Leveling the Field: What do 90% of kids have in common?

A Legends of Learning Workshop
Please Sign In Here

tinyurl.com/legendssignin
A LITTLE ABOUT YOU...
Let’s Get This Party Started Off Right!

Time for some fun:

• What is Your Favorite Game?

• What is your biggest COVID curriculum/learning challenge?
1. Why Game-Based Learning?
2. Integrating Game-Based Learning into your Lesson Plans
3. Overview of Game-Based Learning Resources
Welcome!

• Professional Cape Wearer!

• Taught Algebra in NYC - Boogie Down Bronx and then Harlem

• Rapper

• Executive Director of a pre K-8 school in Southeast DC

• Co-Founder and Director of District Partnerships at Legends of Learning
Why Game-Based Learning?
ALL Students Play Games!

Let’s meet students where they are... Why not leverage this popular medium to better reach students academically?

Most teen boys and girls play video games

% of U.S. teens who say they ...

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<tr>
<th></th>
<th>Girls</th>
<th>Boys</th>
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<tr>
<td>Have/have access to a gaming console</td>
<td>75</td>
<td>92</td>
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<td>Play video games</td>
<td>83</td>
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Source: Survey conducted March 7-April 10, 2018. “Teens, Social Media & Technology 2018” PEW RESEARCH CENTER
When Children Play, They Learn

21st Century Skills:
- Emotional
- Cognitive
- Physical
- Social
- Creative

65% of Kindergarten children will have jobs not yet created!

Source: WEF Future of Jobs Report, 2018
But What About the Perception?

- 73% of parents believe video games are educational.
- 66% play games with their kids because it's fun for the family.
- 65% play games because it's a good opportunity to socialize with their children.
- 55% of parents play games with their child at least weekly.
We all remember these amazing games...
Where Do These Dance Moves Come from?
And We All Remember This One…
James Paul Gee's 16 Components to Good Game Based Learning

1. Identity
2. Interaction
3. Production
4. Risk-Taking
5. Customized
6. Agency
7. Well-Ordered Problems
8. Challenge and Consideration
9. Just in Time or On Demand
10. Situated Meanings
11. Pleasantly Frustrating
12. System Thinking
13. Explore, Think Laterally, Rethink Goals
14. Smart Tools and Distributed Knowledge
15. Cross-Functional Teams
16. Performance before Competence
Benefits of Play & Games

- Play builds social skills and encourages positive interactions with others
- Play activates the part of the brain responsible for reason, judgement, language, and memory
- Skills associated with play lead to better academic performance
How Do Games Develop the Soft Skills?

- Players learn problem solving and critical thinking skills by trying new strategies, failing, then trying again.
- Games are systemic.
- Games provide continuous feedback to players.
- Games give players “need to know” new knowledge and skills.
- Players are introduced to a new way of collaborating and communicating with peers - still true in a virtual setting.
Students Taking Risks in Class

• Students are more willing to take risks in classroom and virtually when playing games.
Games Provide Equity

- Games provide an equal playground for all students in classrooms and virtually - Chromebook, laptop or mobile device
- Everyone has the same rules.
Efficacy of Game-Based Learning

Types of Schools
The study proved efficacy across a wide range of schools, both geographically and socio-economically.

Dramatic Engagement Increase
Teacher's reported dramatic increases in engagement amongst students who participated in the game study.

Study Impacts
- Improved Test Scores
  Students who participated in the game-based learning study increased their test scores by an equivalent of over one half a letter grade.

- Faster Lesson Comprehension (in weeks)
  Students who played games understood more content than their peers taught using regular materials. The difference was the equivalent of absorbing nearly five and one half weeks of content in three weeks. 14

- Performance Gap Benefit
  NPS students who played games
  CLOSED THE EQUALITY OF A WHIT OF THE PERFORMANCE GAP
  IN JUST THREE WEEKS. 15

- Students Receiving Special Education Services
  Students who played games:
  - WROTE SIGNIFICANTLY LONGER RESPONSES to open-ended questions.
  - HAD SIGNIFICANTLY HIGHER CONFIDENCE IN THE SUBJECTS after playing the games, and
  - ACHIEVED A LARGER THAN A NATIONWIDE STANDARD DEVIATION DIFFERENCE. 16

The graph shows the distribution of teachers' responses to the question: After participating in the study, how much classroom time will you dedicate to games in the future? 3/4 of the teachers agree or strongly agree that it was easy to incorporate games directly into their existing class materials.
Efficacy of Game-Based Learning

- Legends Schools had significantly greater increases
- 5x growth in Proficient Learners
- 6x reduction in Beginning Learners
Integrating Game-Based Learning into your Lesson Plan
Legends of Learning: Game-Based Learning

• Legends of Learning provides you with a Game Based Learning platform intended for use in grades K-8

• 2,000 K-8 math and science games and simulations aligned with state standards

• Backed by research from Vanderbilt University

• Platform that empowers teachers to help students learn through gameplay
Overview of Game-Based Learning Resources
Curriculum-Aligned Games

- Legends of Learning
- iCivics
- PBS Kids
- National Geographic Kids
- BBC Kids
- Edutopia Game-Based Learning Resources
## Teachers receive 5E Lesson Plans and Data Reporting

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Students get to do what they already love: Play Games!

Learn While Doing It!
This is Amazing, how much does it cost....

• Unlimited access to the platform through June 30, 2022 for $1,700 for elementary and $2,200 for middle. District pricing available as well.
• Includes teacher training, student rostering, customer support.
• Covers unlimited students and teachers in the building.
Logging in as a teacher...

• Navigate to login.legendsoflearning.com

• Click teacher

• Click sign up
Have a Legendary Day!

LEGENDS OF LEARNING

If interested in learning more, you can reach me at sean@legendsoflearning.com 917-692-3286