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Nota di contenuto	Cover; Contents; Preface; Acknowledgments; About the Author; Chapter 1 - Why Create an Experience?; What is an Experience?; So Who Has Time for Experiences in the Classroom?; Brain-Compatible Learning; The Power of Reflection; Reflection Questions for Teachers; Chapter 2 - How to Create an Experience; Preparing a Classroom Environment Conducive to Experiences; Strategies for Creating Experiences; Putting It all Together-Creating Your Own Experiences; Other Ideas for Experiences; Reflection Questions for Teachers; Chapter 3 - How Do You Assess an Experience? Traditional Versus Authentic Assessment Reflection as Formative Assessment; Aligning Your Experiences to Standards; Why Standards-Based?; Reflection as Summative Assessment; Other Considerations; Reflection Questions for Teachers; Chapter 4 - Sample Experiences; Rapport-Building Activity: Guess Who Had This for Dinner; Rapport-Building Activity: Eliminator; Rapport-Building Activity: Morning Move-Around; Rapport-Building Activity: The Wave; Rapport-Building Activity: Two Truths and a Lie; Rapport-Building Activity: The Name Game; Rapport-Building Activity: Thumper Rapport-Building Activity: Old-Fashioned Sing-Down Experience: Musical Moment; Experience: The Reveal; Experience: Debate Shift-Around; Narrative: Save the Princess; Narrative: Counter-Terrorism;

Experience: The Arrest; Experience: Shelter; Experience: The Scream; Experience: The Fire; Simulation Game: Power; Simulation Game: Island Survival; Simulation Game: The Salesperson; Simulation Game: Witch Hunt; Simulation Game: The Farm; Narrative: Crime Lab; Narrative: Roller Coaster Designer; Making Experiences Work for You; Resource A. Reproducible Handouts; Song Reflection Report Save the PrincessCounter-Terrorism; The Scream; Power; Island Survival; The Salesperson; The Farm Game; Crime Scene Lab Report; Resource B. Additional Resources; Brain-Based Learning Fun Kit; Web Sites about Brain-Based Learning; Web Sites about Simulation Games; References; Index

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**Sommario/riassunto**

Discover how to engage teenagers in course content using this resource's updated research, new sample activities, and tips for designing and evaluating interactive learning experiences.

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