

# Ohio Literacy Conference for K-3rd Grade Teachers

December 8, 2011 - December 9, 2011

## **D-7** Games that Teach (Gr. K-3)

**Lori Elliott Ed.D.**

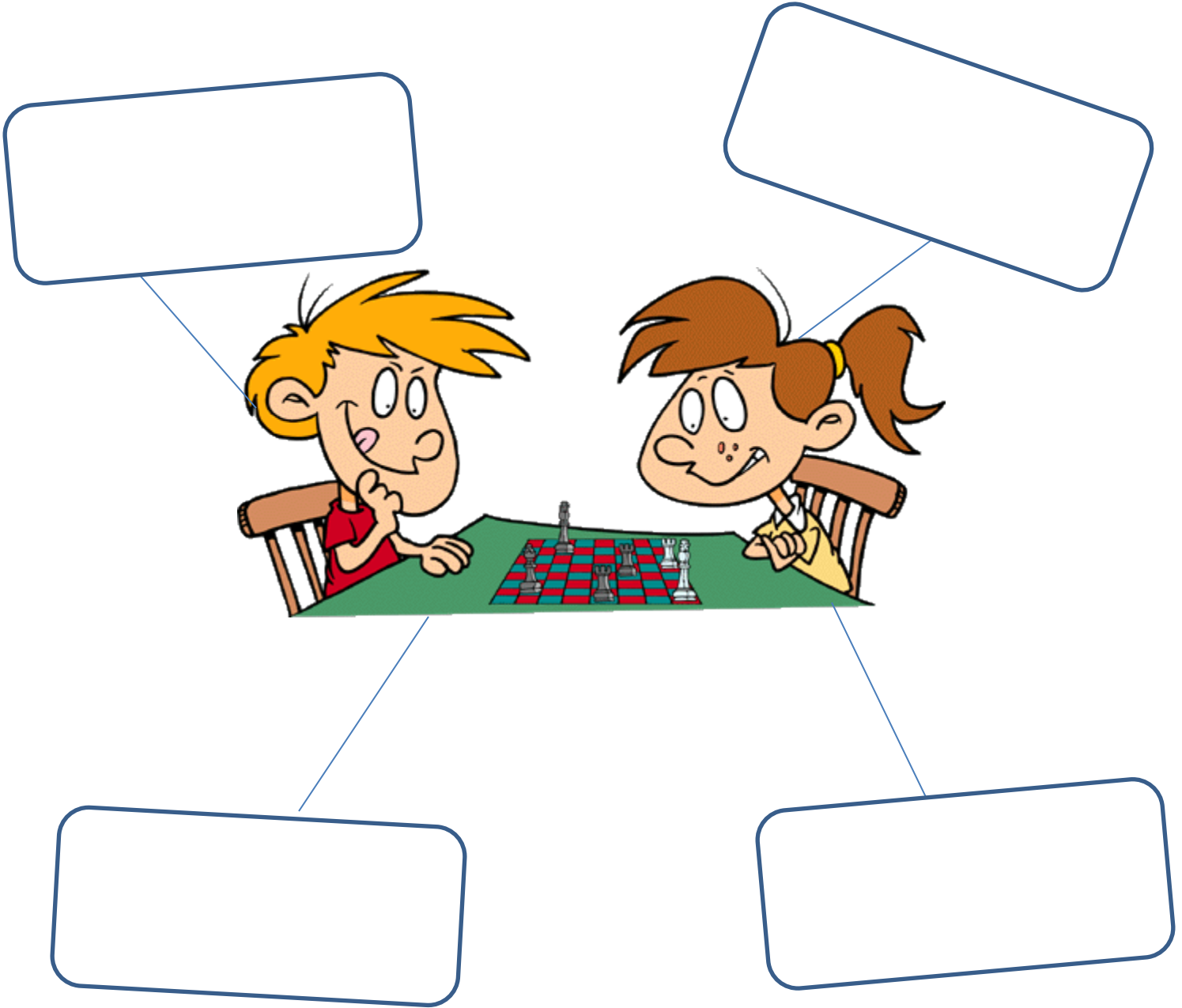
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# Why Use Games in the Classroom?

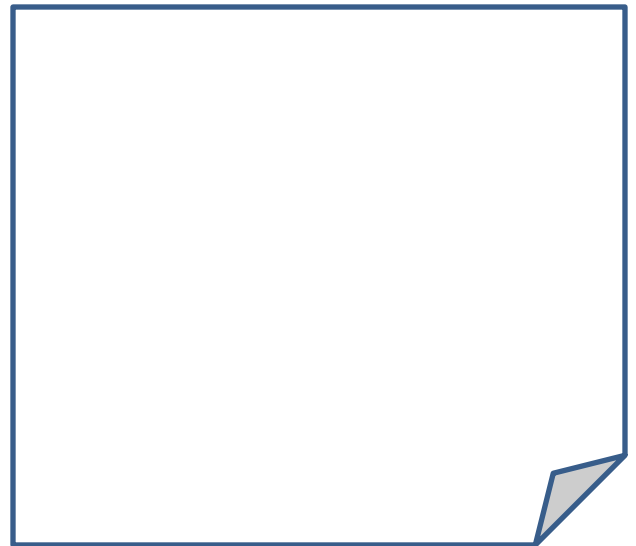
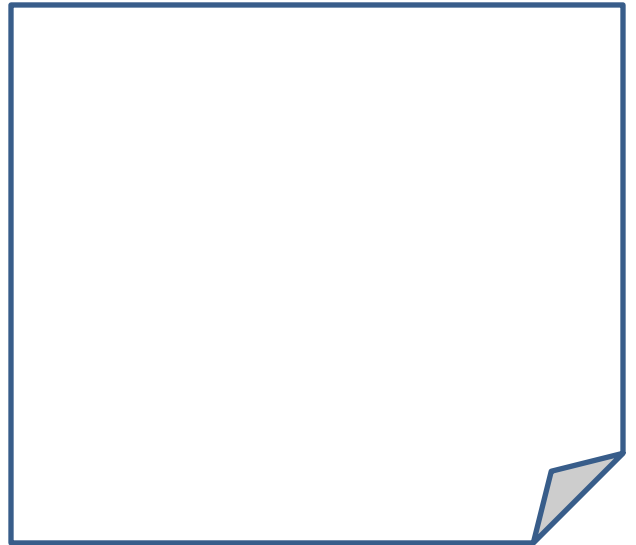
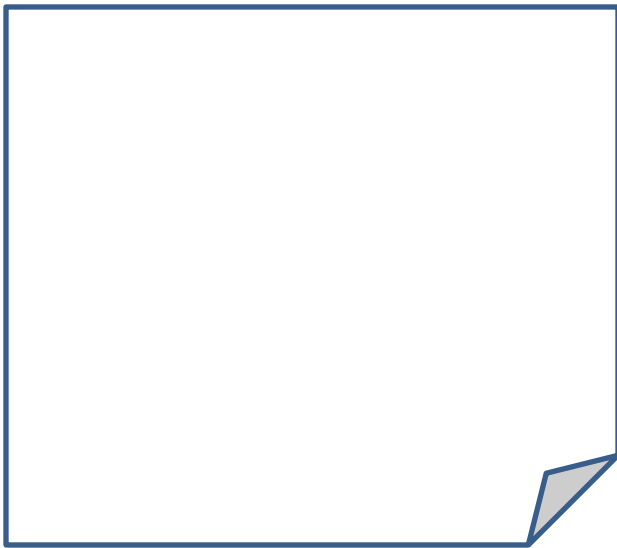


## Classroom Community Builders

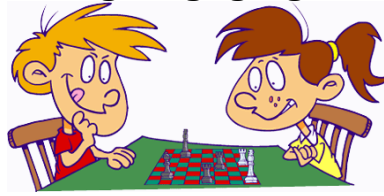

See [www.lorislatestlinks.com](http://www.lorislatestlinks.com) for resources.

See <http://www.originsonline.org/> for more ideas.

# Games That Teach Content

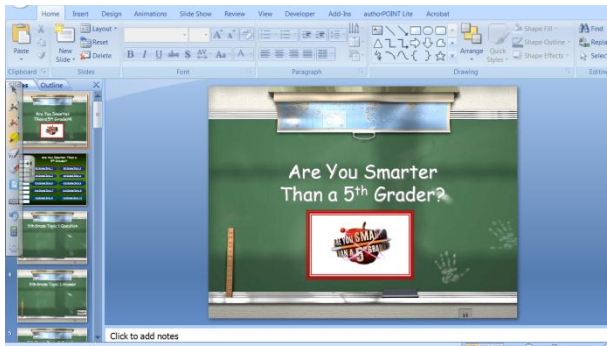


# Make Learning Engaging with Games!



Power Point Templates:

<http://jc-schools.net/tutorials/Ppt-games/>



Open and Save to your computer.

Class Tools Online:

<http://classtools.net/>



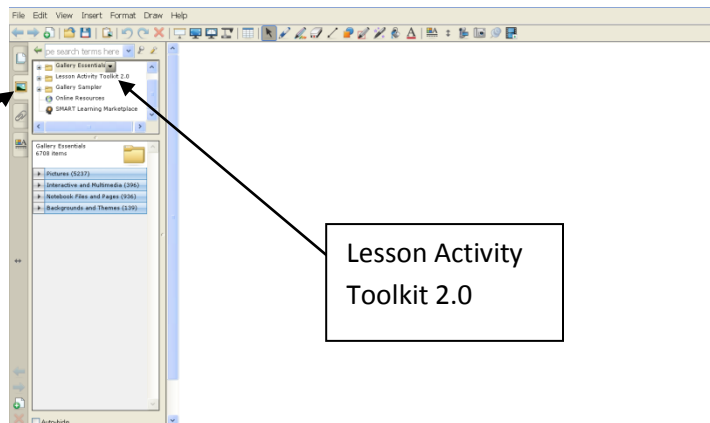
Choose the game you want. Put in your own information.



Save to Your Computer

Embed to Website/Get URL

Smart Notebook:

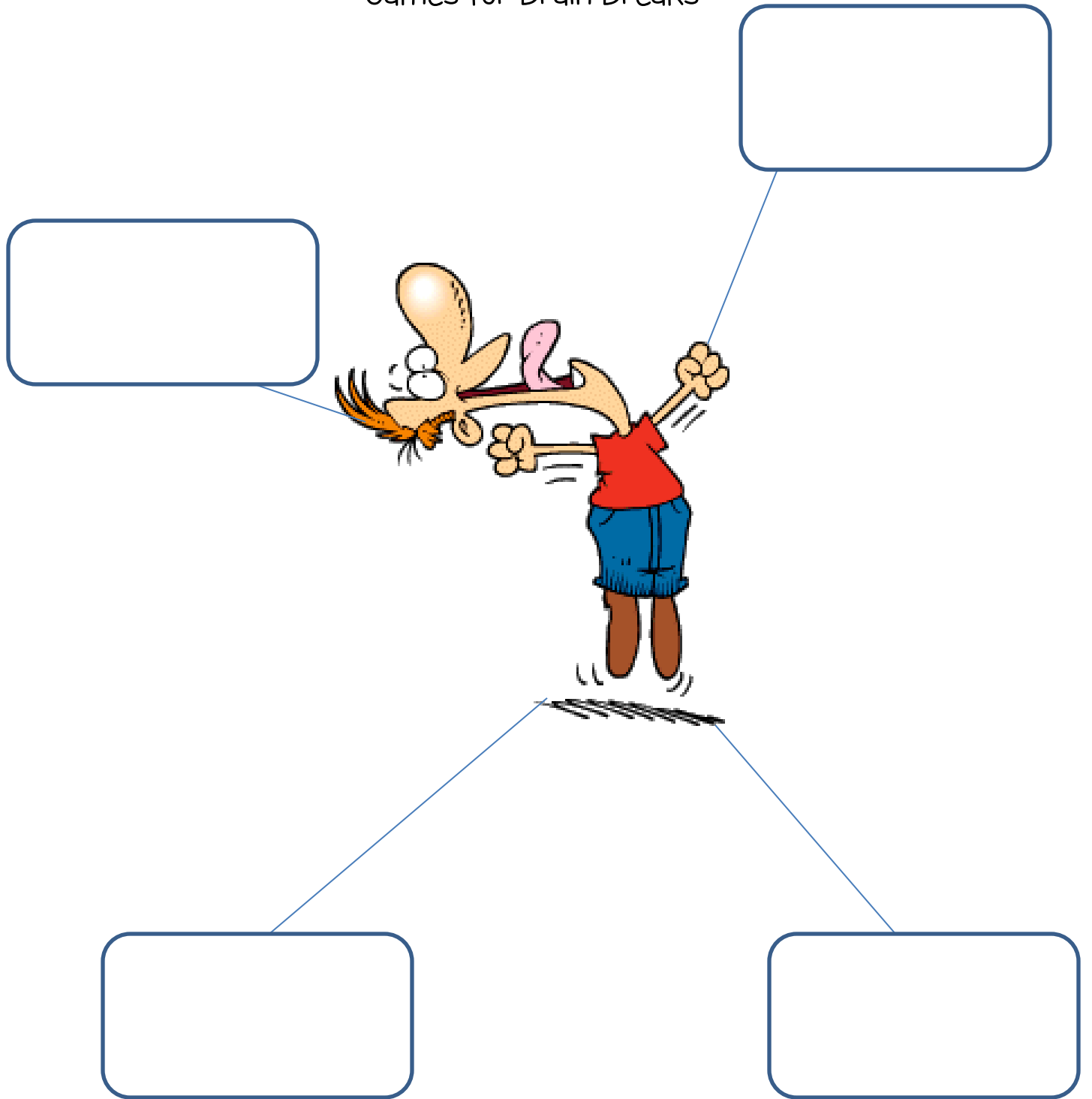


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Lesson Activity Toolkit 2.0

Select Activity. Drag to the page or double click on activity icon. Then EDIT the template.

# Games for Brain Breaks



# Technology and Games






List of Related Citations

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Lori Elliott

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November, A. (2010). *Empowering students with technology*. Thousand Oaks, CA: Corwin.

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Prensky, M. (2005). Listen to the natives. *Educational Leadership*, 63(4), 8-13.

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