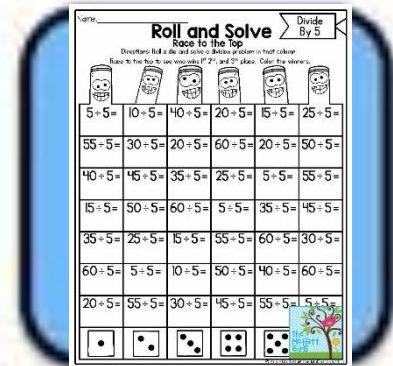


START

“Game-based learning refers to the borrowing of certain gaming principles and applying them to real-life settings to engage users”



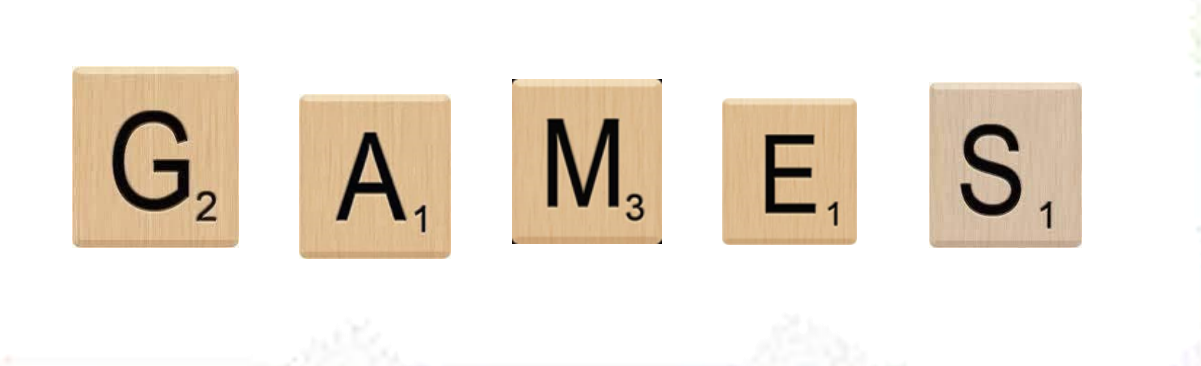
- Increase motivation
- Increase interaction with peers
- Strategic thinking
- Working towards a goal



END



Fun for ALL students of all ages!



1. Determine the purpose of game-based learning.
2. Make sure the game meets the intended goal/ needs.
3. Ensure it meets parent's expectations.
4. Dedicate time to in-class play.
5. Assess students' progress.



- Can be used for:
- Intervention
 - Reinforcement
 - Enrichment



Versatile: Easily modified to every students needs in regards to students who have learning disabilities

Peer Reviewed Articles:

- Derby, M., & DeCesare, C. (2011). Bingo! Let's learn about energy. *Technology and Engineering Teacher*, 70(7), 25-29.
- Gil-Domenech, D., & Berbegal-Mirabent, J. (2019). Stimulating students' engagement in mathematics courses in non-STEM academic programmes: A game-based learning. *Innovations in Education and Teaching International*, 56(1), 57-65.
- Kowslyk, S., & Deacon, H. (2007). Not all fun and games. *Literacy Today*, 51, 22-22.
- Morgan, M., & Moni, K. B. (2007). Motivate students with disabilities using sight-vocabulary activities. *20 Ways To...*, 42(4), 229-233.
- Rotter, K. (2004). Modifying "Jeopardy!" games to benefit all students. *Teaching Exceptional Children*, 36(3), 58-62.
- Townsend, D. (2009). Building academic vocabulary in after-school settings: Games for growth with middle school English-language learners. *Journal of Adolescent & Adult Literacy*, 53(3), 242-251.

Photo Citations:

Bingo: <https://www.pinterest.com/pin/330029478939806183/>

Roll and Solve: <https://www.pinterest.com/pin/34691859611475893/>

Jeopardy: <https://www.weareteachers.com/board-game-hacks/>

Roll a Task: Brain Break: <https://www.pinterest.com/tiffaniepierce/special-education-activities/>

Crack the code: <https://www.teacherspayteachers.com/Product/Word-Nerd-Word-Games-Puzzles-for-Middle-School-ELA-2677678>

Memory game: <https://www.parentcircle.com/article/10-games-and-activities-for-children-with-special-needs/>

Game- Based learning definition: <https://acrl.ala.org/IS/wp-content/uploads/2014/05/spring2015.pdf>