

Homemade PowerPoint Games



It's better because it's homemade!

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Video Games & Digital Media

- Today's student has:
 - spent fewer than 5,000 hours of their lives reading
 - more than 10,000 hours playing video games
 - another 10,000 on their cell phones
 - more than 20,000 watching television



Prensky (2006)

Prensky, M. (2006). *Don't bother me mom – I'm learning!* St. Paul, MN: Paragon House.

What Does School Have To Offer?

Thursday - January 18, 2007

"THE PRETTIEST VILLAGE IN MAINE" Wiscasset Newspaper

"Serving Arisa, Dresden, Edgemoor, Westbrook, Wiscasset and Woodville"

When did your teenager last say school was fun?

Barbara Martin

If the greatest challenge you faced from some of your high school classes was trying to stay awake until the bell rang, then welcome to instruction in the 21st century. Sara Sutter, an art teacher at Wiscasset High School, runs a class called Media Marketing that does far more than just keep them



http://wiscassetnewspaper.maine.com/2007-01-18/media_marketing.html

The K-12 Classroom



Peoria Christian School
(circa 1950)



Middle School in Maine
(circa 2005)

Images from <http://www.peoriachristian.org/peoriaphoto/peoria02a.html> and <http://www.middlesex.org/peoriaphoto/peoria02a.html>

An Exception

- WebQuests - <http://www.webquest.org>
- a creative instructional strategy that guides students through a set of specific tasks, using pre-selected resources, to complete an assignment
- based on what teachers already do
 - design instruction for students
 - use Internet resources
 - make good use of student time
- teachers feel good about integrating technology into their classroom



Another Exception

- schools typically have access to PowerPoint
- teachers already have some facility with the tool
- students are also familiar with the tool
- everyone would like to be able to use it for more than just another PowerPoint presentation

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But First...



Image from www.istock.com

PowerPoint Games

- make use of hyperlink feature in PPT
- have three consistent features:
 1. game story or context
 2. game goal
 3. game rules
- can be constructed by teacher for their students to play or by the students themselves

Creating a PPT Game

1. Introduce PPT games
2. Sharing game ideas and stories
3. Different levels of questioning
4. Create prototype of the game
5. Peer review
6. Share games with the class

Homemade PowerPoint *Games*



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<http://it.coe.uga.edu/wwild/pptgames/index.html>

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