Teacher CEU Toolbox

Course Syllabus:

Using Games in the Classroom

What is this course about?

Studies show that using games to teach classroom concepts is an effective strategy to achieve academic growth. In this course, participants will learn why games are a solid method to engage students with required content. Subjects covered include game research, how to choose which games to use in the classroom, and assessment. The minimum time for participant completion of this course includes both enrollment time and system logged in activity time. Enrollment time is a total of three calendar days (4320 minutes) from the moment of enrollment. Activity time includes 300 minutes logged into the system. This 30-hour course uses a combination of both time requirements to maximize participation and allow time for completion of ongoing assignments and assessments. Completion certificates are restricted until both time requirements are accomplished. The minimum time for participant completion of this course includes both enrollment time and system logged in activity time. Enrollment time is a total of three calendar days (4320 minutes) from the moment of enrollment. Activity time includes 300 minutes logged into the system. This 30-hour course uses a combination of both time requirements to maximize participation and allow time for completion of ongoing assignments and assessments. Completion certificates are restricted until both time requirements are accomplished. It is suggested that you use this syllabus to seek prior approval from your individual licensing agency BEFORE registering for this course.

- **Approved for 3.0 Continuing Education Units (CEUs) = 30 Hours (30 clock hours)**
- **Approved by Nevada Department of Education (NVDOE) as 2.0 CEUs for Nevada Educators**

By the end of this course, you will:

- ✓ *Know and understand that games increase academic achievement and the research that supports this assertion*
- ✓ *Understand the difference between serious games and games for entertainment*
- ✓ *Learn how games have helped scientists and other professions increase their on-the-job performance*
- ✓ *Understand the best ways to implement games in your classroom*
- ✓ *Decide whether to use digital games, physical games, or both*
- ✓ *See the rise of esports and other gaming professions as valid career paths for your students*
- ✓ *Be comfortable with classroom management issues and other concerns about educational gaming*

The main topics covered in this course are:

Unit 1: *Why Use Games in the Classroom?*
- ✓ *Play and the Brain*
- ✓ *Games in the Classroom Guidelines*

Unit 2: *Ways to Use Classroom Games*
- ✓ *Using Games for Problem Solving*
- ✓ *Using Games for Collaboration*
- ✓ *Using Games for Assessment*

Unit 3: *Gaming & Different Populations*
- ✓ *Girls, Boys & Gaming*
- ✓ *Games for Students with Special Needs*

Unit 4: *Weighing Classroom Game Choices*
- ✓ *Digital Games*
- ✓ *Physical Games*

Unit 5: *The Pros and Cons*
- ✓ *The Benefits of Games in the Classroom*
- ✓ *Classroom Gaming Challenges*

Unit 6: *Future Evolutions*
- ✓ *The Future of Games in the Classroom*
- ✓ *The Gaming Industry*

Intended Audience:

- ✓ *Educators who want to engage their students without losing academic focus*
- ✓ *Teachers looking for fun differentiation options*
- ✓ *Teachers who want to build a classroom community and rapport with and amongst their students*

Session Dates and Costs:

This and all Teacher CEU Toolbox courses are self-paced. Once a participant purchases access to a course, that individual has one calendar year to complete the course requirements. Our courses are available 24 hours a day, 7 days a week. You can register and purchase access to courses online, via credit card, in our secure environment.

- ✓ *Course Cost: $149.95*

Course Credit Requirements:

- ✓ *This course is organized into six academic units*
- ✓ *You need to spend at least thirty hours over three days (4320 minutes = 72 hours = 3 days) in this course to receive credit*
- ✓ *You need an internet-connected device and a reliable internet connection to take this course*
- ✓ *You must access all of the site pages to receive credit for the course*
- ✓ *You must complete all of the lesson tasks that reinforce the course content*
- ✓ *You must take the Course Pre-Test, each unit quiz (score at least 90% in no more than three attempts), and the Course Post-Test (score at least 85% in no more than three attempts) to receive credit for the course*
- ✓ *You must complete the course evaluation*
- ✓ *If you have questions or problems, please email customer service at help@teacherceutoolbox.com*