Digital games in schools : Handbook for teachers

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Abstract : This handbook has been written in the framework of European Schoolnet's Games in Schools project which began in January 2008 and ended in June 2009. The project's aim was to analyse the current situation in eight countries (Austria, Denmark, France, Italy, Lithuania, the Netherlands, Spain and UK) with regard to games based learning. It is composed of various elements, including a synthesis and final report based on the results of a Europe-wide teachers' survey, case studies and interviews with relevant national policy makers, researchers and experts, as well as an online community of practice and finally the present teachers' handbook. The Games in Schools blog provides more information regarding European Schoolnet's project, and also provides links to the study's reports (http://games.eun.org). This handbook is intended for teachers interested in using digital games in their lessons. It provides the necessary information to understand the educational benefits of digital games and to learn how to use them as educational and motivational resources. After reading this handbook, you should be able to make informed decisions on the choice and use of digital games in the classroom, and obtain all the benefits digital games can offer. This handbook is a practical guide aimed at providing you with theoretical and practical information. It is an introduction to the educational use of digital games and it provides references to useful resources such as articles, websites and books where you can find additional information.

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Schaaf, Ryan and Nicky Mohan. Making School a Game Worth Playing: Digital Games in the Classroom. Thousand Oaks, CA: Corwin Press, 2014. doi: 10.4135/9781483378534. Digital game-based learning helps change the role of the teacher into a facilitator. Making School a Game Worth Playing: Digital Games in the Classroom not only provides ideas on how to overcome the barriers that schools are faced with when approaching this concept, but also provides teachers with authentic ideas on how to bring digital gaming concepts into their classrooms. ICT in schools a handbook for teachers. enter promise to be very different environments from those when they themselves went to school, thanks largely to developments in ICT. A major theme of this handbook is how ICT can create new, open learning environments. This can be done through ethical and aesthetic teaching, caring for those in need, playing games, dancing, singing, and story-telling; ritual and myth, folklore and philosophy, poetry and theatre, music and fine arts; discussing and solving problems of civic life, thus actively participating in public endeavours of social concern. Epic Unlimited Books for Kids. Elementary school teachers are always on the lookout for new books for their students, but worry about spending too much of their own money for their classrooms. With the aptly-named Epic Unlimited Books for Kids app, teachers in America and Canada get free access to over 15,000 kid-friendly books ranging from National Geographic Kids to the Goosebumps series. The Educator’s version also includes lesson ideas and videos to make life easier for teachers. iTunes Google Play. Related on DT. In celebration of Game of Thrones season 8, Google has announced sweeping discounts on games, books, and even seasons 1 through 7 of the show on Google Play. Deals range in how long they’re available. Posted 1 day ago — By Christian de Looper.