

1. Record Nr.	UNINA9910457487103321
Autore	McCall Jeremiah
Titolo	Gaming the Past [[electronic resource] ] : Using Video Games to Teach Secondary History
Pubbl/distr/stampa	Hoboken, : Taylor and Francis, 2013
ISBN	1-136-83209-2 0-203-83183-7
Edizione	[1st edition]
Descrizione fisica	1 online resource (207 p.)
Disciplina	907.1/2 907.1273
Soggetti	EDUCATION / General EDUCATION / History History - Study and teaching - Simulation methods History --Study and teaching --Simulation methods Video games - Study and teaching Video games --Study and teaching History - Simulation methods - Study and teaching History & Archaeology History - General 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	Front Cover; Gaming the Past; Copyright Page; Contents; List of illustrations; Acknowledgements; Introduction; 1. Why Play Historical Simulation Games? Making the Case to Administrators, Parents, Colleagues, and Students; 2. What Makes a Valid Simulation Game?; 3. Matching Genres of Historical Simulation Games to History and Social Studies Curricular Content; 4. Instructional Strategies; 5. Putting It All Together: Learning Exercises, Assessments, and Sample Lesson Plans; Appendices; References; Index
Sommario/riassunto	Despite the growing number of books designed to radically reconsider the educational value of video games as powerful learning tools, there are very few practical guidelines conveniently available for prospective

history and social studies teachers who actually want to use these teaching and learning tools in their classes. As the games and learning field continues to grow in importance, Gaming the Past provides social studies teachers and teacher educators help in implementing this unique and engaging new pedagogy. This book focuses on specific examples to help social studies educ

---