



EACH GAME OFFERS

- Option to play in English or in Spanish
- English-language voiceover
- Embedded glossary
- Embedded and printable content guides for students in English and in Spanish
- Embedded gameplay scaffolds
- Accompanying Extension Packs with suggested modifications for ELLs

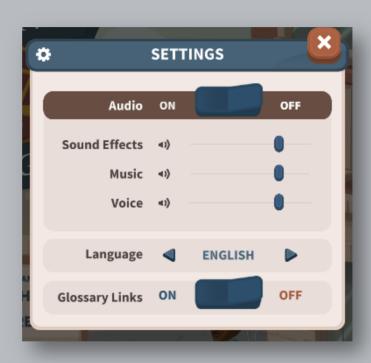
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English Voice Over and Spanish





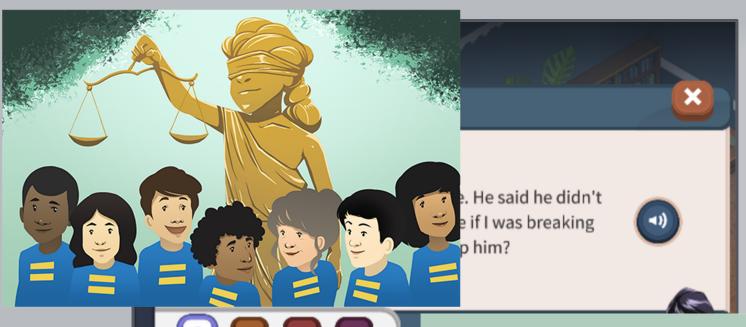


Embedded Glossary





Illustrated Amendments and Visual



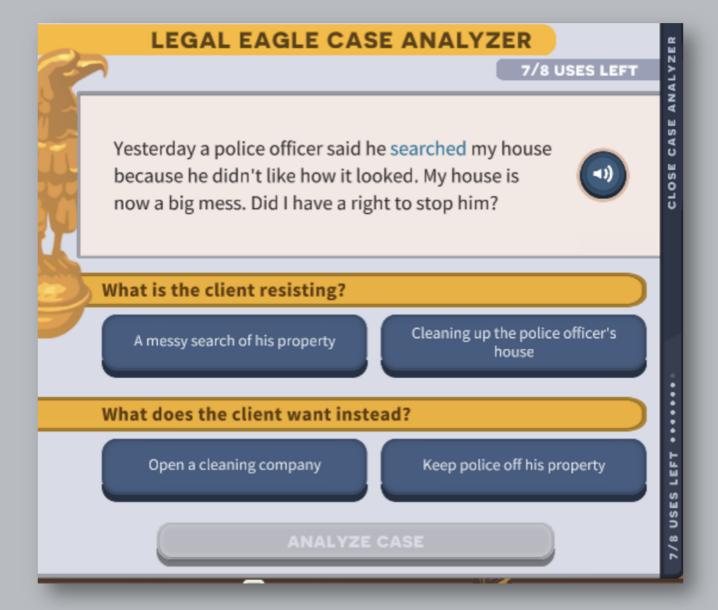


Color Coding





Legal Eagle Case Analyzer





Let's watch a video





iCivics ELL Impact



Poll Question



Which of the following is the **BEST** way to use learning games in the classroom?

- A. Holding "Friday Fun" days
- **B.** Assessing students' mastery of similar content/concepts
- C. Using them as part of a sequence of activities designed to foster understanding of key content/concepts
- D. Letting kids play them when they finish their "real" work
- **E.** Introducing new topics for which students have little to no prior knowledge

