Making School a Game Worth Playing: Digital Games in the Classroom

Ryan L. Schaaf, Nicky Mohan

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Integrate game-based learning for 21st Century skills success!

This straightforward, easy-to-follow guide from experts Schaaf and Mohan helps you leverage technology students love best – digital video games. With step-by-step strategies, you'll easily find, evaluate, and integrate gaming into your existing lesson plans or completely redesign your classroom.

Teachers learn to use well-designed game elements to:

- Promote meaningful student buy-in
- Create student-centered, collaborative learning spaces
- Teach and assess 21st Century Fluencies aligned to Common Core State Standards
- Address multiple intelligences using research-based strategies

Includes a detailed implementation outline. Create engaged, adventure-filled learning with this resourceful guide!

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