



EVERYONE IN YOUR SCHOOL WINS WHEN YOU START A GAME CLUB

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WHAT DOES GAME CLUB MEAN TO ME?

WHAT DOES GAME CLUB MEAN TO ME? GAME CLUB, TO ME, IS A PLACE WHERE I CAN BE WHOEVER I WANT TO BE (MOSTLY A COMPLETE NERD), WHERE I CAN BUILD WORLDS IN A GAME LIKE DUNGEONS AND DRAGONS AND THEN HAVE THEM COMPLETELY DESTROYED BY MY CLOSEST AND BEST FRIENDS, OR WHERE I CAN HAVE A GOOD LAUGH WHILE PLAYING A GAME OF EXPLODING KITTENS. IN SHORT, GAME CLUB IS A PLACE FOR ME TO BE MYSELF AND HAVE FUN WITH MY FRIENDS PLAYING FUN GAMES.

(YOU CAN USE MY NAME IF YOU WANT, I DON'T MIND.)

-COLE

WHAT DOES GAME CLUB MEAN TO ME?

GAME CLUB PROVIDES A PLACE FOR KIDS TO CONNECT AND HAVE FUN WITH PEERS (AND TEACHERS). IT'S AN ACTIVITY WHERE MANY STUDENTS FIND ACCEPTANCE AND THE CHANCE TO TRULY BE THEMSELVES.

-PARENT/TEACHER

MY GAME CLUBS

- PJHS – 40 – 60 STUDENTS
 - TOTAL STUDENT POPULATION 700
- THOMAS METCALF 30 – 40 STUDENTS
 - ONLY GRADES 5 – 8
 - TOTAL STUDENT POPULATION 200

FLO

- FUN
- LEARNING
- OTHERS

FUN



FUN

- HAVE FUN!
 - STUDENT
 - TEACHER
 - ADMINISTRATOR
- ENJOYMENT IS INDIVIDUAL

LEARNING

- EDUCATORS
 - ALWAYS LEARN OR RETHINK PROFESSION
 - LEARNING TODAY IS LIKE THE TITANIC
 - SOME SUCCEED NO MATTER THE CIRCUMSTANCES

LEARNING CONT...

- EDUCATORS AND STUDENTS
 - CONNECTION TO LEARNING
 - HAS MEANING

OTHERS

- HELPING OTHERS
 - BUILD RELATIONSHIPS
 - BUILD COMMUNITIES
 - AUTHENTIC

OTHERS CONT...

- OTHERS HELPING YOU
 - SAFE ENVIRONMENT
 - LISTEN
 - OPEN AND PERSONAL

OTHERS CONT...

- WE NEED OTHERS TO SUCCEED
 - EINSTEIN
 - J.R.R. TOLKIEN
 - J.K. ROWLING
 - JOHN WOODEN

FLO FINAL THOUGHTS

- REFLECTION TO UNDERSTAND
 - FUN
 - LEARNING
 - OTHERS
- FLO FOR ALL SITUATIONS

WHY START A CLUB?

- THE ULTIMATE GOAL IS TO INTEGRATE PLAYFUL LEARNING
 - FUN — PLAY GAMES
 - LEARN — “PLAYFUL LEARNING” CAN BENEFIT ALL
 - OTHERS — BUILD A COMMUNITY

WHY START A CLUB?

TEACHERCRAFT: HOW TEACHERS LEARN TO USE MINECRAFT IN THEIR CLASSROOMS

WHY START A CLUB?

- THE STUDENTS NEED TO PLAY WITHOUT INTERFERENCE

WHY START A CLUB?

- WATCH AND PLAY AS A TEACHER TO SEE HOW GAMES CONNECT TO LEARNING

WHY START A CLUB?

- EASIER TO START WITH AN AFTER SCHOOL GAME CLUB TO DEMONSTRATE PLAYFUL LEARNING

WHY START A CLUB?

- DON'T BE AFRAID TO FAIL
 - WITHIN GAMES
 - LEARNING

STEPPING BACK

- WATCH AND LEARN

STEPPING BACK



EXPECTATIONS AND WAIT LISTS

- THERE WILL BE A LOT OF INTEREST

SETTING CONSTRAINTS AND GOALS

- WAYS TO ORGANIZE
 - SOME STRUCTURE AND SOME DISCOVERY WITH OPEN PLAY
 - OPEN PLAY

MOVING TOWARDS CLASSROOM USE

- INVITE OTHERS TO SEE PLAYFUL LEARNING

STARTING YOUR FIRST CLUB

- WHO, WHAT, WHEN, WHY, AND HOW
- HAVE THE STUDENTS SET GOALS AND GUIDELINES

WHO TO INVOLVE?

- FAMILY AND FRIENDS
- ADMINISTRATION AND IT SUPPORT
- STUDENTS
- FELLOW TEACHERS
- PARENTS
- COMMUNITY





WHAT SHOULD CLUB BE ABOUT?

- BOARD AND TABLETOP GAMING
- DIGITAL GAMES
- DIGITAL PRODUCTION
- PHYSICAL PRODUCTION
- ESPORTS

WHERE TO MEET



WHERE SHOULD YOU MEET?

- **TABLE SPACES** – WITH ROOM TO GROW
- **CHAIRS** – A VARIETY FOR DIFFERENT KINDS OF ACTIVITIES
- **POWER** – OUTLETS, EXTENSION CORDS, AND/OR SURGE PROTECTORS

WHERE SHOULD YOU MEET?

- **DISPLAY PROJECTOR/S** – FOR GROUP CONVERSATIONS AND DISPLAY OF ACCOMPLISHMENTS
- **ONLINE CONNECTION** – WiFi SAVES YOU A LOT OF CONNECTIVITY SETUP, BUT IS A BIT SLOWER THAN CABLE/CORDED CONNECTIONS

WHERE SHOULD YOU MEET?

- LIGHTING
- SNACKS
- GARBAGE
- SUPPLIES
- EXTRA WORKSPACE
- GAME STORAGE

WHEN SHOULD YOU MEET?

- “YOUR TIME AS A TEACHER IS IMPORTANT AND YOU NEED TO EVALUATE WHAT YOU CAN HANDLE. THIS WILL BE TIME AWAY FROM OTHER RESPONSIBILITIES YOU HAVE WITH SCHOOL AND YOUR FAMILY. I BELIEVE THE TIME I GIVE IS VERY IMPORTANT AND IT ALSO HELPS THAT I THOROUGHLY ENJOY THE TIME I SPEND AT GAME CLUB.”

COMMUNICATING A 'WHY' AND ESTABLISHING A 'HOW'?

- “MEETING WITH THE GROUP FOR THE FIRST TIME WAS VERY EXCITING.
THESE KIDS WANT TO BE HERE AND THEY ARE COMING AFTER SCHOOL
TO WORK.”

COMMUNICATING A 'WHY' AND ESTABLISHING A 'HOW'?

- “I DON'T THINK THEY REALIZED HOW HARD IT WOULD BE TO CREATE A CLUB, BUT THAT DID NOT STOP THEM. I TRIED TO STAY OUT OF THE DISCUSSION AS MUCH AS POSSIBLE. I WANTED THE STUDENTS TO WORK THROUGH THE PROCESS. I DID GIVE THEM THE OUTLINE BELOW (NEXT SLIDE) AND TOLD THEM THAT THEY CAN'T WORK ON ANY OTHER STEPS UNTIL THEY FIGURED OUT THEIR GOALS FOR THE GAME CLUB.”

COMMUNICATING A 'WHY' AND ESTABLISHING A 'HOW'?

- MISSION STATEMENT (FOCUS AND GOALS)
- STUDENT EXPECTATIONS
- WHAT GAMES AND PLATFORMS
- TIME
- ADVERTISE AND ANNOUNCEMENTS
- SPONSORSHIP AND ASSISTANCE

BEHAVIOR EXPECTATIONS AND PERMISSION FORM

- RESPECT, RESPONSIBLE, SAFE
- ATTENDANCE
 - COMMUNICATE TO INFORM THE TEACHER YOU ARE ATTENDING
 - PARENTS PICK UP ON TIME

BEHAVIOR EXPECTATIONS AND PERMISSION FORM

- CLEAN UP
 - PUT AWAY GAMES APPROPRIATELY WITH ALL PIECES
- ACCOUNT FOR ALL PIECES AND INFORM THE TEACHER IF THERE IS A PROBLEM
- CREATE A [PERMISSION FORM](#)

BREAKDOWN OF TIME OF A MEETING

- START UP AND ATTENDANCE (5 MIN)
 - GOOGLE CLASSROOM OR CLIPBOARD SIGN IN
- LARGE GROUP DISCUSSION (5 MIN)
- CHOOSE WHICH GAME WE WILL PLAY AND MOVE TO A SPOT (5 MIN)
- GAMING TIME (90 MIN)
- WRAP UP AND ANNOUNCEMENTS (10 MIN)

THOUGHTS AND BENEFITS AND WHY START A CLUB

- “FINALLY, NOTE THAT THESE CLUBS WERE OFTEN A FORM OF VALIDATION, BUT THEY WERE ALSO SERVING AS APPROPRIATION FOR CLASSES. OUTSIDE THE CLASS, YOU CAN WATCH STUDENTS FOR NEW IDEAS, FOR NATURAL WAYS TO ENJOY THE SOFTWARE, AND SEEK OUT STUDENT IDEAS AS THEY PLAY. AFTER WATCHING, LISTENING, AND BUILDING WITH STUDENTS, TEACHERS EVENTUALLY SAW AN OPENING FOR THEIR CLASSROOM IDEAS.”

7 Principles of 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

RESOURCES/LINKS

- [MINECRAFT SYMBALOO LINKS](#)
- [TEACHERCRAFT: HOW TEACHERS LEARN TO USE MINECRAFT IN THEIR CLASSROOMS](#)
- [ALL MY SYMBALOO LINKS](#)
- [EDGAMER SITE](#)
- EDGAMER TWITTER - [@EDGAMER](#)

