

**Interactive Video Games to  
Teach Content Areas**

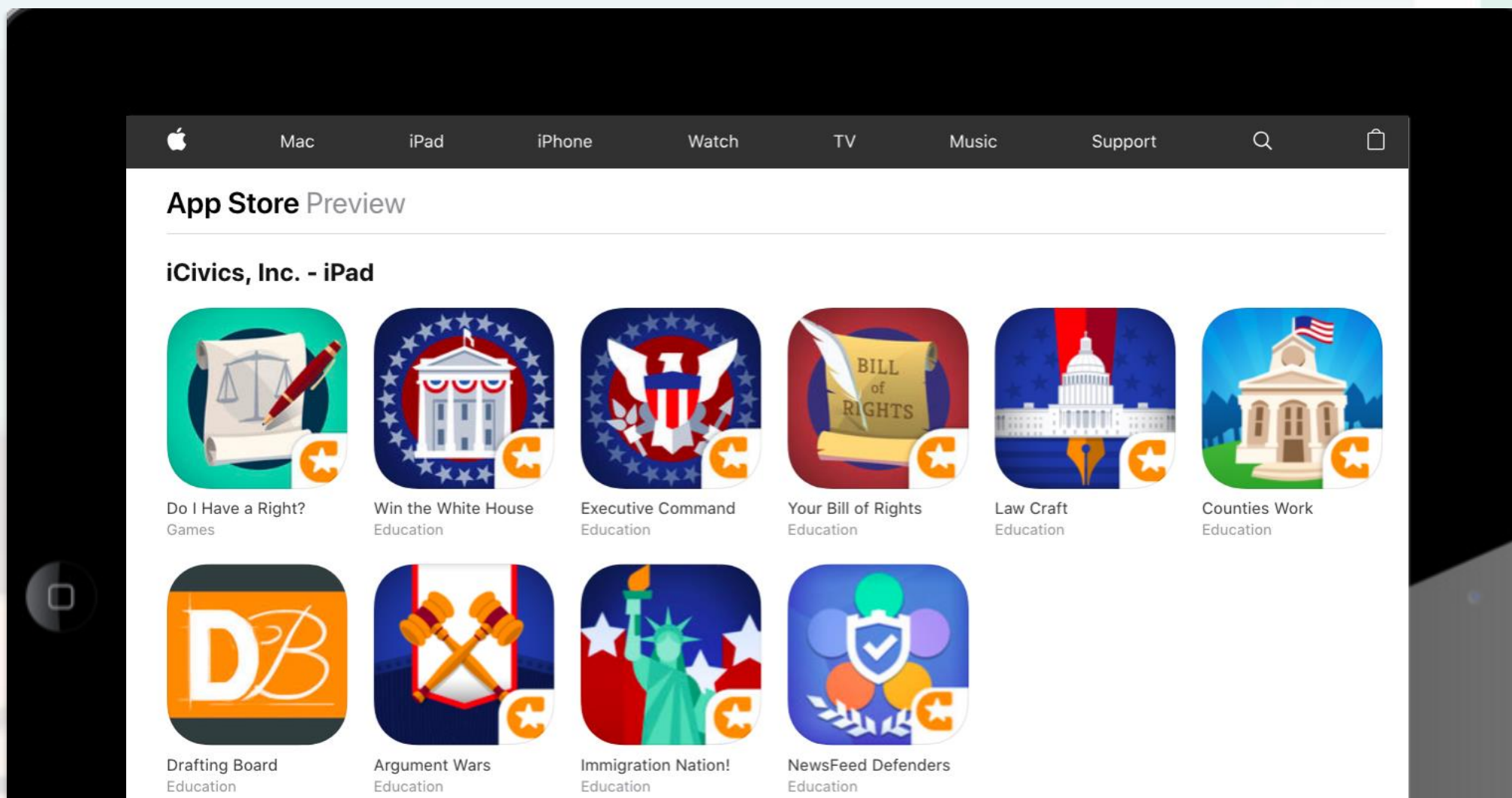
# Why Games? Why iCIVICS?

## Learners Build Agency

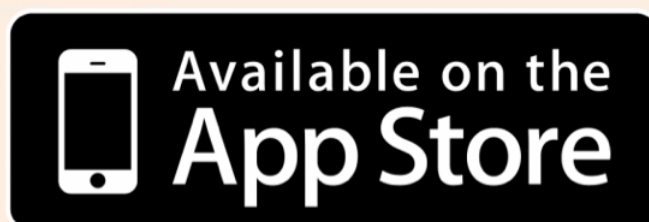
- By making **meaningful** choices
- By replacing damaged school-based identities with exciting **game-based** ones
- By making sense of abstract concepts when learning is **relevant** to their lives

## 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



There's an app for that





Let's check it out!





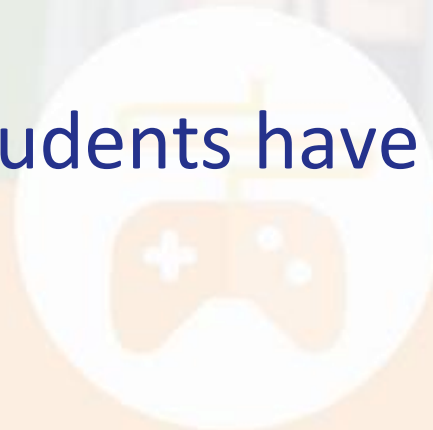
## EACH GAME OFFERS SUPPORT FOR ENGLISH LANGUAGE LEARNERS

- 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

# 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



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"The practice  
passed down  
pool. It must b  
learned anew  
of citizens."

Justice Sa  
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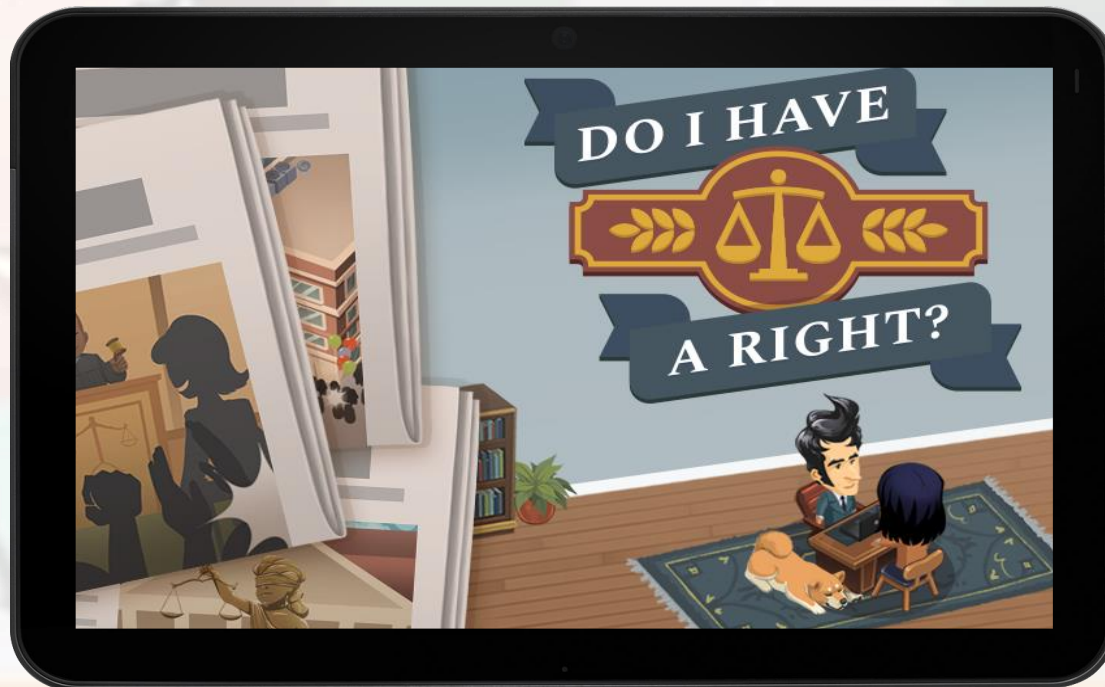


# Our approach

## GAME SANDWICH

Starter Activity

Mini-Lesson



GAME PLAY!

Post-Game Activity

Reflection

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ICivics exists to help students in middle school and high school learn about civics and government. We provide well-written, interactive resources that can be used in the classroom or at home.

about

"The practice of civics has not passed down through the gene pool. It must be learned and passed on to the next generation of citizens."

Justice Sandra Day O'Connor



# Why play in pairs or groups?



- Supports **oral language development**
- Provides an additional **scaffold** for ELLs and/or struggling readers
- Fosters added **engagement**
- Encourages **rich and meaningful dialogue**
- Makes effective use of **limited computers and devices**

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# Parting words

- Create a teacher account on **iCIVICS**  
www.ICIVICS.org
- Download the apps!
- Follow us on  and 
- Teach AROUND the games
- Assign the games and share your pictures and experiences using **#iCivics** and **#DoIHaveARight**



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