

# Playful Learning Part 2:

What Games Are The Best Tools For Your Classroom?

# 7 Essential Principles of Innovative 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

# What games do I enjoy?

- Civilization
- Minecraft
- Borderlands
- Super Fight
- Axis and Allies
- D&D
- Small World (iPad)
- Baldur's Gate
- Neverwinter Nights
- Icewind Dale
- Tie Fighter
- Dark Forces
- Harpoon
- Star Fleet Battles

# Rule #1 for using games in the classroom

- Use games you enjoy!
- What games do you enjoy?
  - Can they be used for learning?

# Other rules...

- You need to play the game and know the game before you use it with your students.
- Have the students help.
  - Make suggestions
  - Review games
  - Demo and assist in using

# After School Game Club

- Game Clubs are the best way to test out games for the classroom.
- [Teachercraft: How Teachers Learn to Use Minecraft in their Classrooms](#)
  - Chapter 6 - How Do Teachers Use Minecraft Outside of Classrooms?

The power of games...using....









# Timeline

- Literature
- History
- Math (number line)

# Kahoot!

- Timed trivia that gives you a higher score for answering quickly.
  - [getkahoot.com](https://getkahoot.com)
  - [kahoot.it](https://kahoot.it)

# Types of games

- Long form and short form games
  - Multiple subjects with one game or small goals for a short game.
- Chocolate covered broccoli

# Resources

- My Symbaloo - [bitly.com/edgamer](https://bitly.com/edgamer)
- Graphite - [graphite.org](https://graphite.org)
- Power My Learning - [powermylearning.org](https://powermylearning.org)
- Serious Games - [www.seriousplayconference.com/](https://www.seriousplayconference.com/)
- BrainPOP - [brainpop.com](https://brainpop.com)
- Playful Learning - [playfullearning.com](https://playfullearning.com)
- EdGamer - [edgamer.net](https://edgamer.net)

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