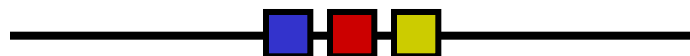


Integrating Technology & Games to Engage & Motivate Students in the 21st Century Classroom



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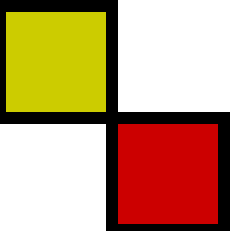
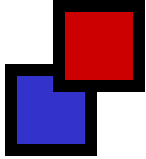
New Horizon School – Los Angeles

January 2011



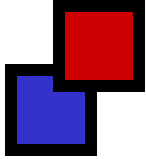
Objectives

After this presentation, you will . . .

- Understand why lack of motivation & engagement is a problem in classes today
 - Recognize the different types of motivation
 - Understand strategies to engage students using:
 - Micro skills Training
 - Educational Websites
 - Games
 - Play motivational games
 - Learn how to apply these games to your classes
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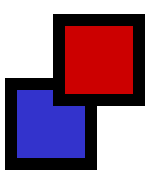


Affects of Lack of Motivation & Engagement

- Hinders the learning process
 - Poor academic achievement
 - Poor classroom attendance, greater absenteeism
 - Increased classroom behavior problems
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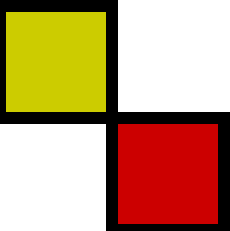
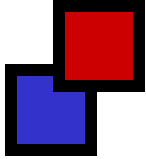


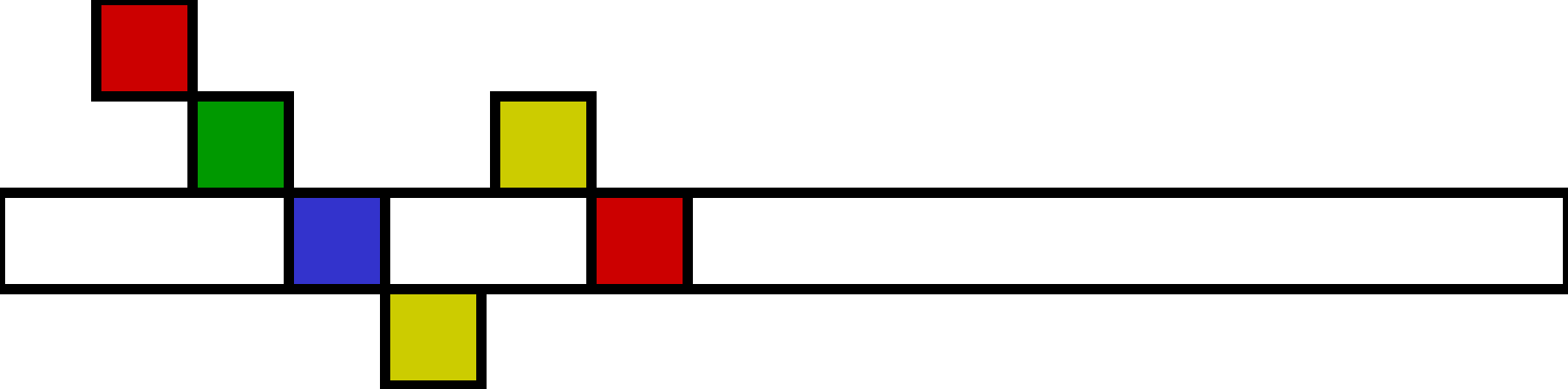
Reasons for Lack of Motivation & Engagement

- Students find the content / material not useful
 - “When will I ever need to know this in real-life?”
 - “wiifm” – “What’s in it for me?” – Anne Anzalone
 - Students think they won’t understand the material
 - Students believe they aren’t capable of learning the material
- 

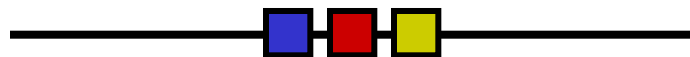


Types of Motivation

- 
- Motivation – *a construct to explain the initiation, direction, and intensity and persistence of goal-directed behavior.*
 - Intrinsic Motivation
 - Derived from self, an inherent interest in learning and mastery, curiosity and preference for challenge and leads to a mastery goal orientation.
 - Focuses on gaining confidence in skill
 - Extrinsic Motivation
 - Derived from external influences that affect the learner's motivation that comes from peers, parents, and teachers, such as rewards – money, tokens, authority approval – and leads to a performance goal orientation.
 - Focuses on a student's ability or self-worth
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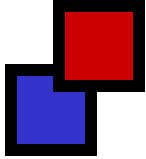


It is essential for students to experience success, especially weaker students!



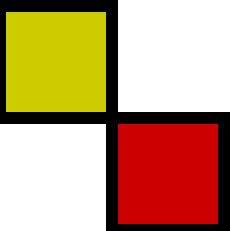
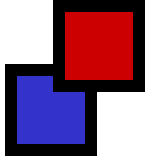


Factors for the Successful Motivation of Students:

- Successful Lessons / Activities must take into account . . .
 - Student autonomy versus teacher control
 - Optimal challenge to the student
 - Involvement of the teacher
 - Interaction / Movement
- 



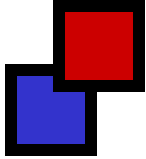
Teachers must provide . . .

- 
- A supportive learning environment (Safe)
 - Appropriately challenging activities
 - Clearly presented learning expectations
 - An optimal use of motivational strategies
- 

. . . to set up a successful student motivation plan.

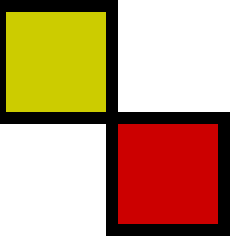
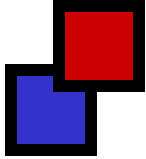


Strategies to Engage & Motivate Students

- Micro skills Training
 - Technology / Educational Websites
 - Games
 - Methods can be used together & are often integrated in several different learning activities
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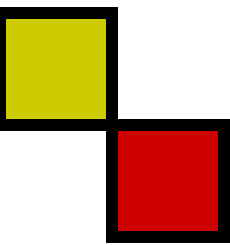
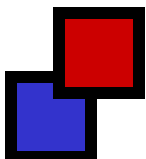


Micro Skills Training

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- A review of basic skills students should have learned prior to entering their current grade level
 - Can be class-wide or individualized
 - Quick daily activity to review
 - Part of an Intrinsic motivation building plan
- 

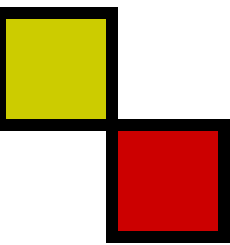
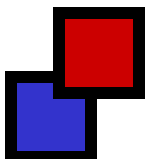


Technology as a Tool

- 
- Has the potential to engage students at higher levels, due to student perceptions that they can be successful!
 - Students have become “Digital Learners”
 - Video games, ipods, DVDs, cds, laptops, e-mail, cell phones, im / sms, etc have become an integral part of students’ daily lives.
 - Students spend approx. 40 hours a week in front of screens – video, computer, tv!
(Yahoo News!)
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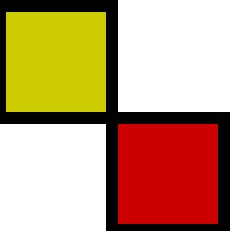
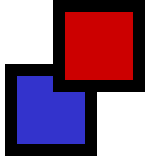


Technology as a Tool (cont'd)

- 
- Through the use of the internet, document cameras, interactive white boards, overhead projectors, video streaming, wikis, podcasts, etc new avenues of learning involving more students and integrating different learning styles (auditory, kinesthetic, visual, etc) becomes available.
 - Educational websites are a good way to integrate technology, micro skills training, and continue to build a positive motivation building plan.
 - As these technologies are utilized in teaching and reviewing – they must be integrated into assessing.
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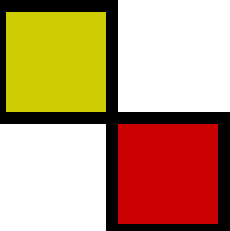
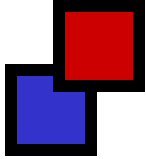


Educational Websites

- 
- These are a list of educational websites offering skills assessments as well as micro skills training.
 - General
 - www.arcademicskillbuilders.com
 - <http://www.edhelper.com/>
 - <http://www.spellingcity.com>
 - http://www.internet4classrooms.com/grade_level_help.htm
 - <http://funschool.kaboose.com/index.html>
 - www.pbskids.com
 - <http://www.primarygames.com/>
 - <http://www.sadlier-oxford.com/> (Related to their textbooks)
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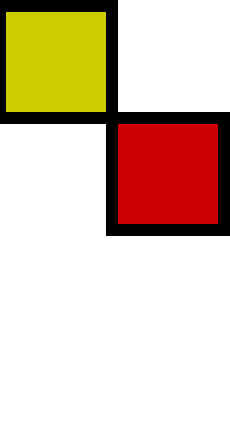


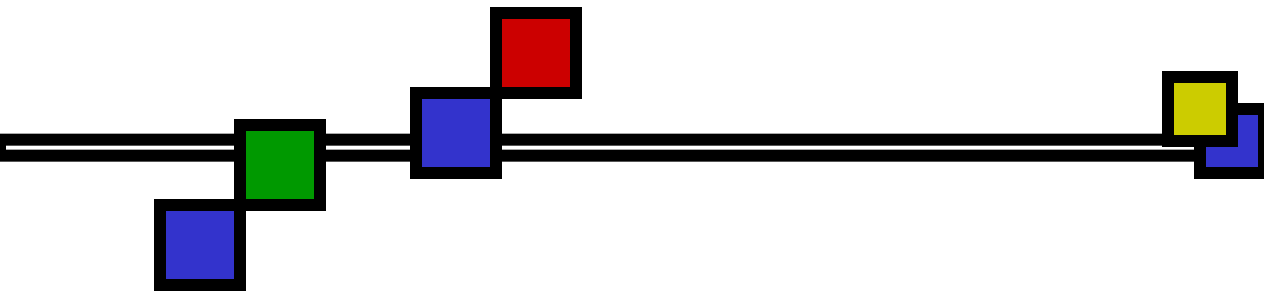
Educational Websites (cont'd)

- 
- Language Arts (Grammar, Reading, Spelling, Writing)
 - <http://www.everydayspelling.com/index.html>
 - <http://www.funbrain.com/grammar/index.html>
 - www.spellingcity.com
 - http://teacher.scholastic.com/writewit/diary/descriptive_journal.htm
 - www.uboost.com (requires subscription)
 - Math
 - www.coolmath4kids.com
 - www.worldmathsday.com (one month – February)
 - www.vmathlive.com (requires subscription)
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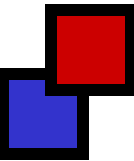
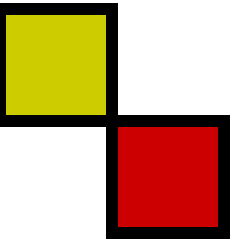
Games: Tips & Hints for Success

- Everyone needs to feel successful!
 - Important because students need to perceive that they can be successful or they won't want to play.
 - Create games with points or rewards for everyone
 - Simple rules, simple games work best – they are easy to follow and kids can play them on their own.
 - Stress the proper etiquette of winning and losing.
 - I use: "If you win or do well at something, do not brag. If you lose, do not show anger." (Essential 55, Ron Clark)
- 



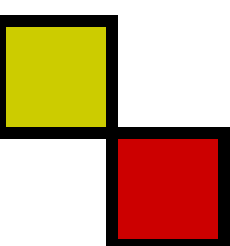
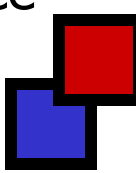
Games

- *Multi-Ball*
- *Dice Wars*
- *Word Builder*
- *Bingo*
- Who Wants to Be a Champion?
- Jeopardy
- Role Play
- Classification Relays



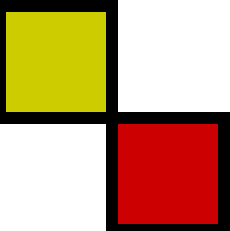
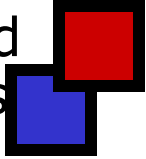


Multi-Ball

- 
- 1 Basketball (or any large bouncy ball)
 - Have all the students form a circle.
 - Teacher bounces the ball to another student and says the first multiple.
 - The student says the next multiple in sequence as they bounce the ball to the next student.
 - Rules:
 - Students can not bounce the ball to students standing next to them
 - Every student in the circle must touch the ball before returning it to the teacher
 - Each student can only get the ball once
 - If a student forgets the multiple or doesn't know what comes next – they lose 1 point
 - If the students are successful, they get 10 points, if they are not successful, the teacher gets 10 points.
- 

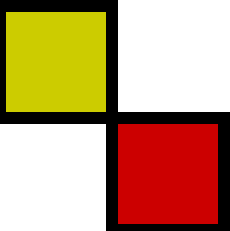
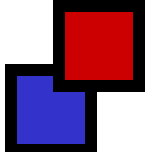


Dice Wars

- 
- 1 White Board, Dry Erase Marker, & eraser per student
 - Dice, double dice
 - Students divided into Teams
 - Referee – teacher
 - Roll the dice, the numbers become the factors, addends and then the referee decides the operation to be used. Students at “Attention,” flip white board over, do the problem – showing work, flip the board over again and back at “Attention”
 - The first team back at “Attention” with the correct answer and work – wins (gets 5 points)
 - Second team gets 2 points for correct answer and work or gets 1 point for incorrect answer and work.
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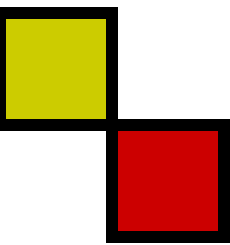
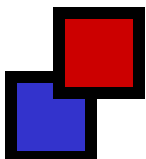


Word Builder

- 
- Students are divided into teams
 - Scrabble letters or letter blocks or letter magnets (any thing they can move around with letters on them), paper, and pencil – per team
 - Timer / Music
 - Teams are given a certain number of letters (consonants and vowels) and a time limit. Teams are asked to create as many words as they can and write them down. The team with 1-5 words gets 2 points. The team with 6-10 words gets 4 points. The team with more than 11 words gets 5 points.
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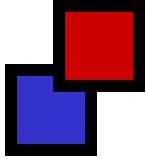


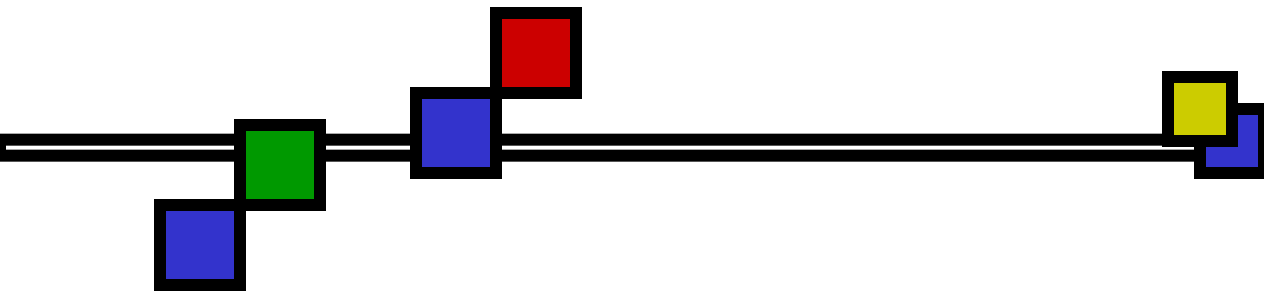
Bingo

- 
- 1 pre-filled game board (in Communicator), 1 dry-erase marker, eraser
 - Content question cards for each answer on the game board.
 - 1 Caller – someone to pick cards and read them aloud.
 - The caller will pick a card, say it out loud, and students will mark with the marker if they have the answer to that question.
 - Can be played multiple ways – Corner Bingo, Diagonal Bingo, Vertical Bingo, Horizontal Bingo, T-Bingo, L-Bingo
 - Points – Bingo 10 points, 1-3 squares to Bingo 5 points, 4+ squares to Bingo 2 points
- 

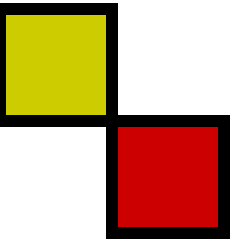


Who Wants to Be A Champion?

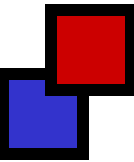
- This is a game based on the popular game show “Who Wants to Be a Millionaire?” played the same method.
 - Can be cross-curricular
 - Contains the same rules, except – everyone in the class plays at once.
- 



Jeopardy



- This is a version of the popular quiz game show and is played using the same method.
- Again, it can be cross-curricular
- It contains the same rules, except – everyone in the class plays at once.





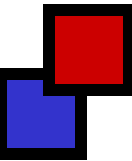
Contact Information

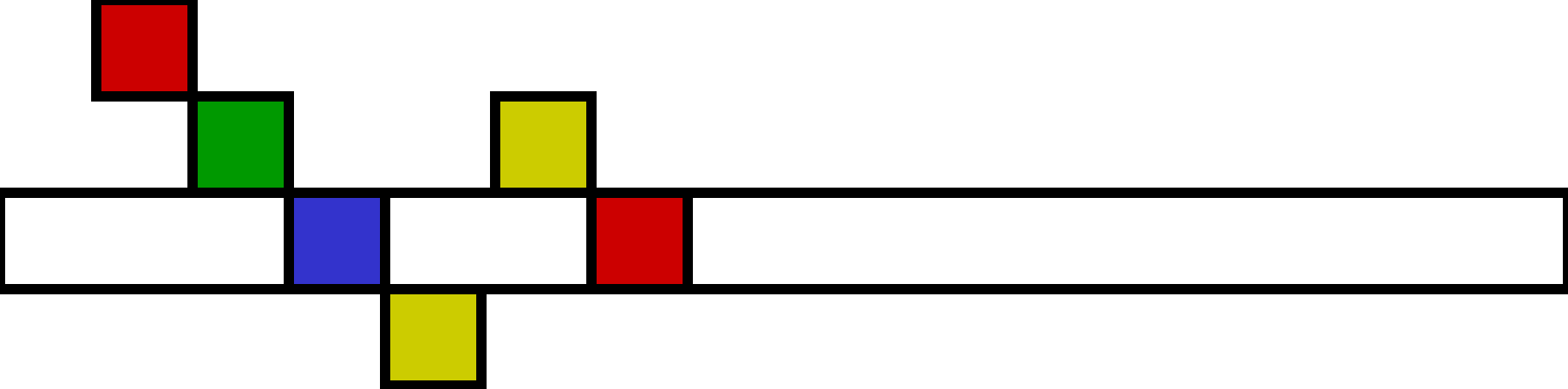


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Thank you for coming and
enjoy the rest of your presentations
during the conference!



Jazakallahu' khairan!