

**COURSE TITLE:** CROSS-CURRICULAR GAMES & ACTIVITIES FOR K-12 CLASSROOMS

**NO OF CREDITS:** 3 QUARTER CREDITS  
[semester equivalent = 2.0 credits]

**WA CLOCK HRS:** 30  
**OREGON PDUs:** 30

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### **SUPPLEMENTARY MATERIALS GENERAL INFORMATION**

#### **THE BENEFITS OF USING GAMES FOR LEARNING**

- Gain students attention
- Assist in reaching lesson objectives
- Creates a non-threatening learning environment
- Promotes student interaction
- Helps create active learners

#### **IDEAS FOR DESIGNING A GAME**

- Identify the lesson objective
- Select or adapt a game to fit your needs (number of players, rules, score keeping – or no score keeping, etc.)
- Determine the process for running the game smoothly.
- Determine how a team wins, or when a game ends.
- If the game requires questions, collect reading assignments, handouts, class discussion notes, homework, etc., to help develop the questions.
- Construct the game board or necessary playing pieces or cards, etc.
- If possible, try out the game with family or co-workers before using in a classroom setting to get all the “kinks” out.