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Titolo	Disciplinary Literacy and Gamified Learning in Middle School Classrooms : Questing Through Time and Space // by Leslie Haas, Jill T. Tussey, Michelle Metzger
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Soggetti	Teachers - Training of Education Education - Curricula Science - Study and teaching Mathematics - Study and teaching Teaching and Teacher Education Curriculum Studies Science Education Mathematics Education Jocs educatius Arts del llenguatge Educació secundària Llibres electrònics
Lingua di pubblicazione	Inglese
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Nota di contenuto	Getting Started -- Chapter 1: Acropolis -- Chapter 2: Petra -- Chapter 3: Colosseum -- Chapter 4: Chichen Itza -- Chapter 5: Moai -- Chapter 6: Red Square -- Chapter 7: Taj Mahal -- Chapter 8: Neuschwanstein -- Chapter 9: Eiffel Tower -- Chapter 10: Sydney Opera House.
Sommario/riassunto	This textbook prepares teachers to incorporate gamified learning experiences into middle school classrooms. Its focus provides concrete

examples of how to seamlessly integrate literacy across disciplines in a fun, engaging, and unique way for all learners. Furthermore, this book offers practical information related to pedagogy, content, and differentiation for each lesson. Preservice teachers, practicing teachers, instructional coaches, and administrators can benefit from this user-friendly text and its companion digital components, allowing for replication of lessons based on national standards, backed by best-practices, and supported by differentiated pedagogy. This unique book begins with engineering marvels that span across centuries and locations. The ten chapters, in chronological order, are titled: Acropolis, Petra, Colosseum, Chichen Itza, Moai, Red Square, Taj Mahal, Neuschwanstein, Eiffel Tower, and Sydney Opera House. By focusing on specific examples of human ingenuity, opportunities are created to delve into the historical and social aspects of each chapter's focus. There are also chances to explore the artistic merit and the art created about and around each marvel. Additional teaching moments lie in understanding the science, engineering, technology, and math embedded in all featured marvels. Each chapter offers material lists, resource materials, and visual/graphic images to support understanding. Teaching tips and differentiation strategies are also provided to support novice and career teachers alike.
