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Altri autori (Persone)	HarrisChristopher
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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.
