

We Learn Best Through Play

Zack Gilbert
5th/6th Grade
Thomas Metcalf School
Illinois State University
@EdGamer

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

Fun

Learning

Others

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

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

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

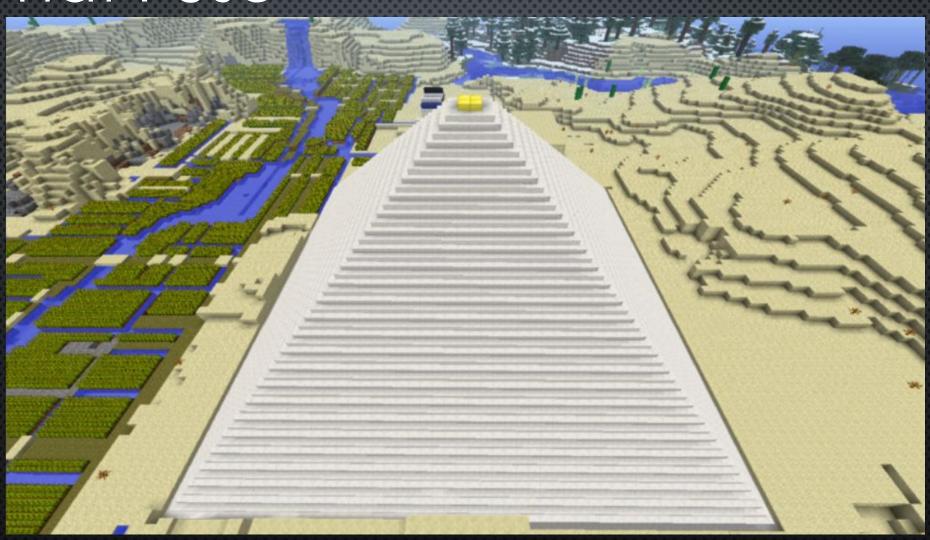
What I Use



WhatIUse



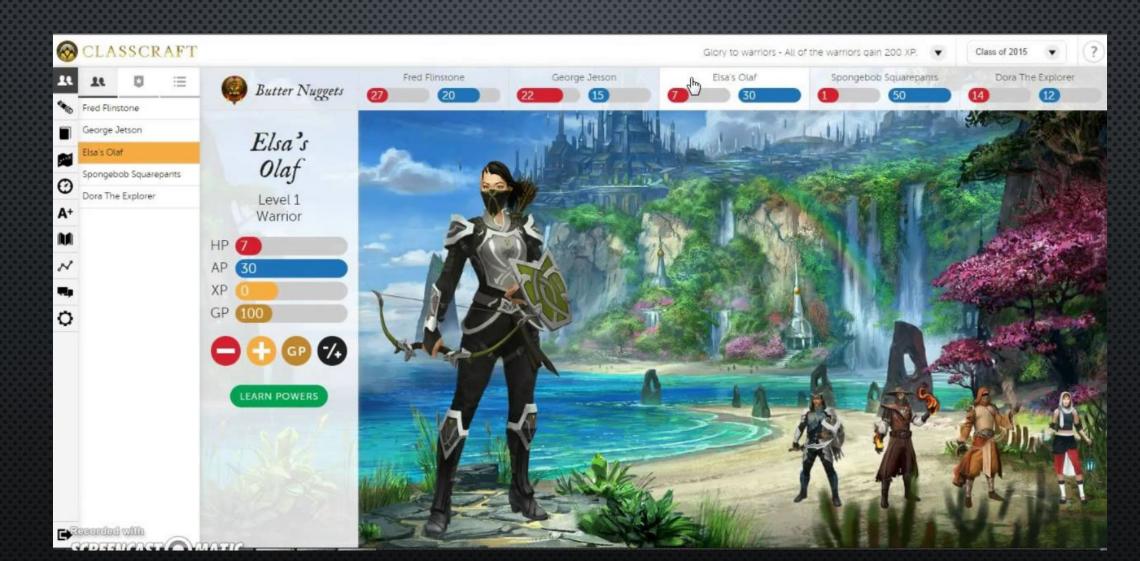
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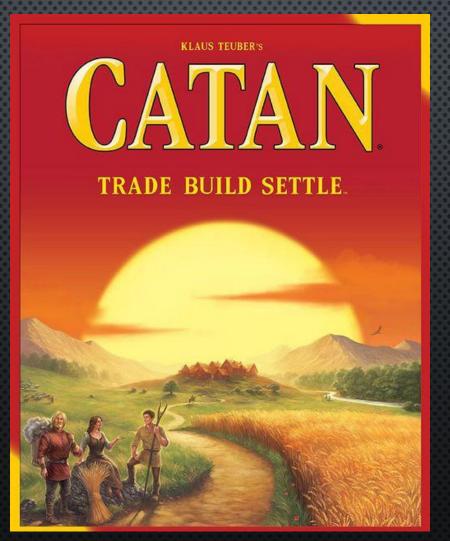
What I Use



What I Use



WhatlUse



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)

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

What Start A Game Club?

<u>TeacherCraft: How Teachers Learn to Use Minecraft in Their</u> <u>Classrooms</u> (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?

- Happy Salmon
- Chicken Cha Cha
- Snake Oil
- Timeline
- Quack-a-Doodle-Moo
- Codenames
- Incan Gold

What Games Will We Play?

- Wits and Wagers
- Kingdomino
- Dixit
- Pandemic
- Catan
- Say Anything
- Werewolf
- Superfight

Ready Player One

What Did You Learn?

Who To Involve

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



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