

Why Games?



A teacher's perspective

Role-playing games like the ones on the iCivics website, encourage agency. When you're a teenager you're always having people telling you what to do, when to do it...

In these games you have agency. You can do things; you can affect change. You're not the person receiving help. You're helping clients in a law firm or pretending to be the president or presenting an argument to the Supreme Court. All of those are really powerful positions, and it's really amazing that students can partake in those, and it opens them up to other possibilities.



Why Games?



Why

Learners Build Agency

- By making **meaningful** choices
- By replacing damaged school-based identities with exciting **game-based** ones
- By making sense of abstract concepts when learning is **relevant** to their lives

Teachers Maximize Student Learning

- By receiving **just-in-time** student feedback
- By providing **deep** and **engaging** experiences in limited instructional time
- By ensuring students learn the same content but with **individualized** instruction



La Necesidad

- Our nation boasts 3.8 million Spanish-speaking ELLs. Most are not learning the knowledge and skills to become informed and active members of our democracy.
- Social studies and civics academic language is particularly difficult.
- Social studies teachers are limited in the high-quality resources available to them.
- Our teachers told us they use iCivics for their ELLs, but wanted resources designed specifically for them.

Ongoing chat topic



Answer this question:

What are the best ways to help students navigate the complex academic language of your content?

Do I Have A Right? (our first game with ELL supports!)

Help your students learn about the protections in the Bill of Rights and later amendments.





Let's check it out!





Pause 1



Take a second to stretch...

I'm going to check the chat and answer some of your questions.

Then we will move on to the GAMES!!



We now have 6 games with ELL Supports (and are working on more and more!)

