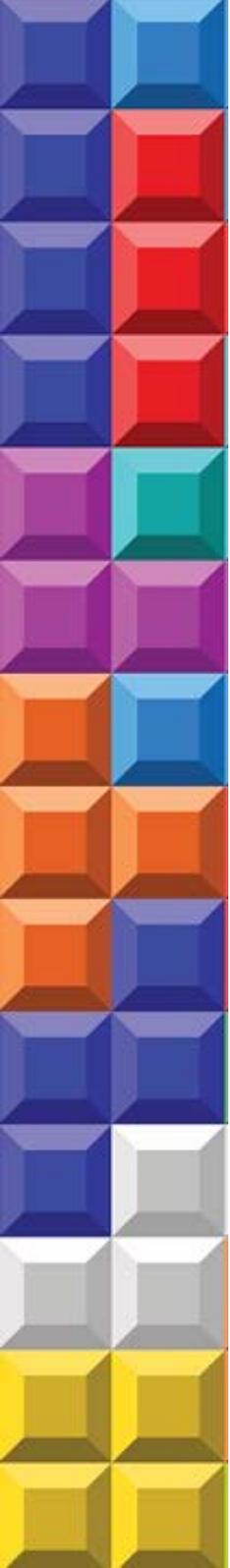


Games in Education

A Presentation to the NOAA Education
Council (Informational)

Peg Steffen
Education Coordinator, NOS
October 21, 2015

- 
- A vertical decorative bar on the left side of the slide, composed of a grid of colorful squares. The colors include shades of blue, red, purple, teal, orange, and yellow, arranged in a pattern that changes from top to bottom.
- Serious Games have been shown to increase engagement, content knowledge, and problem-solving abilities. This overview will provide a quick look at NOAA's involvement.
 - Action: Consider ways to incorporate gaming best practices in NOAA materials, PD and outreach opportunities.



GAMERS

Thinking outside the box since 1974

Lightzee Jr.
Disney Pixar
TOY STORY
EDITION
Preschool

AGE EDAD 4+
2-4 PLAYERS

Roll 'em • Take 'em!

TRICKS
GAB
...It's Not What You SAY, It's What You HEAR!
7338

My First
Mattel DVD Game
THE WORLD OF
Cars
Featuring your favorite characters with

Thinkfun
Everybody Plays
Zingo
BINGO with
Includes
Double-Sided
Zingo! Cards
Beginner & Advanced

DORRY!
The Game of
sweet
Revenge
Family
AGE 6+
EDAD
00390

LY JUNIOR
Kids
AGES 5-8
00441

OPERATION
SILLY SKILL GAME
"TIC-TOC!" "BEEP-BEEP!" "TWEET, TWEET!"
© 2008 Hasbro, Inc. Made in U.S.A. with modules from HoBro Co. Longueuil, Canada. MADE IN U.S. WITH MODULES

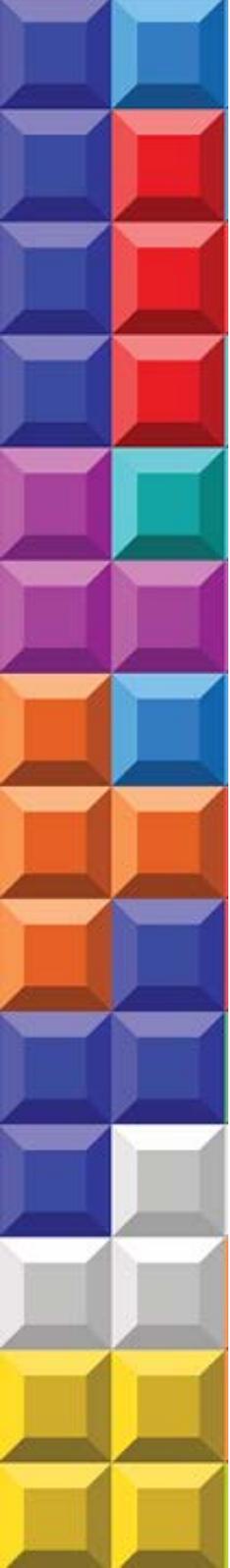


MB MILTON BRADLEY
4555
Chutes and Ladders

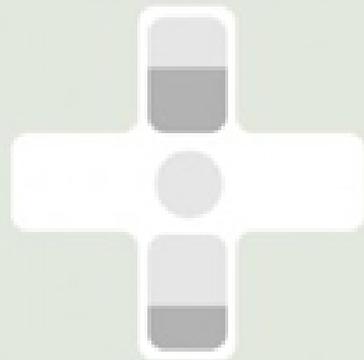
e Jr.
rs
BARN
00384

PARKER BROTHERS
The 3-minute
word search game
Ages 8 to Adult
2 or More
Players
Boggle
Hasbro
00384

PARKER BROTHERS
Trivial Pursuit
GENIUS IV
General Knowledge Questions



K-5 teachers report higher use (57%)



than middle school teachers (38%)

18%

of teachers use games in class on a daily basis, according to one study.

52%

of young people have played educational video games.

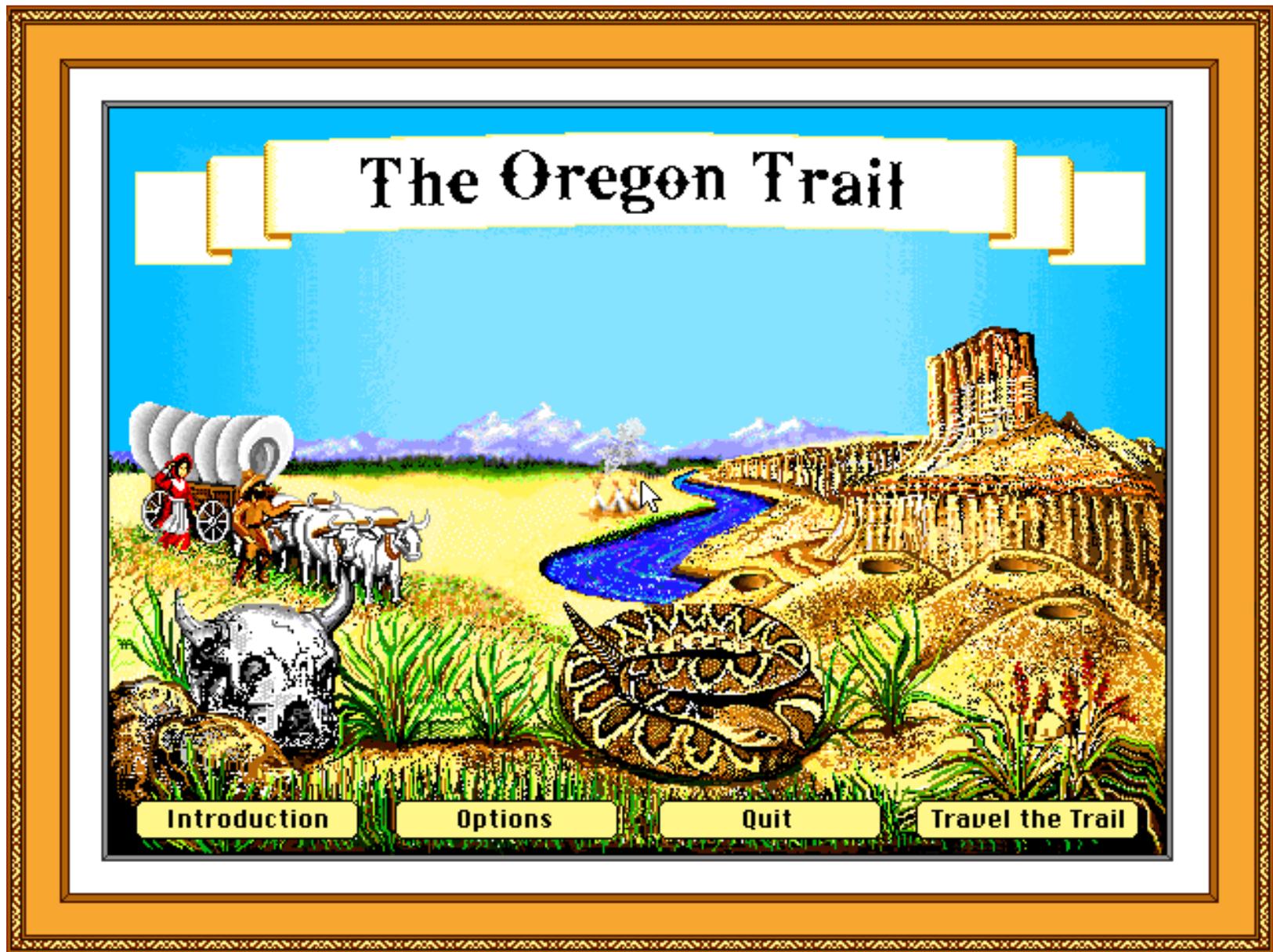
70%

of young people believe playing video games could be good for kids.

95%

of teachers use digital games that were created specifically for educational use.





Hunting, gathering, systems thinking.....1971

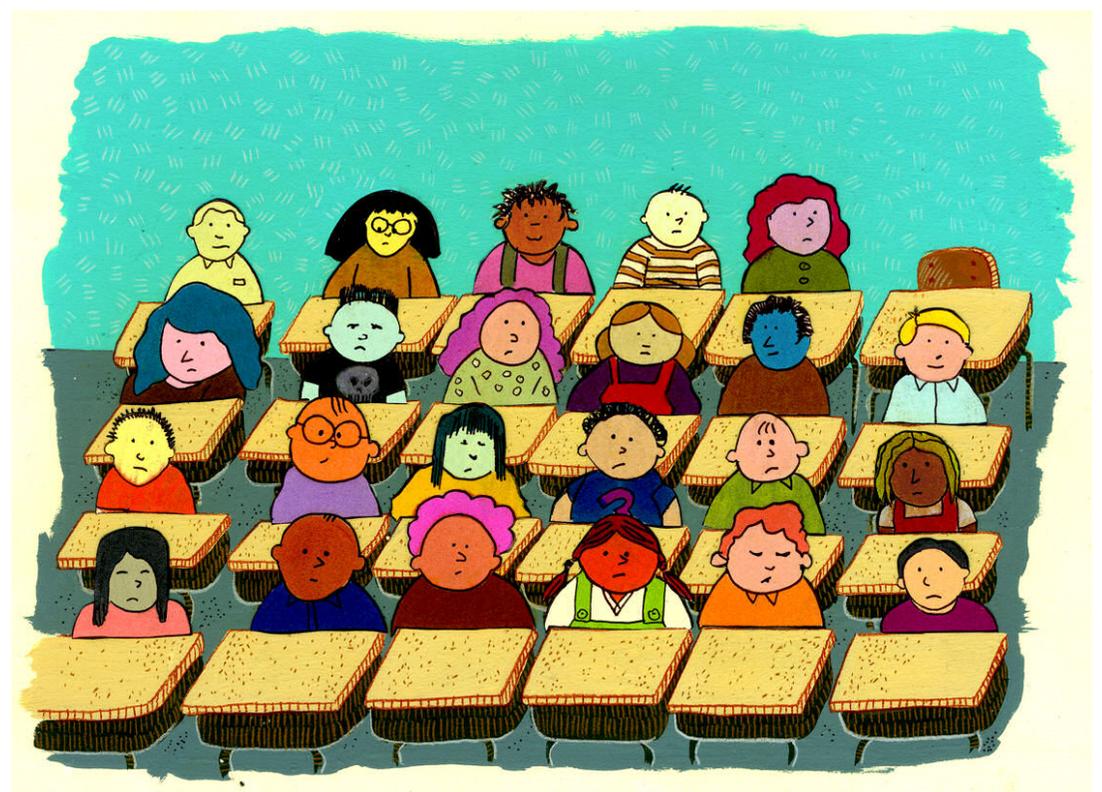
Bad Press?



"People play everywhere except in school," Malcolm Bauer



The traditional classroom stifles some of the attributes most crucial for human learning: persistence, risk taking, collaboration, problem solving.



Playful learning...

- Challenge
- Progression
- Reward
- Personalised real-time



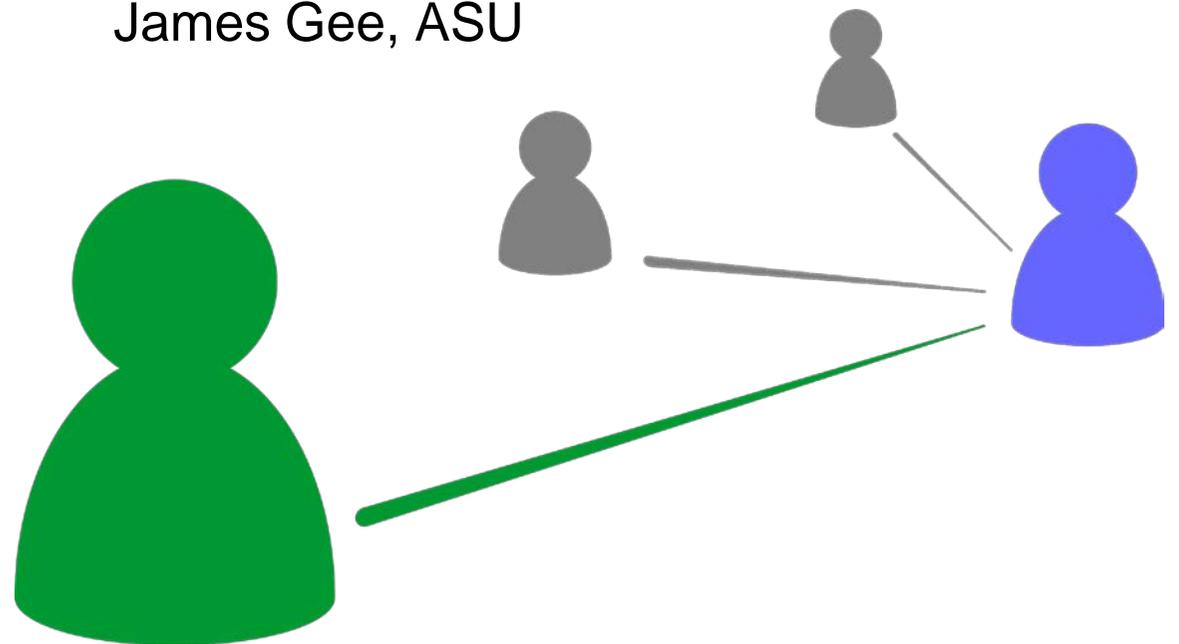
Research shows that boys typically read a couple of grades below level in school, but boys read texts way above their grade level if the texts are part of online games.



“Human minds are plug-and-play devices; they're not meant to be used alone. They're meant to be used in networks.”

Games allow us to do that – they allow us to use "collective intelligence." Collectively, we're not so stupid.

James Gee, ASU

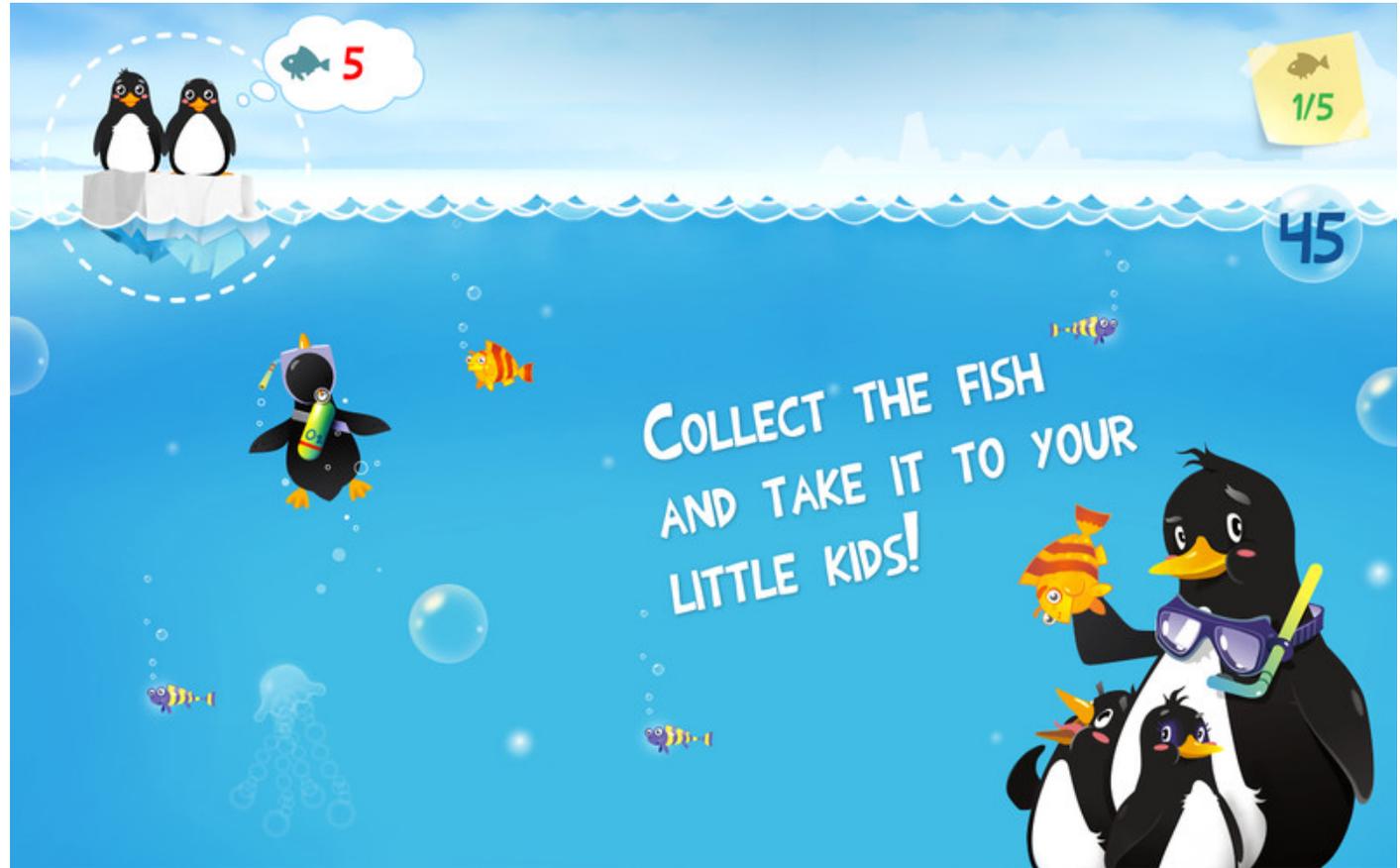
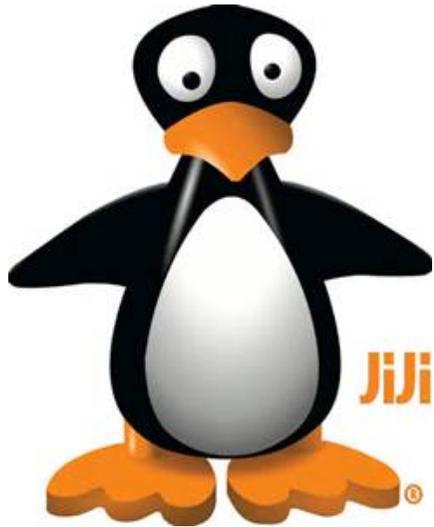


Never Alone

WINNER: 2015 Games for Change Awards Most Significant Impact & Game of the Year

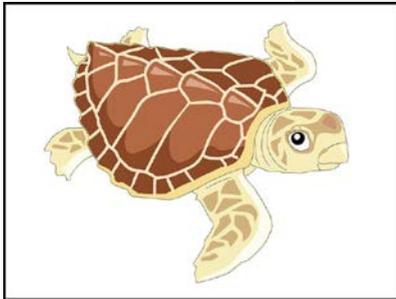


Created with the Cook Inlet Tribal Council. Nearly 40 Alaska Native elders, storytellers and community members contributed to the game, which shares, celebrates and extends Inupiat culture through highly engaging cooperative gameplay.



500,000 students in 26 states learn math through games supported by Jiji, the penguin.

Games are architectures for engagement.

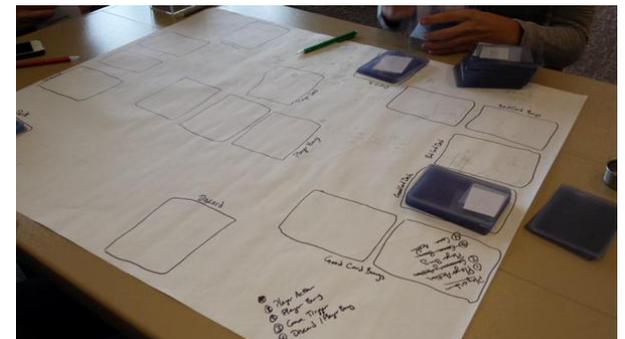
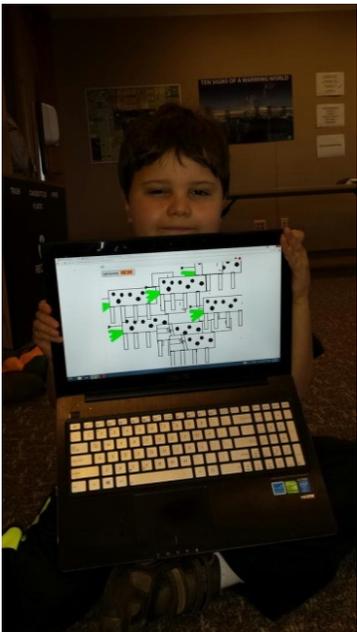


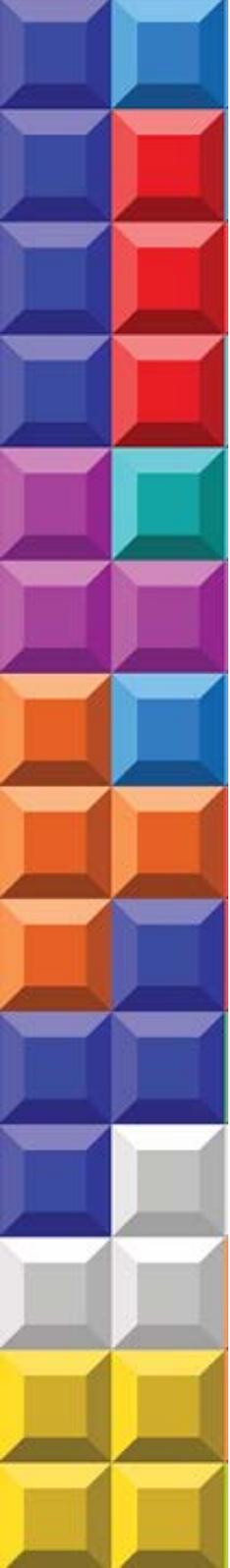
The screenshot shows the PLANIT NOW Games website. At the top, the word "GAMES" is written in large white letters on a blue background, with "planet arcade" in smaller text below it. A navigation menu includes "Home", "About", "Credits", "Contact", and "WaterLife". The main banner features a cartoon owl holding a smartphone, with the text "YOUNG METEOROLOGIST PROGRAM 'SEVERE WEATHER PREPAREDNESS ADVENTURE!'" and "PLANIT NOW's Young Meteorologist Program takes you on a severe weather preparedness adventure!". A "Play!" button and a right-pointing arrow are also present. Below the banner are three game tiles:

- Water Life: Rivers meet the Sea**: A tile with a game cover showing a river and the text "WaterLife Where Rivers Meet the Sea". Below it, the text reads: "Where Rivers Meet the Sea takes place in a west coast estuary and follows a human as she encounters Oscar the sea otter." A "View game »" button is at the bottom.
- Water Life: Quest to Nest**: A tile with a game cover showing a sea turtle and the text "WaterLife: Sea Turtles and the Quest to Nest". Below it, the text reads: "Sea Turtles and the Quest to Nest helps students address the most important issues facing loggerhead sea turtles." A "View game »" button is at the bottom.
- Severe Weather Preparedness Adventure**: A tile with a circular logo featuring the owl and the text "PREPARE AND SURVIVE PLANIT NOW". Below it, the text reads: "PLANIT NOW's Young Meteorologist Program takes you on a severe weather preparedness adventure where you'll encounter lightning, hurricanes, tornadoes, floods and winter storms." A "View game »" button is at the bottom.



October 2-4, 2015
11 sites



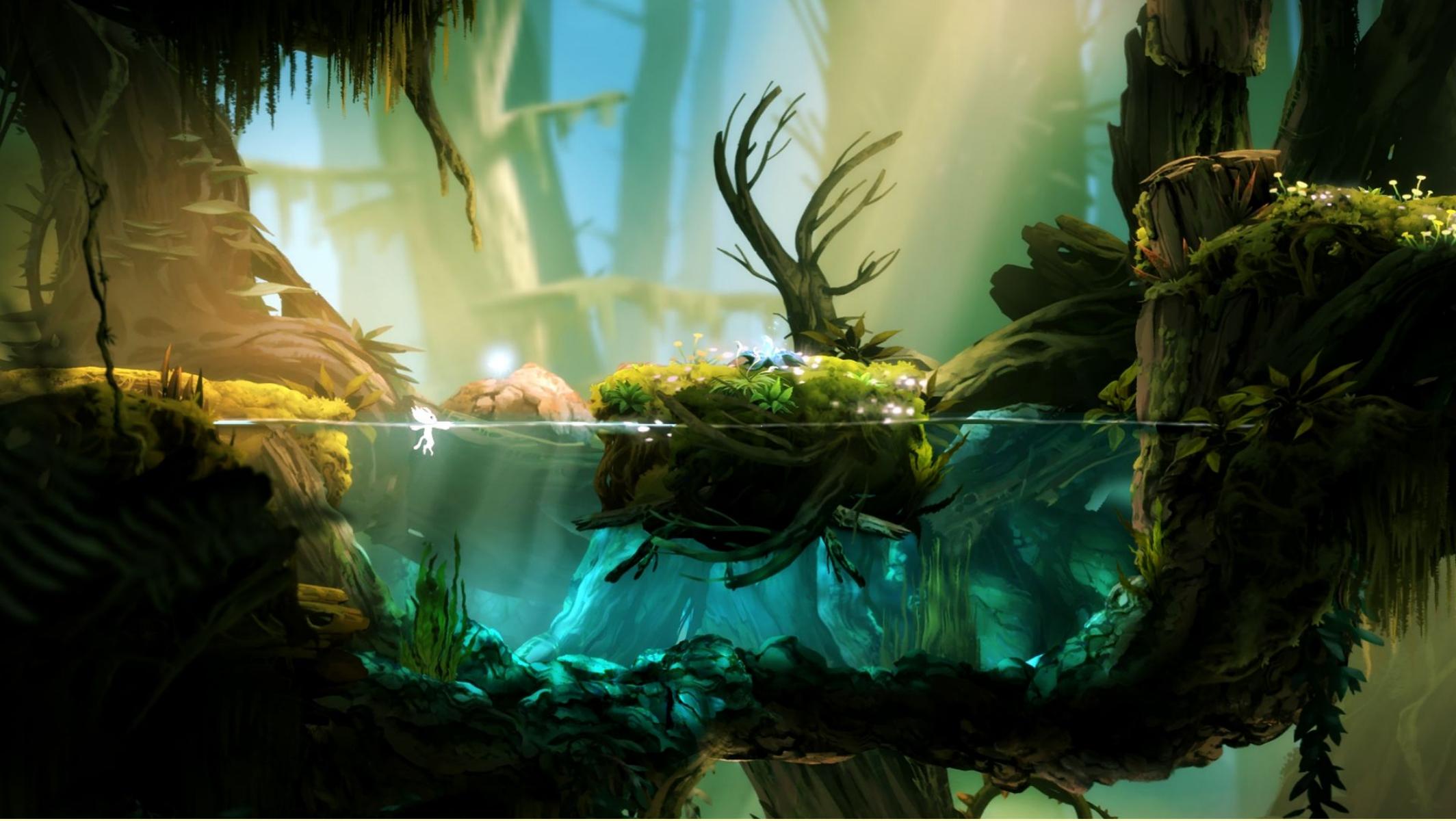


Mom said
Go play outside

WeKnowMemes

Games and challenges as springboards to outside activities, data collection, observations, stewardship projects.





Child of Light.... Ori fell to earth many years ago and has been taken care of by a bear-like creature who helps you learn about the forests.

hi-score: 00002053

earths hott . com

EARTH!



GAME OVER