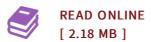




## Making School a Game Worth Playing: Digital Games in the Classroom

By Ryan L. Schaaf, Nicky Mohan

SAGE Publications Inc. Paperback. Book Condition: new. BRAND NEW, Making School a Game Worth Playing: Digital Games in the Classroom, Ryan L. Schaaf, Nicky Mohan, 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!.



## Reviews

This publication can be really worth a go through, and a lot better than other. It is actually writter in straightforward words and phrases instead of confusing. I discovered this pdf from my dad and i suggested this publication to learn.

## -- Jackeline Rippin

A high quality book and also the font employed was intriguing to read. I was able to comprehended every thing out of this created e book. You wont really feel monotony at whenever you want of the time (that's what catalogues are for concerning should you check with me).

-- Prof. Johnson Cole Sr.