Game-Based Learning

Use games to enhance instruction and engage students in the classroom.

Panelists:

Monica Trevathan, Director of Education Technology at Tietronix
Dr. Jana Willis, Associate Professor/Program Coordinator, University of Houston-Clear Lake
Astra Zeno, Houston ISD, Engineering/Computer Science, Young Women's College Preparatory Academy

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Session Notes:

Game Based Learning in K-12 Classrooms

Increase in motivation and enhancement
Are the technologies improving learning outcomes.

Engage students and promote student particpation.

Gamification - using game mechanics into something that isn't a game. Using gaming terminology can enhance any lesson or classroom setting.

game based learning - using games to cover the content of their study

Serious games - carefully thought out for certain learning outcomes

The hardest part of is starting at 0 when you are wanting to change the mindset of students who are used to earning a score once the assignment is completed.

Addressing barriers: fear of unknowm, haves and have-nots, one more thing to do

Things to consider:

Differentiated instruction - games that are built well allow for differentiation
 - multi-modal

You have "subject matter experts" in the classroom. Let your students shine. Less of a negative shift when the learning is game based when the student may not be up to speed or know all of the content.

Curriculum - making sure the content is strong. Gaming is a great way to enhance or supplement content.

Assessment is needed in the game so we can see if the student is on track or needs other instruction. assessment is lacking in commercial gaming

Competency Based
They are piloting games and looking for district to try it out. See them afterward if your district is interested.

Game On: AEGIS
Graphic Novels, comic book like. Creating game based on the novels. Students build robots in the game. Notes that are a part of the story and notes can be taken by students. Students have a "Smart Watch" which gives information.

Piloting 6 - 8th ...looking for districts to pilot the game. Currently Deer Park is apart of this pilot.

Stem (STEAM) literacy is not being taught in early childhood classrooms so the curricurilum is too hard for the students.

New text book adoptions have online games as a component. Some districts are setting up students into these games.

Games that are being developed are diagonastic tools giving specific feedback.
Teachers are not using some of these things because classes are imported, have to be entered individually.

Have many aspect of the game, so many students are interested in some part of the game.

effective Implementations is the new Innovation:
New Mexico State is working on game based learning
http:/mathsnacks.com/teachingwith.html - blocked - checked out in open enviornment
many different pieces. Tutorials for the teacher, little videos that show teachers using the game with their students.
This is teaching the teachers how to use the game in the classroom.
There are many resources available for the teachers to follow up with on the website.

Powerful followup...students lead professional development on games use, based on learning outcome.
Brainpop Educators. Games based learning using the educator tools built in Brainpop

Digital Coaches (sheldon ISD), teachers volunteer for the coaching
Teacher do not have the time to integrate the curricurilum with technology.
Must work with C&I , must be built into scope and secquence. Teacher's must be provided everything they need to use the resources. They do not have the time to be out looking for the resources.

Beyond Content Knowledge
Ready Set Play.....excitement to bring games to classroom!
Pilot survey for ways to train teachers to be ready to transition to relinquinsh control of classroom.