

# Wii <3 Math

SCCTM

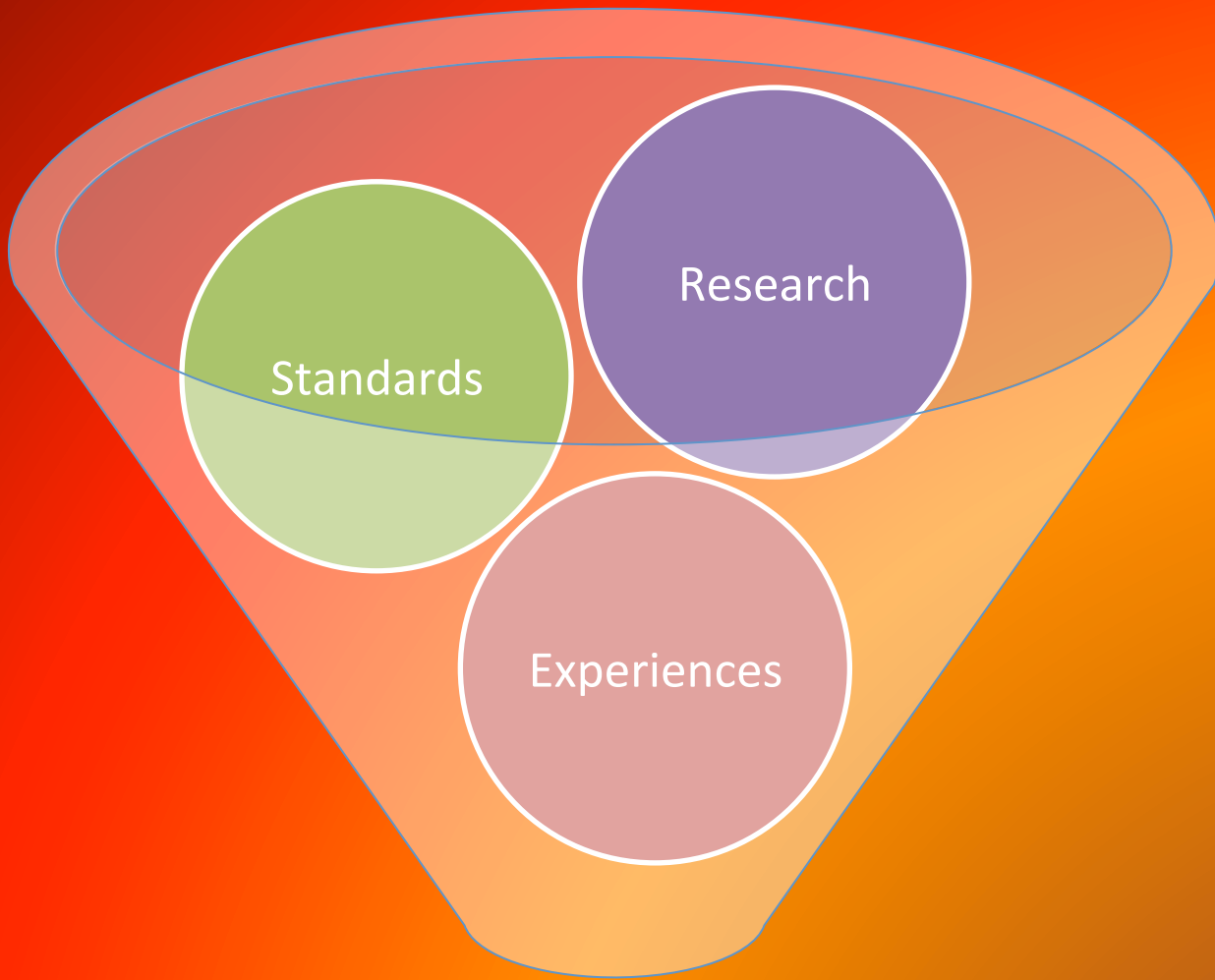
Myrtle Beach

November 6-7 , 2014



Liz Hood  
Media Specialist  
Saluda Trail Middle School  
RHSD3





**Educational Program**

# Communities of Practice



**Constructivism**

**Bloom's  
Taxonomy**





# Engagement



# Strategies

- Investigate
  - Evaluate
  - Immerse
    - Share

# Gurus



Sherry Turkle



James Paul Gee

James Gee



Bonnie Nardi



BESTSELLING AUTHOR OF FIVE POINT AMPLION

"This book is a gem. A gem of original and brilliant."  
—Neil Gaiman, author of the novel *American Gods*

REVISED  
AND  
EXPANDED

A  
**WHOLE  
NEW  
MIND**



WHY RIGHT-BRAINERS  
WILL RULE THE FUTURE

DANIEL H. PINK

UPDATED AND EXPANDED



**The World Is Flat**


A BRIEF HISTORY OF  
THE TWENTY-FIRST CENTURY

**Thomas L. Friedman**

THE PHENOMENAL  
INTERNATIONAL BESTSELLER


NORMAN DOIDGE

The Brain That  
Changes Itself



Stories of Personal Triumph from  
the Frontiers of Brain Science

'The power of positive thinking finally gains scientific credibility. Mind-bending, miracle-making, reality-busting stuff' *THE NEW YORK TIMES*



THE NEW YORK TIMES AND INTERNATIONAL  
BESTSELLER AVAILABLE IN OVER 70 COUNTRIES

The discovery of neuroplasticity, that our thoughts can

THE NEW YORK TIMES:  
"The power of positive thinking finally gains scientific credibility. Mind-bending, miracle-making, reality-busting stuff...with implications for all human beings, not to mention human culture, human learning and human history."

OLIVER SACKS, MD:  
"Fascinating. Doidge's book is a remarkable and hopeful portrait of the endless adaptability of the human brain."

THE LONDON TIMES:  
"Brilliant."

V.S. RAMACHANDRAN, MD, PHD:  
"Superb. Brilliant. I devoured it."

THE GLOBE AND MAIL:



### The Net Generation

- [The Buzz](#)
- [School/College](#)
- [Work](#)
- [Brand](#)
- [Family](#)
- [Government](#)
- [World](#)

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## Enter the Net Gen Education Challenge

You could win a scholarship and a private Webinar with Don Tapscott.

[Click here!](#)

### "In Quotes"

"Grown Up Digital is a must read for baby boomers and virtually anyone else born before 1977. As Mr. Tapscott observes, 'The bottom line is this: if you understand the Net Generation, you will understand the future.' And as my son often reminds me, the future is now."

The New York Times, Book Review, Sunday, December 21, 2008

[Submit a Quote](#)

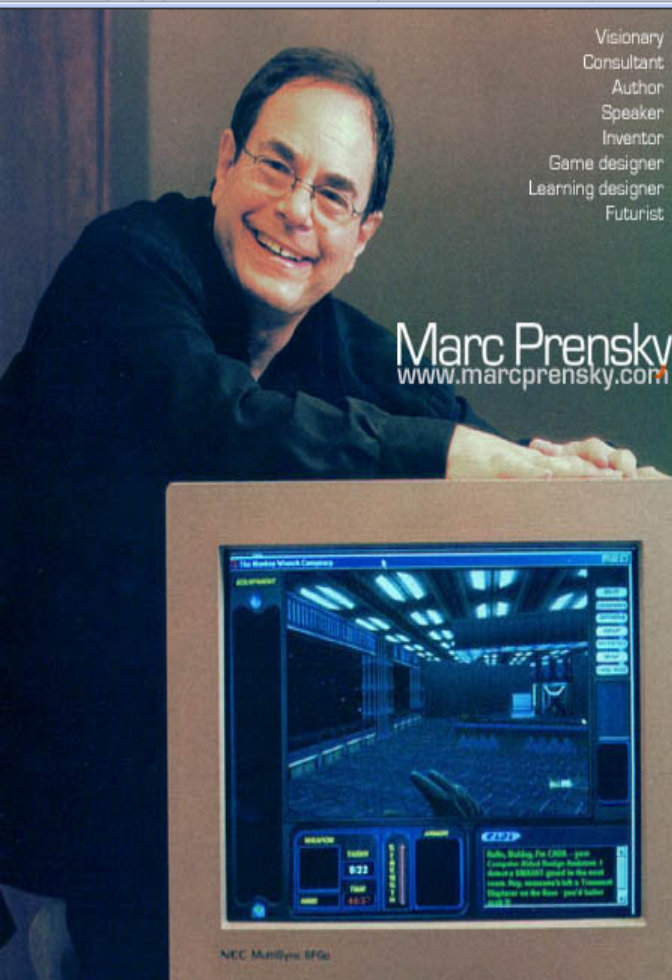
### Recent Blog Posts



## Short video from Us Now premiere

Posted by: [Bill Gillies - Editor](#) on **10Mar 2009**





Visionary  
Consultant  
Author  
Speaker  
Inventor  
Game designer  
Learning designer  
Futurist

HOME  
WEBLOG  
BIO/CV/RESUME  
WRITING  
SPEAKING  
PRODUCTS  
SERVICES

COMPANY  
BOOKS  
DIGITAL GAME-BASED LEARNING  
CLIENTS AND COLLABORATIONS  
REVIEWS AND PRESS  
CONTACT MARC

### Marc Prensky - Home

*Marc Prensky is an internationally acclaimed speaker, writer, consultant, and designer in the critical areas of education and learning. He is the author of **Digital Game-Based Learning** (McGraw-Hill, 2001), and **Don't Bother Me Mom -- I'm Learning** (Paragon House 2005), the founder and CEO of **Games2train** (whose clients include IBM, Nokia, Pfizer, the US Department of Defense and the LA and Florida Virtual Schools) and creator of the sites [www.dodgamecommunity.com](http://www.dodgamecommunity.com) and [www.socialimpactgames.com](http://www.socialimpactgames.com).*

*Marc has created over 50 software games for learning, including the world's first fast-action videogame-based training tools and world-wide, multi-player, multi-team on-line competitions. He has also taught at all levels. Marc has been featured in articles in *The New York Times* and *The Wall Street Journal*, has appeared on CNN, MSNBC, PBS, and the BBC, and was named as one of training's top 10 "visionaries" by *Training* magazine. He holds graduate degrees from Yale (Teaching) and Harvard (MBA).*



*To order Marc's book, "**DON'T BOTHER ME, MOM -- I'M LEARNING**",*  
*click [HERE](#).*



*To order Marc's book, "**DIGITAL GAME-BASED LEARNING**",*  
*click [HERE](#).*

# Levels of Learning

- How (manipulation)
- What (rules)
- Why (strategy)
- Where (context)
- Whether (value)

# James Gee



James Paul Gee

“But most gamers don’t want short and easy games. Thus, designers face and largely solve an intriguing educational dilemma, one also faced by schools and workplaces; how to get people, often young people, to learn and master something that is long and challenging, and enjoy it, to boot.”

[“What Video Games Have to Teach Us About Learning and Literacy”](#)

# Good learning principles

- Information
  - On demand
  - Just in time
  - Contextual
  - situational

# Good Learning Principles

- Competency
  - Outer and growing edge of ability
  - Challenging but doable



# Creativity

- Producers not only consumers
- Prosumer

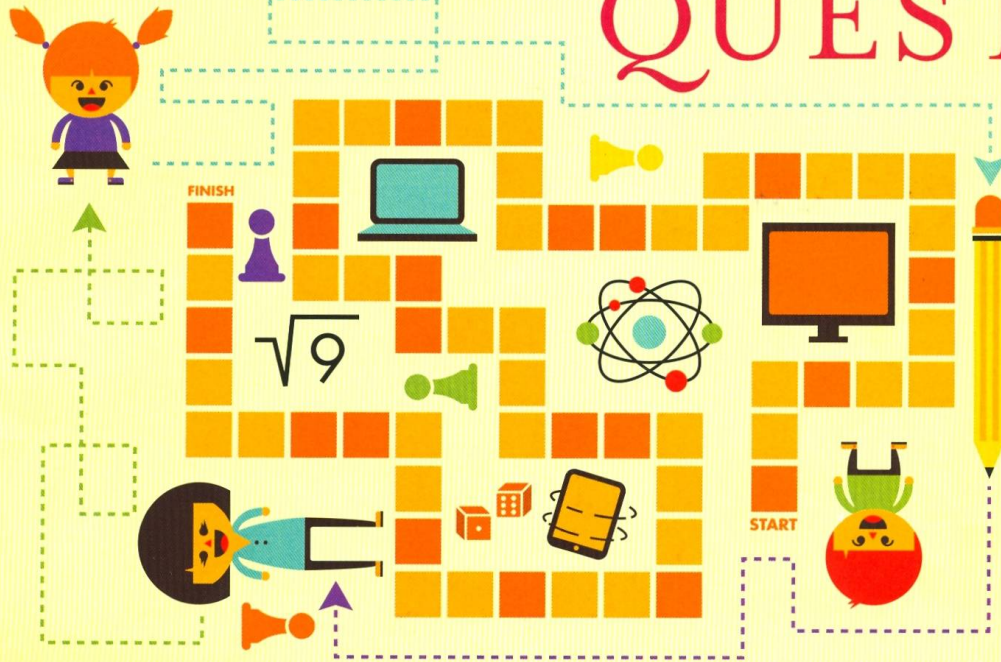
# Good Learning Principles

- Knowledge
  - Good generalization
  - applicable

# Good Learning Principles

- Knowledge
  - Distributed
  - Dispersed
  - Collaborative
  - Community

# KNOWLEDGE QUEST



## EDUCATIONAL GAMING

Journal of the American Association of School Librarians

VOLUME 40, NO. 1 | September/October 2011 | ISSN 1094-9046 | [www.ala.org/aasl](http://www.ala.org/aasl)

American Association of School Librarians, a division of the American Library Association



50 E. Huron  
Chicago, IL 60611  
[aasl@ala.org](mailto:aasl@ala.org)  
800.545.2433, Ext. 4382

# Game Developers



February 24, 1954

Bloom's Digital Taxonomy

Key Terms

Creating

Verbs

designing, constructing, planning, producing, inventing, devising making, programming, filming, animating, Blogging, Video blogging, mixing, remixing, wiki-ing, publishing, videocasting, podcasting, directing/producing

Evaluating

Verbs

Checking, hypothesising, critiquing, Experimenting, judging, testing Detecting, Monitoring, (Blog/vlog) commenting, reviewing, posting, moderating, collaborating, networking, refactoring, (Alpha & beta)testing,

Analysing

Verbs

Comparing, organising, deconstructing Attributing, outlining, finding, structuring, integrating, Mashing, linking, validating reverse-engineering, cracking

Applying

Verbs

Implementing, carrying out, using, executing, running, loading, playing, operating, hacking, uploading, sharing, editing

Understanding

Verbs

Interpreting, Summarising, inferring, paraphrasing, classifying, comparing, explaining, exemplifying, Advanced searches, boolean searches, blog journaling, catergorising, tagging, commenting, annotating, subscribing

Remembering

Verbs

Recognising, listing, describing, identifying, retrieving, naming, locating, finding, Bullet pointing, highlighting, bookmarking, social networking, Social bookmarking, favouriting/local bookmarking, Searching, googling,

- Collaboration
- Collaborating*
- Moderating*
- Commenting*
- Net meeting*
- skyping*
- video conferencing*
- Reviewing*
- Commenting*
- Posting*
- Networking*
- Contributing*
- Chatting*
- emailing*
- twittring*
- texting*
- instant messaging*

REAL LEARNING — REAL LIFE



**S**

SALUDA TRAIL

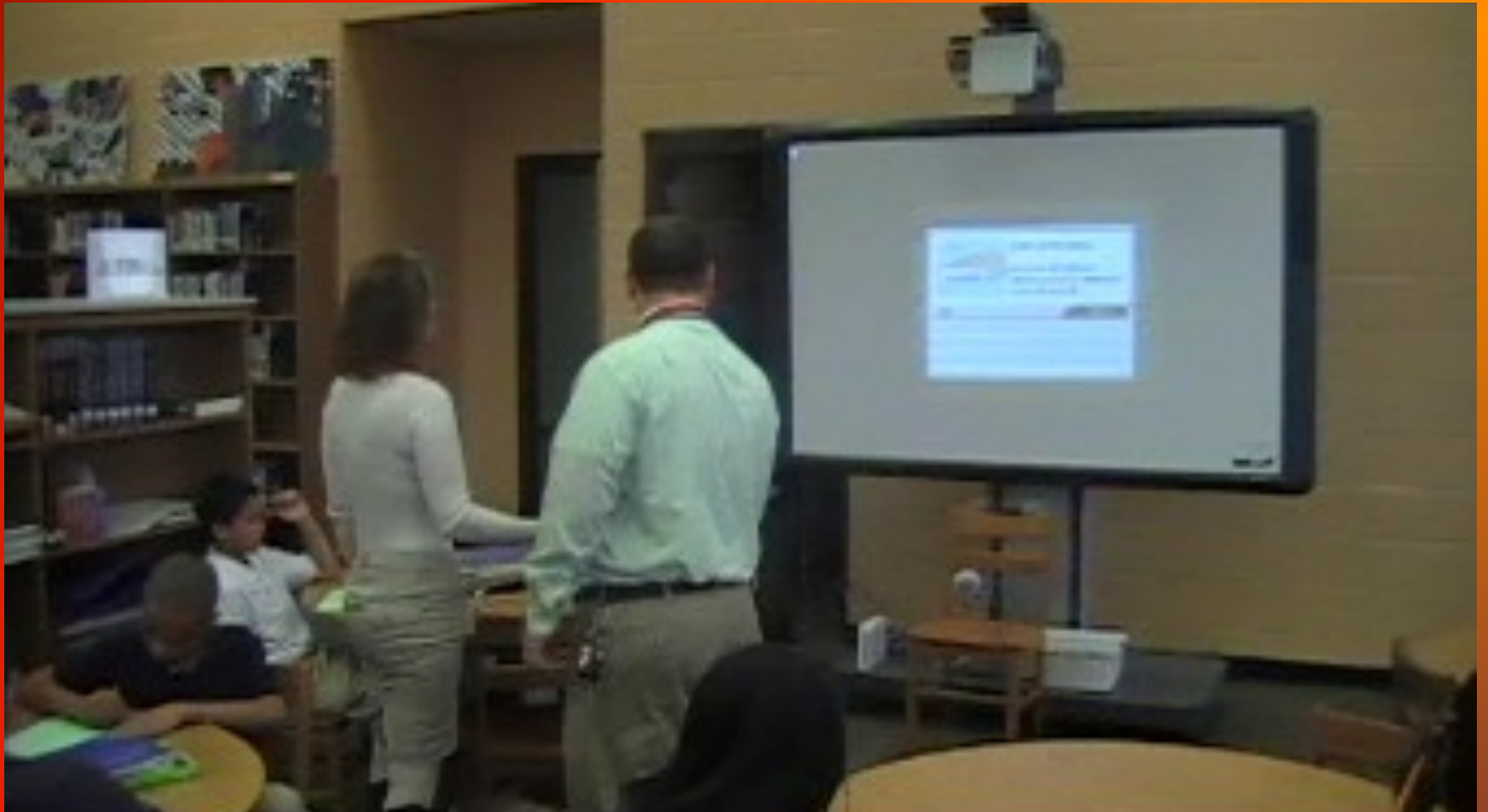
**TEAM**

MIDDLE SCHOOL

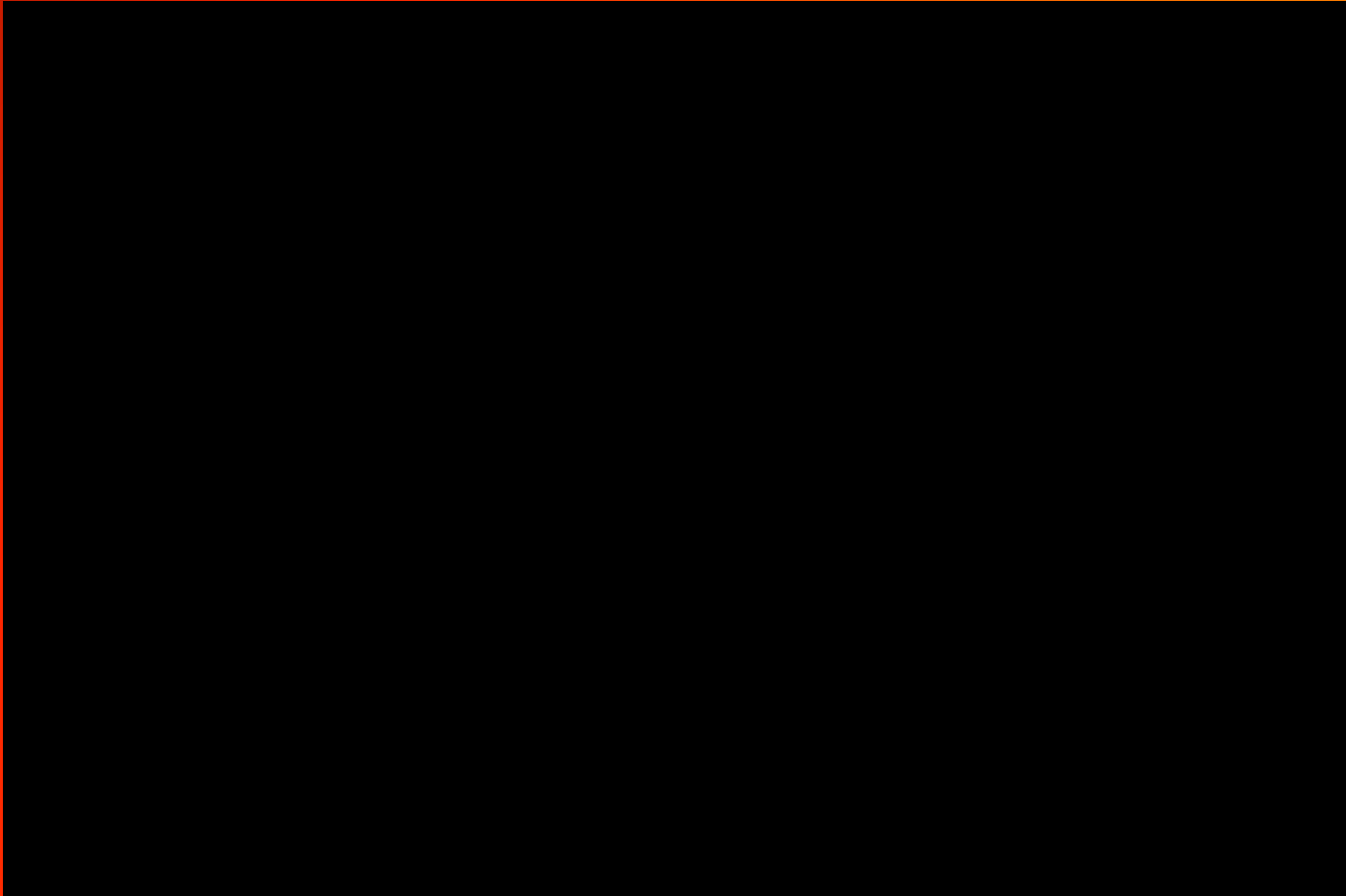




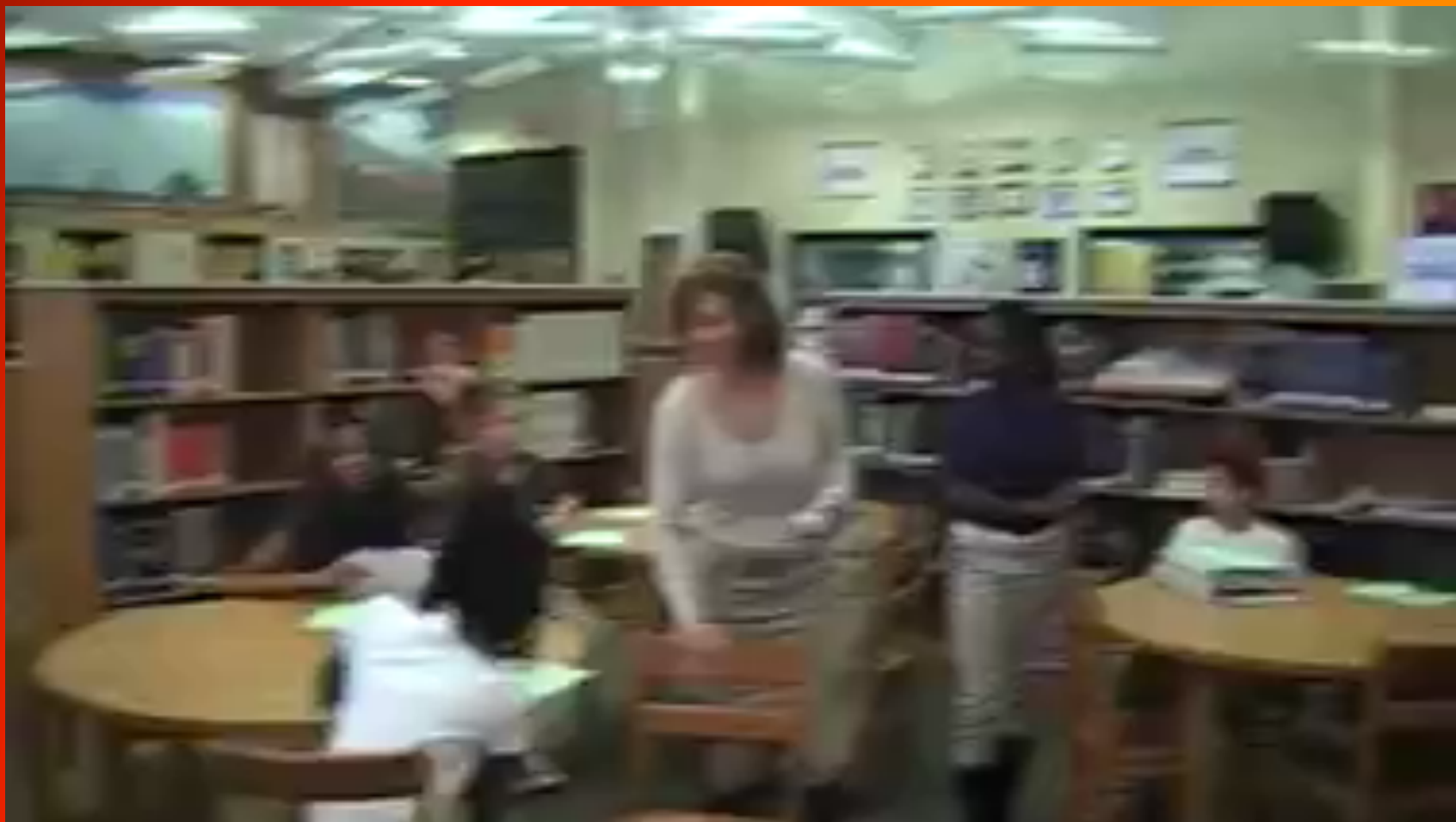
# An idea



An idea



# Wii Learning





# Wii Love Math

[Lesson Plan1](#)

[Lesson Plan2](#)

[Spreadsheet](#)

[Graphs](#)

Savannah B.

	Names	Jump1	Jump2	Total	Difference
10	Mrs. Hood	105	32	137m	-73
7	Demonique	37	0	37m	-37
8	Ad	40	0	40m	-40
4	Dallon	50	58	108m	+8
9	Cameron	44	0	44m	-44
5	Keenen	35	20	55m	-15
6	Chandler	56	40	96m	-16
2	Taylor	34	80	114m	+46
11	Savannah	38	31	69m	-7
3	Denio	36	80	116m	+44
1	Kirsten	94	0	94m	+94

$$\begin{array}{r} 38 \\ -31 \\ \hline 7 \end{array}$$

$$\begin{array}{r} 7 \\ 810 \\ -36 \\ \hline 44 \end{array}$$

$$\begin{array}{r} 58 \\ -50 \\ \hline 8 \end{array}$$

$$\begin{array}{r} 35 \\ -20 \\ \hline 15 \end{array}$$

$$\begin{array}{r} 7 \\ 80 \\ -34 \\ \hline 46 \end{array}$$

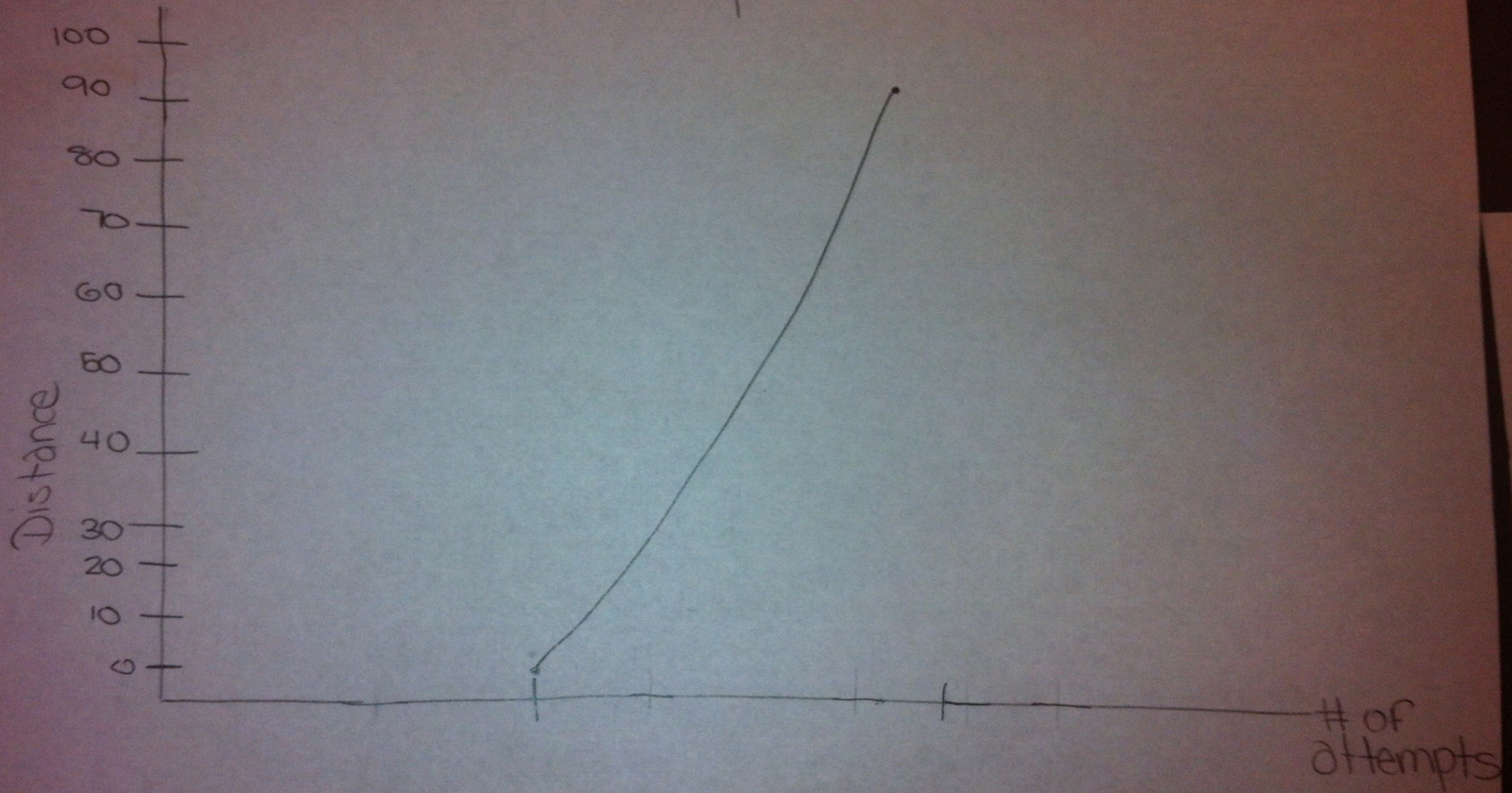
$$\begin{array}{r} 56 \\ -40 \\ \hline 16 \end{array}$$

Cameron	44	0	44m	-44
Keenen	35	20	55m	-15
Chandler	56	40	96m	-16
Taylor	34	80	114m	+46
Savannah	38	31	69m	-7
Denio	36	80	116m	+44
Hirsten	94	0	94m	+94





# Ski Jump



# Skip Jump

EDawanna



- 7 Demonique
- 8 Ad
- 4 Dallan
- 9 Cameron
- 5 Keener
- 6 Chandler
- 2 Tayler
- 11 Savanna
- 3 Denice
- 1 Kierste

38  
- 31  
7



wii\_sports\_template (Autosaved).xlsx

	A	B	C	D	E	F
1	Name	Jump1	Jump2	Total	Difference	Rank
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						

	A	B	C	D	E	F	G
1	Name	Time1	Average (Time1)	Time2	New Total Time1+Time2	New Average (New Total ÷ 2)	Rank
2							
3							
4							
5							
6							
7							
8							
9							
10							

	A	B	C	D	E	F	G	H	I	J	K	L
1	Name	Jump1	Average	Jump2	New AVG	Jump3	New AVG	Jump4	New AVG	Mean	Median	Mode
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												

# Wii <3 MATH!



Created by, Liz Hood  
Media Specialist  
Saluda Trail Middle School



# South Carolina College- and Career-Ready Standards for Mathematics





# Wii <3 Math

N4C4



Liz Hood  
Media Specialist  
Saluda Trail Middle School  
RHSD3

