



More than Just a Game!



Join us on Friday, August 5 for Game based Learning and Gamification in the classroom!

What is Game based Learning?

Students explore relevant aspect of games in a learning context. Students collaborate in order to add depth and perspective to the experience. Good game-based learning applications draw students into virtual environments that look and feel familiar and relevant. Students work toward a goal, choosing actions and experiencing the consequences of those actions along the way.



What is Gamification?

Gamification is "applying typical elements of game playing (e.g., point scoring, competition with others, rules of play) to other areas of activity."

Enhance & Transform Learning!

Revive your students' interest in using their brains and develop important skills for success in school and in life:

- **Critical thinking**
- **Purposeful Learning in Context**
- **Build Grit and Character**
- **Problem solving**
- **Troubleshooting**
- **Collaboration**
- **Content area skills including math, science, social studies and language arts**

Workshop Objectives

- Explore the differences between Gamification and Game Based Learning
- Explore and vet resources
- Participate and design challenges for your students
- Explore additional critical thinking activities for student learning

Registration Details

Audience: All educators **Registration Link:** (Click here.)

Cost: \$75 Per person School improvement Services members; \$150 per person Non School Improvement members (Includes: lunch, resources, & follow up.)

Date: Friday, August 5, 2016

Time: 9:30am to 2:00pm

Location: CESA 9, 304 Kaphaem Road, Tomahawk

Contact: Archie Barribeau abarribeau@cesa9.org