

Providing Institution:



1.1 Read the text below and choose the best answer (A, B, or C) for items 1-2.

1. The text below is
 A. a study pamphlet. B. an instructions manual. C. a review.
2. The text is about digital games and their usefulness for
 A. study at school. B. learners of all ages. C. tutoring students.

The MindShift Guide x

blogs.kqed.org/mindshift/series/guide-to-games-and-learning/

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How we will learn.


GAMES AND LEARNING BIG IDEAS TEACHING STRATEGIES CHILDREN AND MEDIA ABOUT

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Guide to Digital Games and Learning

How can games unlock a rich world of learning? This is the big question at the heart of the growing 'games and learning' movement that's gaining momentum in education. The *Guide to Digital Games and Learning* explains key ideas in game-based learning, pedagogy, implementation, and assessment. This guide makes sense of the available research, and provides suggestions for practical use.

The *Guide to Digital Games and Learning* started as a series of blog posts written by Jordan Shapiro with support from the Joan Ganz Cooney Center at Sesame Workshop and the Games and Learning Publishing Council. We've brought together what we felt would be the most relevant highlights of Jordan's posts. We wanted to create a dynamic, in-depth guide that answers many of the most pressing questions that educators, parents, and life-long learners have raised – questions around using digital games for learning. While we had educators in mind when developing this guide, any lifelong learner can use it to develop a sense of how to navigate the games space in an informed and meaningful way.



We urge you to read it. Start with the introduction that provides an overview of games in the classroom. Then go straight to the second section which presents the way in which the research around digital games is evolving and talks about how pediatricians, academics, educators, and researchers are working to find answers to how games and technology affect learners of all ages. The third section, on 'How to Start Using Digital Games for Learning', provides examples of how some educators are using digital games in the classroom and how they find support when running into difficulties. The next section, 'How to Choose a Digital Learning Game', gives you a starting point for game selection by providing an understanding of the types of games available in the marketplace and how to go about selecting them. Ideas about how to overcome obstacles for using digital games in the classroom are presented in the next section and, finally, the last section takes an in-depth look at how some teachers are using games in the classroom and their real-life struggles and victories.

1.2 Read the text again and choose the best answer (A, B, or C) for items 3-6.

3. Digital games are becoming
 A. widespread in education. B. an overused tool. C. the target of modern education.
4. This publication is a result of
 A. hours of blogging. B. internet research. C. well-liked blog posts.
5. This publication mainly concerns teachers and
 A. pupils. B. parents. C. people interested in learning.
6. This publication gives an account of
 A. how well we learn through digital games. B. how popular entertainment has become recently. C. the use of digital games for learning purposes.

Answer key: 1-C, 2-B, 3-A, 4-C, 5-A, 6-C