Game Based Learning
In the Classroom

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LINK TO PRESENTATION: in CUE Sched or
www.edtechlearning.com under PROJECTS
About the Presenters

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Why do people like games?

Think of one game you have really liked or still like playing. It can be a board game, card game, mobile game, computer, etc.

Why do you like this game?
Game-based learning is designed to balance subject matter with gameplay and the ability of the player to retain and apply the subject matter to the real world.

**REFLECT:**

When considering a game to potentially use in class, think about an end result you wish to achieve by using it.

Does the game help support your goal?
Remember, you don’t need to use online games.

Great physical or board games can be just as valuable and sometimes more feasible than depending on technology.
How can I use educational games?

- Centers
- Whole Class
- Homework
- Optional, supplemental practice
- To increase motivation, participation
- Make a Game = 4 C’s
**Types of Game Based Learning**

- **Open-Ended Simulation**
  - Experimentation, Logic

- **Timed/Reflex Games**
  - Quick, out of the box thinking

- **Role-Play, Quests**
  - Reinforce continuous practice, encourage imitation

- **Strategy, Adventure**
  - Fosters decision-making skills

- **Multiplayer Gaming**
  - Fosters teamwork, collaboration
Managing & Assessing Game Play
Let’s play some games!

GO TO THIS LINK:
join.quizizz.com

and enter the code
984998
**Kahoot!**

**Host**
The host’s computer is used to display questions.

**Players**
Players’ devices only show clickable buttons.

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**Quizizz**

**Host**
The host’s computer is used to monitor realtime results.

**Players**
Players’ devices show questions and clickable answer options.
Time for Jeopardy with Flippity!
Play class quiz games! The teacher’s computer can display team progress or view live results.

Students’ devices show each question and answer explanations.

Play a drawing guessing game! Two teams rotate players to draw words on one iPad.

The iPad is displayed on big screen. Teammates guess what is being drawn to earn points.
Play class quiz games! The teacher’s computer displays team progress.

Teams race to match all terms and definitions. Terms are divided among team members’ devices. Wrong answers reset progress to zero.
Research Based GBL Organizations
Research Based Games

Mission Pack: Dr. Smallz

Can you save a dying patient’s life?

6-7 13
Quick Reference Section

1. Common Game Terminology Reference Sheet
2. Quick List of Links
3. References
### Common Terminology/Concepts in Games

<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
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<tbody>
<tr>
<td><strong>XP</strong></td>
<td>Experience Points</td>
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<tr>
<td><strong>Badges</strong></td>
<td>Symbol of achievement</td>
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<tr>
<td><strong>Leaderboard</strong></td>
<td>A way to show the rank of participants</td>
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<tr>
<td><strong>Sim</strong></td>
<td>Simulation</td>
</tr>
<tr>
<td><strong>Player</strong></td>
<td>Participant/User</td>
</tr>
<tr>
<td><strong>Avatar</strong></td>
<td>Character/icon that represents the user</td>
</tr>
<tr>
<td><strong>Mod</strong></td>
<td>Modify or Moderator</td>
</tr>
<tr>
<td><strong>Boss</strong></td>
<td>Challenging character that requires more strategy</td>
</tr>
<tr>
<td><strong>Grind</strong></td>
<td>Doing a repetitive task over and over in order to gain experience, points or gold.</td>
</tr>
<tr>
<td><strong>Quests</strong></td>
<td>Tasks a user must complete in order to get to the goal (RPG)</td>
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<tr>
<td><strong>RPG</strong></td>
<td>Role Playing Game</td>
</tr>
<tr>
<td><strong>MORPG</strong></td>
<td>Multi-Player Online Role Playing Game</td>
</tr>
<tr>
<td><strong>RL/IRL</strong></td>
<td>Real Life/In Real Life</td>
</tr>
<tr>
<td><strong>Level</strong></td>
<td>Self explanatory</td>
</tr>
<tr>
<td><strong>Cheats</strong></td>
<td>Using codes (or any method) to gain an advantage</td>
</tr>
<tr>
<td><strong>Easter Eggs</strong></td>
<td>Hidden items</td>
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<tr>
<td><strong>Power-Up</strong></td>
<td>An object that adds immediate power, points, life, etc.</td>
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Quick Reference: GBL Resources
(Click for website information)

Class Badges
BrainPop- GameUp
Institute of Play: 2 Print and Play games (Gr 6-8)
GameKit (In beta, Game Design)
Glasslab
UWA Game Page
World Peace Game
Gamestar Mechanic

CodeCombat
Flippity
Jeopardy Rocks!
FlipQuiz
Brainscape
Breakout EDU
Prodigy Math
Poll Everywhere

Purpose Games
Quizlet
Kahoot
Quizziz
SketchParty
Reference/Resource Links

Seth Cooper:
Director of UWA Center for Game Science

Tony Vincent:
Learning In Hand with Tony Vincent