



# GBL for ELLs:

Using Video Games to Teach Academically  
Complex

Social Studies Language and Content

# WELCOME!!



## Today's agenda

1. Game-based learning (GBL)
2. Meet our games
3. Teaching around the games
4. Cross-curricular opportunities



# What about you?

In the Chat Box, let me know...

- Where you are located
- What AND who you teach



@iCivics



play



"I consider engaging the next generation of **citizens** to be my most important work yet and my legacy."

— Justice Sandra Day O'Connor

Justice Sonia Sotomayor joined the iCivics Governing Board in 2015, taking over the mantle of leadership in civic education.







**Product  
Suite**

**FREE**

**2**



**GAMES**



**200**

**+** LESSON  
PLANS

**ELL RESOURCES  
AVAILABLE**

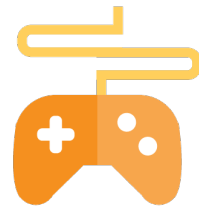


**2**

**DIGITAL  
LITERACY TOOLS**



**REAL WORLD  
PROJECTS**

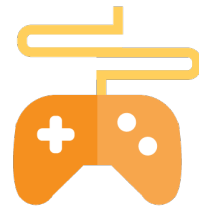


# Poll Question

What are you feeling during this unprecedented moment?

- A. Very/Extremely overwhelmed
- B. Moderately Stressed
- C. A Little Stressed
- D. Cool as a cucumber





# Remote Learning

This moment can dredge up a variety of emotions. The most important thing that we can do as educators and parents is take a deep **breath** and **ask for help**.



# Remote Learning Toolkit



Whether you're a parent or an educator, our free resources provide enrichment activities and lessons to keep learning going at home.

**We suggest starting with our games.** They're an educational, fun way to engage kids and provide structure in a home school setting. Most games take 30-45 mins to play.

- Find new and existing school closure resources at: [icivics.org/toolkit](https://www.icivics.org/toolkit).
- You can also reach the iCivics Curriculum team after this webinar with questions at [support@icivics.org](mailto:support@icivics.org).



**We are here for you.**

