

1. Record Nr.	UNINA9910456970903321
Autore	Mayer Brian
Titolo	Libraries Got Game [[electronic resource]] : Aligned Learning through Modern Board Games
Pubbl/distr/stampa	Chicago, : ALA Editions, 2009
ISBN	0-8389-9739-2
Descrizione fisica	1 online resource (150 p.)
Altri autori (Persone)	HarrisChristopher
Disciplina	020 025.2896 20
Soggetti	Board games Libraries - Special collections - Board games - United States Board games - Activity programs School libraries Library & Information Science Social Sciences Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Contents; Acknowledgments; Part I: Reintroducing Board Games; Chapter 1: Designer Games; What Makes Designer Games Different; Games for All; Chapter 2: Why Games Matter; Authentic Experiences; Student Engagement; Social and Life Skills; Higher-Order Thinking; Games Do Matter; Notes; Chapter 3: Redefining Resources; Facing Questions about Games; Notes; Part II: Games for Twenty-First-Century Learners; Chapter 4: Library and Information Skills; Informational Implications of Gaming; Social Implications of Gaming; Library and Information Skills Alignment; Collaborative Learning Chapter 5: Alignment with State and National Curriculum StandardsEnglish and Language Arts; Social Studies; Mathematics; Science; Part III: Games in School Libraries; Chapter 6: The Genesee Valley Model; Low Cost; High Level of Buy-In; Selection of Games; Missing Pieces; Using the Games; Professional Development; Chapter 7: Starting a Game Collection; Collection Development; Authenticity of

Game Play; Identification of Curriculum Alignments; Game Time; Return on Investment; Where to Find Games; Part IV: Great Games for School Libraries

Chapter 8: Top Recommended Games for Elementary School: Pre-K through Grade 5
Chapter 9: Top Recommended Games for Middle School: Grades 6-8; Chapter 10: Top Recommended Games for High School: Grades 9-12; Glossary of Designer Board Game Terminology; A; C; G; I; L; M; P; R; S; T; V; W; List of Games Discussed; List of Game Publishers; Index; A; B; C; D; E; F; G; H; I; J; K; L; M; N; O; P; Q; R; S; T; U; V; W; Z

Sommario/riassunto

From promoting the idea to teachers and administrators to aligning specific games to state and national education standards, this book will help you build a strong collection that speaks to enhanced learning and social development and is just plain fun.
