



# We Learn Best Through Play

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5TH/6TH GRADE

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GAME CLUB



# North Star Games...Nicole Marino



# Fireside Games...Sara Erickson





# Renegade Games



**RENEGADE**  
**GAME STUDIOS**



# The Contender...John Teasdale



★ ★ ★ ★ ★ THE ★ ★ ★ ★ ★  
**CONTENDER**





# FLO Pedagogy

How can I provide fun, engaging, and challenging activities for my students so that they learn with and from each other?



# FLO Pedagogy

Fun

Learning

Others



# FLO Pedagogy

- F - Fun
  - Get to know your students and what they find enjoyable and meaningful.



# FLO Pedagogy

- L - Learning
  - Design learning activities for your students that are authentic and personal.



# FLO Pedagogy

- O - Others
  - Provide your students with the ability to learn from and with others.



What I Use

SID MEIER'S  
CIVILIZATION IV



# What I Use





# What I Use





# What I Use





# What I Use

**CLASSCRAFT**

Glory to warriors - All of the warriors gain 200 XP. Class of 2015 ?

	Fred Flinstone	George Jetson	Elsa's Olaf	Spongebob Squarepants	Dora The Explorer
HP	27	22	7	1	14
AP	20	15	30	50	12

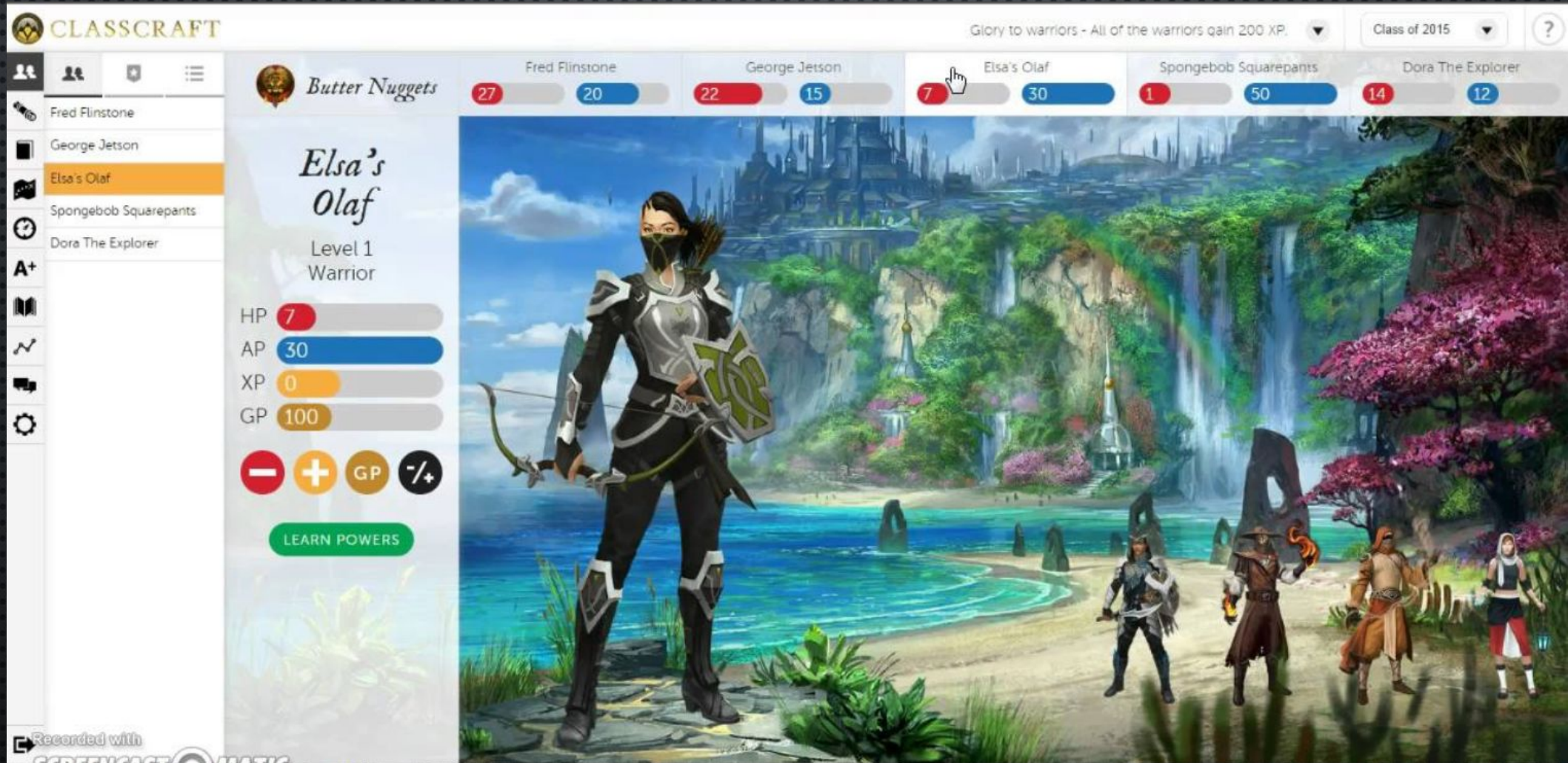
**Butter Nuggets**

*Elsa's Olaf*  
Level 1 Warrior

HP 7 AP 30 XP 0 GP 100

— + GP %

LEARN POWERS



The screenshot shows the CLASSCRAFT game interface. At the top, a status bar displays a message "Glory to warriors - All of the warriors gain 200 XP." and a dropdown menu for "Class of 2015". Below this is a table of character stats for five characters: Fred Flinstone, George Jetson, Elsa's Olaf, Spongebob Squarepants, and Dora The Explorer. The stats shown are HP and AP. Elsa's Olaf is highlighted in the sidebar and has a detailed stat panel showing HP (7), AP (30), XP (0), and GP (100). The main area features a large image of Elsa's Olaf, a Level 1 Warrior, standing in a fantasy landscape with a castle and a waterfall. Other characters are visible in the background.

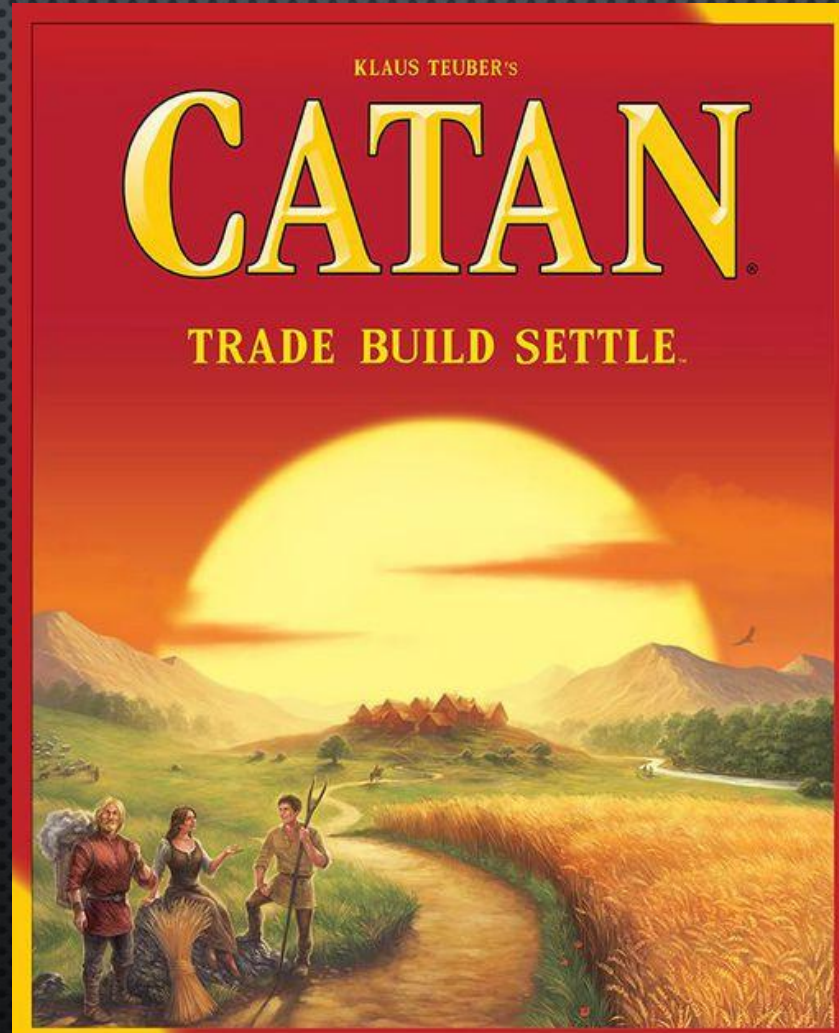


# What I Use





# What I Use





# Tabletop Games





# Tabletop Games





# Why Start A Game Club

To integrate Playful Learning

- Fun - play games
- Learn - we learn best through play
- Others - build a playful community
  - Students
  - Teachers



# Why Start A Game Club

PJHS - 40-60 students (700 students)

Metcalfe - 30-40 students (Grades 5-8 - 200 students)



# What Start A Game Club?

[TeacherCraft: How Teachers Learn to Use Minecraft in Their Classrooms](#) (Chapter 6)



# Reasons for Students

- A safe place to play
- Learn how to socialize and interact
- Learn how to win humbly
- Learn how to lose with grace



# Reasons for Teachers

A safe place to test games for classroom use



# Reasons for Teachers

We are going to test some games.

It will be up to you to see if these games have any value in your classroom.

Watch and learn from your students.



# What Can Be Done In A Club?

- Tabletop
- Digital Games
- Game Creation
- Esports
  - Media Production
- Parents
- Community



# What Games Will We Play?



What Did You Learn?



# Who To Involve

- Students
- Family and friends
- Administration and IT
- Teachers
- Parents
- Community





**REDRACCOON**  
**GAMES**



