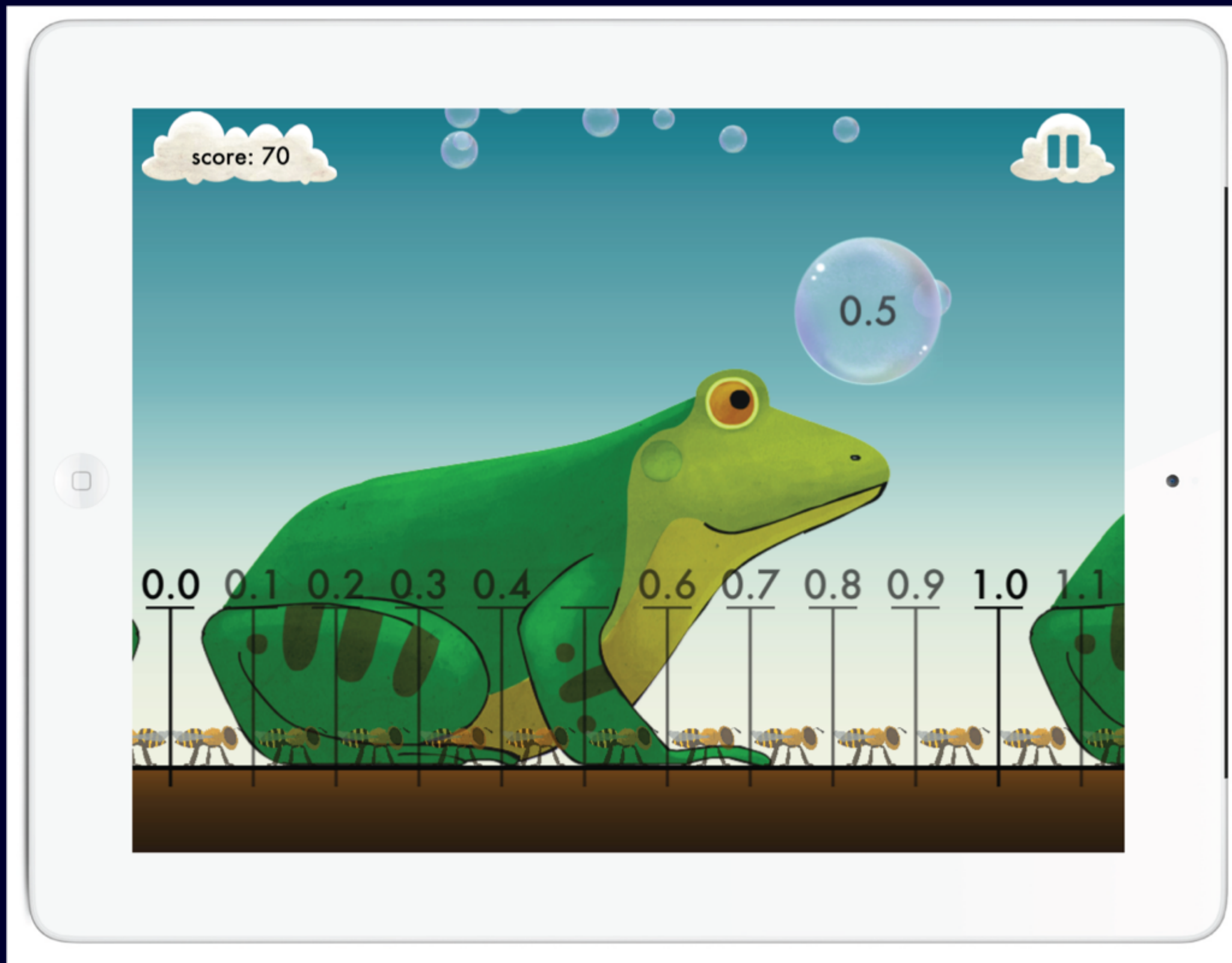
**Custom Material**

drill & practice





drill & practice



drill & practice





# Minecraft

sandbox (open world)





# 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



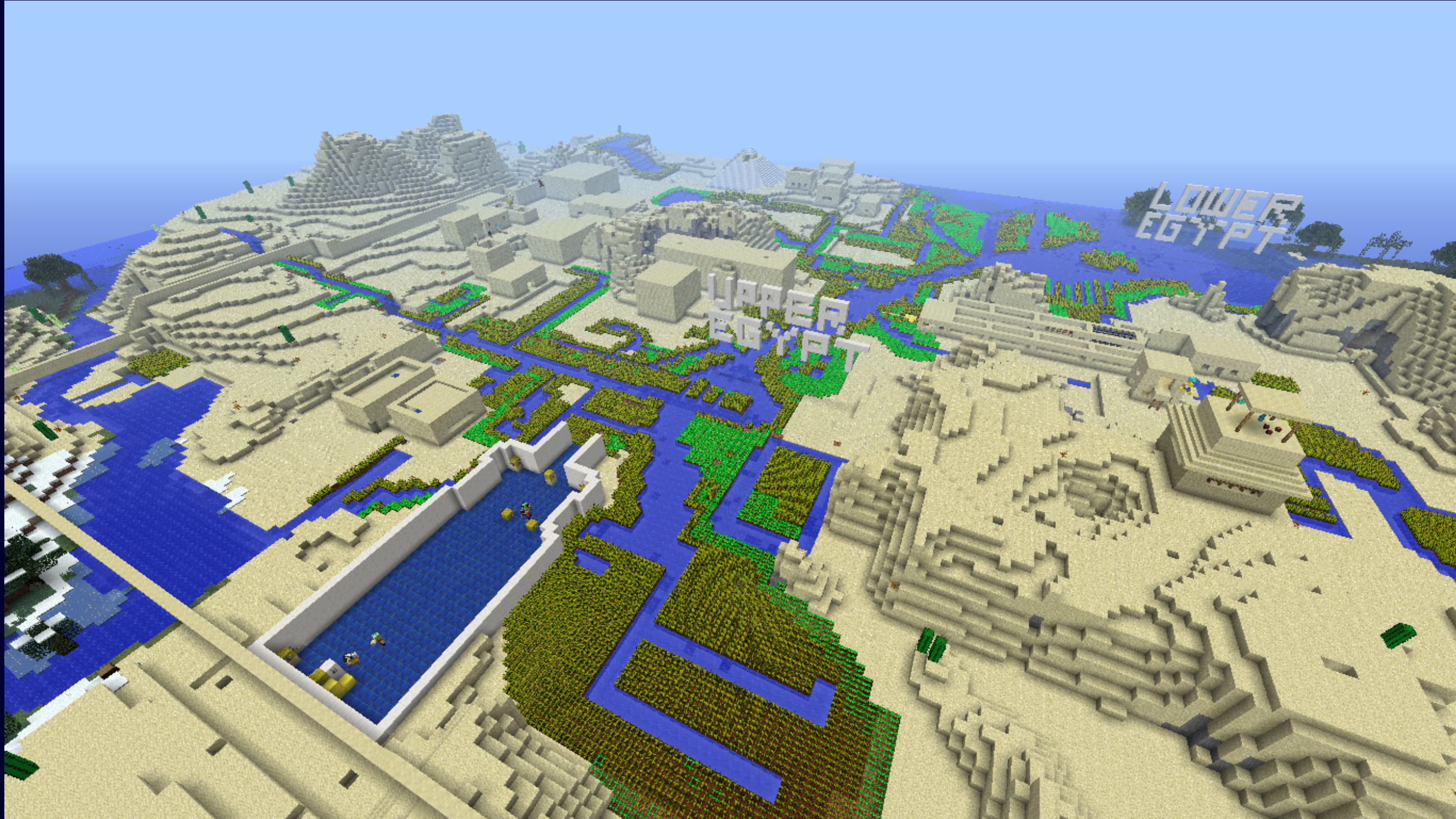














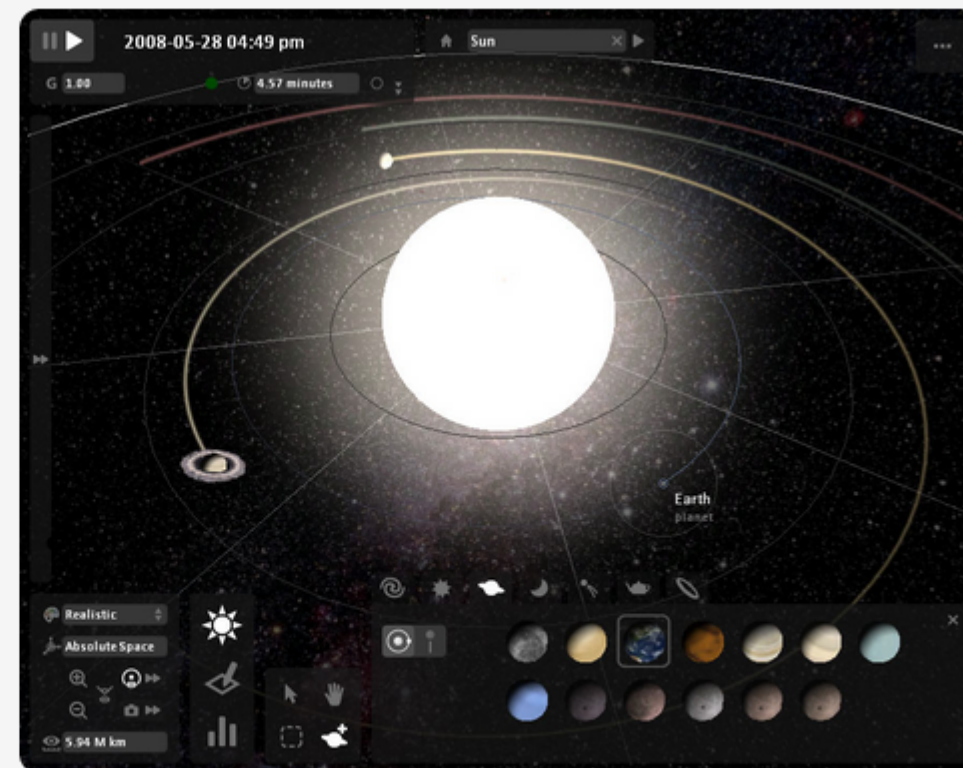
## What is Universe Sandbox?

**universe**  
**SANDBOX**  
alpha coming in 2014

Universe Sandbox is an interactive space simulator for Windows based PCs.

Unlike most astronomy software that just shows you what the sky looks like or where the planets are, Universe Sandbox is a powerful gravity simulator. You can add another star to our solar system and watch it rip the planets from their orbits.

The free forever version allows you to explore and discover any simulation. Optionally you can upgrade to the premium version for unlimited control.



# sandbox (open world)



# RPG (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



12 million users



role-playing (rpg)





role-playing (RPG)





role-playing (rpg)



# Inspiring Fun!

**OUT  
OF THE  
BOX**

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search this site...

## GIANT

**WORD**  
on the  
**Street**  
The Hilarious Tug of Words

Make your  
own or  
borrow  
ours!



### 1. Find a Game

Find the perfect  
game for your needs  
with the Out of the Box  
Game Finder.



### 2. Video Demos



Quickly learn how  
to play!

### 3. Find a Store

Contact us to find your  
local game store.



tabletop



# BoardGameGeek, LLC

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BoardGameGeek is a website that was founded in January 2000 by Scott Alden and Derk Solko as a resource for the board gaming hobby. The database holds reviews, articles, and session reports for over 66,000 different games, expansions, and designers. [Wikipedia](#)

**Founded:** 2000

**Founders:** [Derek Solko](#), [Scott Alden](#)

tabletop





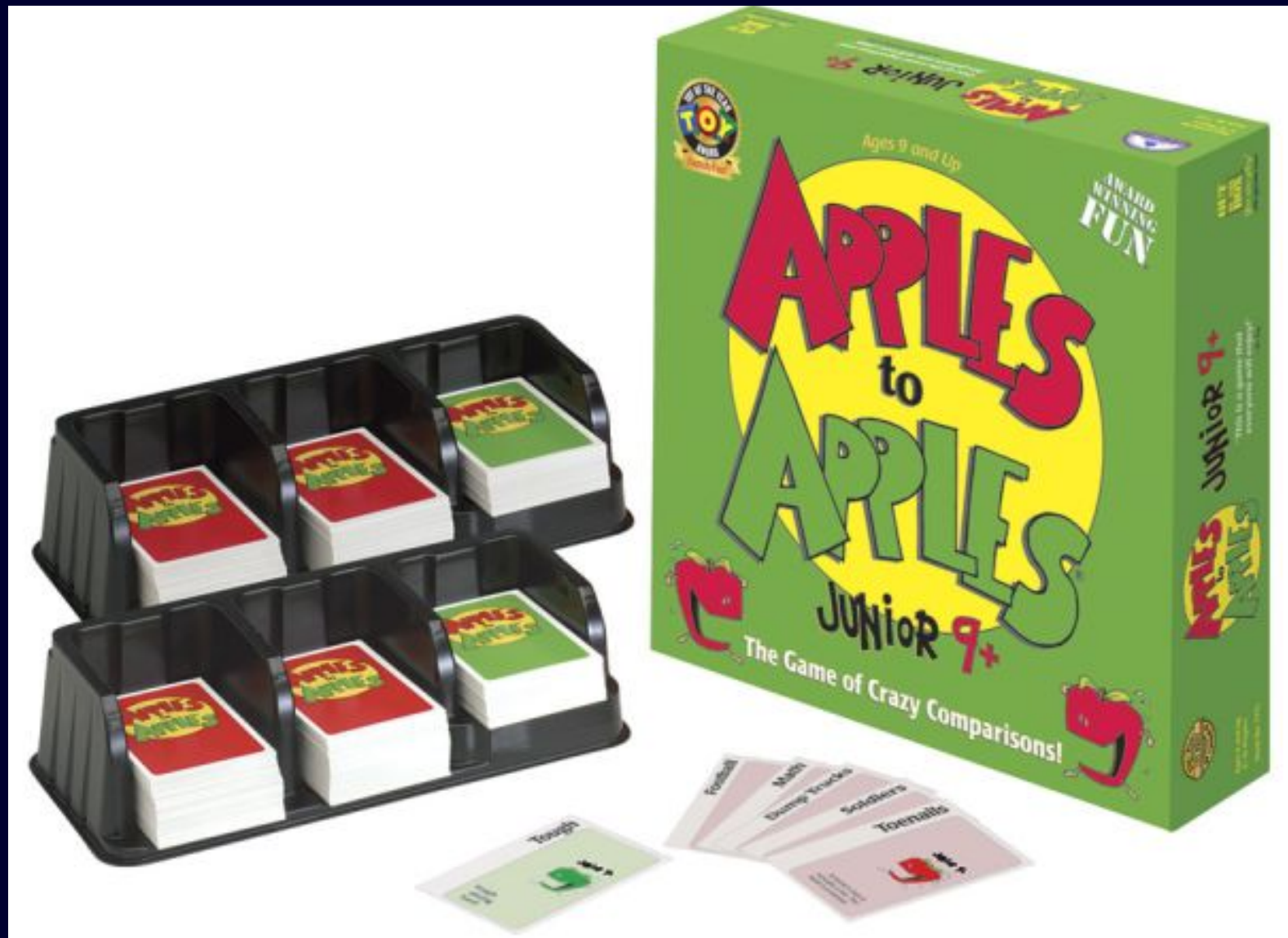
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