

# Online Games A place in My Classroom?



# Digital Gaming in my classroom:

- Reward for work well done or for finishing early
- Not a learning tool that could be effectively integrated into my science/math classroom
- Thought good for eye-hand coordination
- But fits in with my philosophy that games have a place in the classroom and for learning



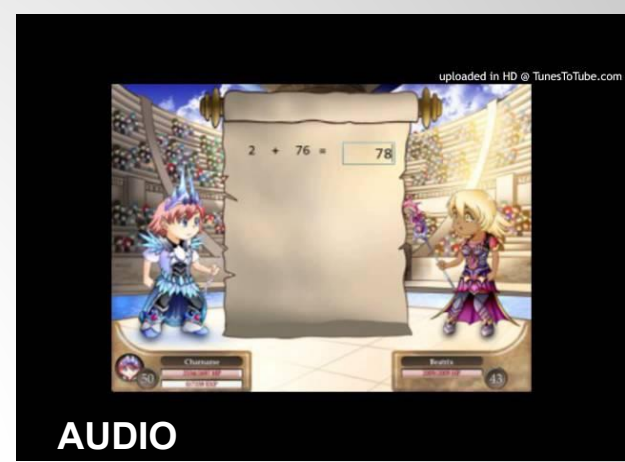
uploaded in HD @ TunesToTube.com

AUDIO



# 1st Game: Prodigy

- Introduced by SMARTeacher 2011
- Teach math grade 1- 6
- Based on Ontario Curriculum
- Role playing battle game
- Unfortunately unable to use



# 2nd Game: Minecraft

- Created in 2009
- Sandbox construction game
- Multiplayer environment
- Real Time
- No clear goal - doesn't 'finish'
- Graphics are simplistic
- It encourages exploration and construction

(Smeaton, 2014)



## 3rd Game: LittleBigPlanet2

- A puzzle platform video game
- Gameplay and user generated content
- Sackboy main character



**Tag-line - "Play, Create, Share"**

1. Play alone or with others
2. Create new content using in-game creation tools
3. Sharing creations and discoveries online with other players

# LittleBigPlanet2 in the Classroom:



1. **Discovery Pier** - players at an amusement park
2. **Sackboys and the Mysterious Proof** - players must escape from a century-old mansion
3. **Stem Cell Sack Boy** - players shrink to microscopic sizes to learn about stem cell research and therapy
4. **A Day in the Life of A Computer** - teaches key computer science components such as binary code, logic and programming

*Article: Sony's Education*

<http://www.mcvuk.com/news/read/sony-s-education/01970>

# 4th Game: Kinect Sport Rivals - Background

- Participants have an Avatar
- Sports Challenges such as rock-climbing, target-shooting, soccer, bowling, jet-ski races and tennis competitions
- Need to be body aware to keep yourself under control to be competitive
- Stay relaxed to keep your avatar from getting slower and clunky





# Kinect Sport Rival in the classroom:



- Avatar is a 3D scan of your face
- DNA-building sequence
- Physical Education
- Exercise Science and Kinetics of body movement

***Article: “Kinect Sports Rivals World Championship”***

<http://news.xbox.com/2014/03/games-kinect-sports-rivals-world-championship>



# The making of your avatar:



# Investigated these online games:

- Collaboration and self-directed learning
- Variety in my classroom
- Believe in game-based learning
- Computer Coding and Game Design
- I loved lego as a child!

## Stumbling Blocks:

- Websites Blocked by my board
- Colleagues misconceptions
- Parent's misconceptions



# My Classroom needs.....

- Website for teachers to ask for items they need in the classroom that are not covered in the average school budget (textbooks)

<https://myclassneeds.ca/en/>

- This website can connect you to others who may have funds to donate \$ or items to meet the needs of your classroom
- Part of my portfolio will be my proposal that I will post to the website in an attempt to get a game console in my classroom

AUDIO

