

If you can't beat 'em...
Using Video Games
in the
World Language Classroom

Where did this presentation come from? How was I inspired?

1. District went to 1 to 1 technology
2. Grad class on gaming in the classroom
3. Students dislike homework but like video games
4. Can we find a way to have students use their devices for our benefit?

Potential Concerns

- Will computers become my replacement?
- Will students isolate themselves? (lost in phones)
- Would it actually benefit the majority of students enough?
- Is there enough out there? What is available in my content area?
How do I find it?
- Will I have to pay for it?
- Will it be too much work for teachers to track progress/grade?
- Will kids play it too much? (Addiction)

What does the Research say?

- Games in the classroom—Shapiro (2014)
- [GlassLab](#) (the Games and Learning Assessment Lab) designs and implements game-based formative assessments which, [according to SRI](#), “are being developed in response to the climate of student disengagement that currently exists in many classrooms.” The concept is simple: kids like video games and the hope is that “by applying Evidence Centered Design (ECD), the game-based formative assessments address the needs of both students and teachers for reliable and valid real-time actionable data within a motivating learning environment.”
- 2013 study shows 12% (games) to 25% (simulations) increase in learning achievement
- Particularly effective with low performing students (those that struggle in a traditional environment). 65% showing increased engagement with content.
- 53% of teachers say games foster collaboration (sharing tips/tricks—working together to beat the game) –Game walk-throughs

Game-Based Learning Class coupled with 21st Century skills class in Educational technology

- Collaboration and Creativity—both 21st Century skills.
Administrators, parents and community members might feel that we are trying to use technology as a substitute for doing our jobs—having the computers teach the kids. To that, I would say that we are being asked to adapt our methods from being the sole distributor of knowledge to become the “guide on the side.” We are asked to teach our students how to acquire the info they need and how to filter it as opposed to being the be-all, end-all source of knowledge.
- Duolingo creator at ACTFL conference—Why? It was better with a teacher/mentor who could answer the why is something wrong questions and infuse culture into the language-learning process.

What's out there & How do I find it?

Two main types:

1. Game-based -- I call these L-games

These are games that are designed specifically with a learning purpose

2. Game-enhanced – I call these E-games

These are games that are designed for entertainment which can be adapted for educational purposes

I will give you suggestions that I am already using and show how I found them so you can keep looking

How do I present it to students?

Video Game Project

Link to Google Document introducing project:

https://docs.google.com/document/d/12xbjB4_6izhKw4grTxtGMCgkovCeQ0sepP-wnlM0k4E/edit?usp=sharing

Suggested L-Games:



Mind Snacks



Suggested E-Games:



Accountability

- Game Log
<https://docs.google.com/forms/d/e/1FAIpQLSceYNasaYO1SBd504tVws-4ao0lpfCKy8kPIFGGwSPQ-pbdVA/viewform>
- Final Reflection
<https://docs.google.com/forms/d/e/1FAIpQLSfC63yj3eBbMPjQiBr5WG6yJGqqpHGSAVP0Nf1AGgvuuDk1Lw/viewform>

Join my Google Classroom—access to all student examples from today:

- Must have a Google account (gmail)
- Go to small box pattern (waffle) in upper right corner and scroll down to “classroom”
- Hit the plus sign to add a class
- Enter this code: **5t21vde**

Let's look at some of the games more in depth:

- Bigfishgames.com—site available in French, Spanish, German
- Lyricstraining.com example
- Free apps that can be easily changed to another language
- DuoLingo for Schools

What are the benefits to you?

Motivating for students

Reaches different groups—especially helps low-performers

Number one—Sneaky homework!

Many enjoy it and spend much longer playing than you ask them to!

Any Questions?

Ask now or please feel free to contact me:

Terri Wright

Tlwright@mpsomaha.org

Merci mille fois!!