ACADEMIC GAMES ARE ACTIVITIES THAT USE CLASSROOM CONTENT, COMPETITION, AND STRUCTURE TO REVIEW, PRE-TEACH, OR EXPLORE THE CURRICULUM.

RATIONALE:

- PROVIDE REPETITION THAT BENEFITS THE WORKING AND LONG TERM MEMORY
- CAN MOTIVATE STUDENTS TO LEARN
- COMPETITION CAN HELP STUDENTS BUILD STRONGER RELATIONSHIPS AND SKILLS TO WORK WELL AS A TEAM
- STUDENTS LEARN THROUGH THE PROCESS OF THE GAME
- STUDENTS CAN CONNECT WITH CONTENT AND FORM POSITIVE MEMORIES OF LEARNING
- HELPS WITH CONCENTRATION
- PROVIDE A VARIETY OF SENSORY EXPERIENCES FOR STUDENTS WHICH HELP ALL STUDENTS LEARN
- GAMES CAN EASILY BE DIFFERENTIATED TO BETTER SERVE ALL POPULATIONS IN A CLASSROOM
- SERVE AS A WAY TO INFORMALLY ASSESS STUDENTS
- FUN, ENGAGING ACTIVITY

ALL AGES CAN BENEFIT
POPULATIONS:

STUDENTS WHO HAVE:
- Dyslexia
- Dyspraxia
- Dyscalculia
- ADHD
- Intellectual Disabilities

STUDENTS WHO ARE:
- At Risk
- On Level
- Gifted and Talented
- English Language Learners

PROCEDURE:
1. Find or create a game that students will be working directly with classroom content
2. Plan ahead for an array of things that could go wrong
3. Develop specific directions and relay these to your students
4. Tell your students your expectations both behavioral and academic
5. Place students in positive learning groups of groups are needed)
6. Hand out materials needed for game
7. Closely monitor students
8. Remind them of the game’s purpose, rules, and assist students in learning as necessary.
9. Give students specific directions on cleaning up.
10. Reflect on effectiveness with students and individually

EXAMPLES:
- Board Games
- Video Games
- Jeopardy
- Bingo
- Four Corners
- Trivia
- Puzzles

HOW TO FIND APPROPRIATE GAMES FOR YOUR CONTENT:
- Google search content area games
- Ask colleagues
- Go to game based professional developments