

Mar 8th, 2:45 PM - 4:00 PM

# Using Computer Games to Motivate At-Risk Students to Studious Learners

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# USING COMPUTER GAMES TO MOTIVATE AT-RISK STUDENTS TO STUDIOUS LEARNERS

27<sup>th</sup> Annual

National Youth-At-Risk Conference

March 8, 2016

# WHY DID YOU DECIDE TO ATTEND THIS SESSION?

- On the index card, write the following:
- 3 things you want to learn
- Write your name
- Email address
- School System
- Keep your card



# MEET YOUR PRESENTER



- Dr. Dawn White
- Doctorate degree in Educational Leadership
- 29 years as a gifted program teacher, science specialist, coach, and curriculum writing
- Currently Technology Coach with Gwinnett County Public Schools
- Executive Director of Family Impact Restoration Ministries, nonprofit 501c3 organization



# SESSION GOAL

## MOTIVATING AT-RISK STUDENTS



- Learn motivational techniques used to spark at-risk students to strive for excellence using Learner Analysis.
- Practice using free K-12 educational computer games available on the Internet that may increase student engagement and involve students in their learning.
- Review current research-based strategies to motivate students to achieve specific goals to earn rewards and periodically reflect on their progress.



POLL ONLINE: [HTTP://WWW.SMSPOLL.NET/](http://www.smspoll.net/)

- What is your job title?

- Classroom teacher
- Technology teacher
- Coach
- Administrator



- How many:

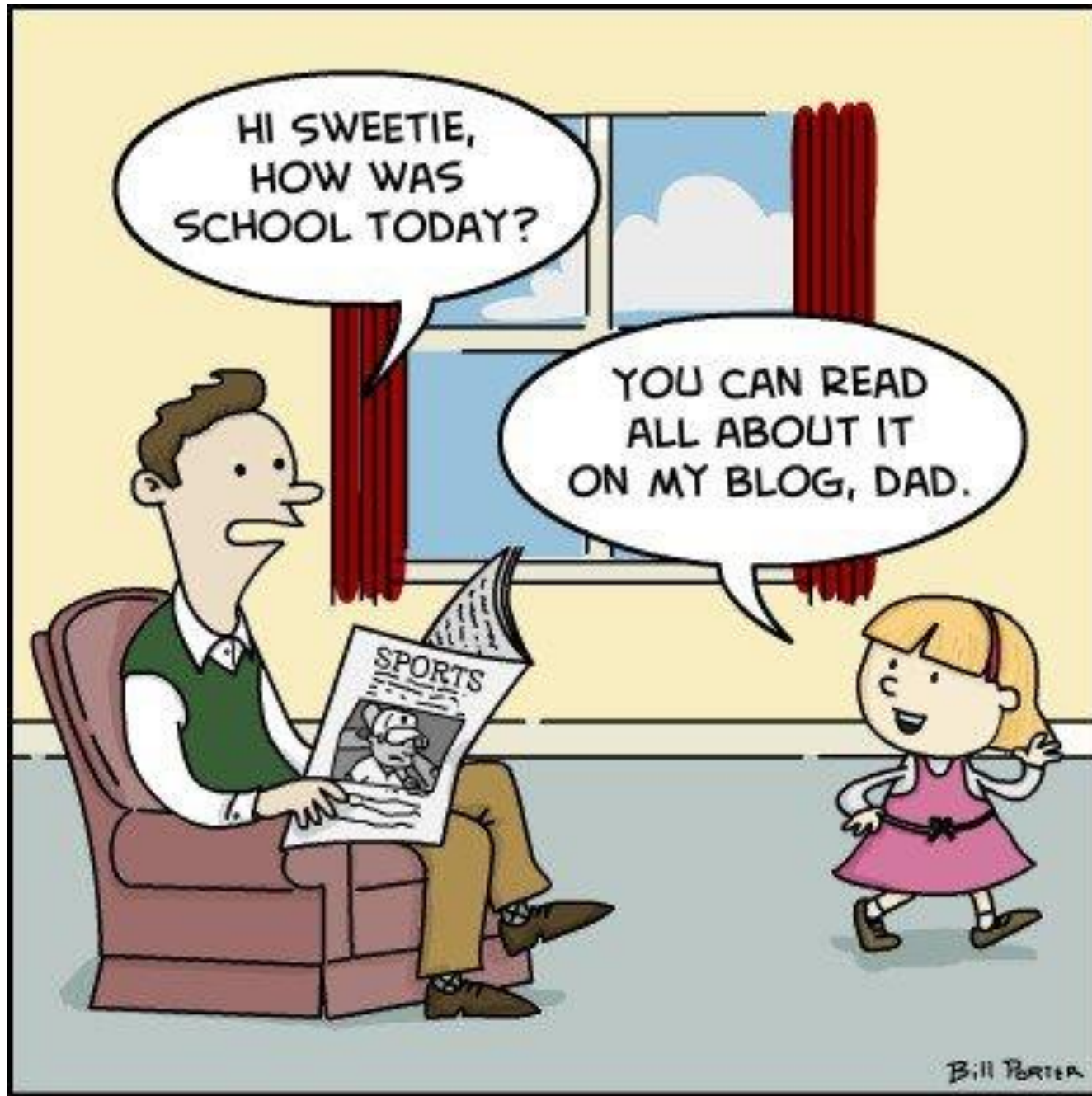
- Elementary teachers
- Middle grade teachers
- High school teachers
- College professors



POLL ONLINE: [HTTP://WWW.SMSPOLL.NET/](http://www.smspoll.net/)

- How often do you incorporate digital technology in your lessons?
  - Not at all
  - Very little
  - Sometimes
  - Quite often
- What type of digital technology do you use?
  - Internet educational games
  - Educational software
  - Mimeo and/or smart board
  - Other



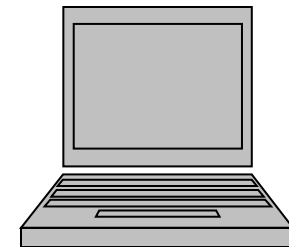




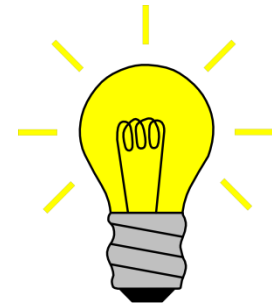
# SCHOOLWIDE EFFORT



- Strategies that could motivate reluctant students into active and engaging learners.
- Use an interest that all students enjoy, computer games.
- Educators can help students' master academic skills that were once difficult.
- Steps:
  - Instituted Classworks – K-8 reading and math program
  - <http://www.classworks.com/>
  - Provided teachers with 8 laptops per class – students work in groups during course lessons
  - Initiated a technology special for K-5
  - Worked together to provide similar skills
  - Assign homework using eClass



# LEARNER ANALYSIS TO DEVELOP MOTIVATIONAL TECHNIQUES



## ○ Learner Analysis –

Identify unique characteristics of your student population

Create a picture of your classroom

### ○ Demographics

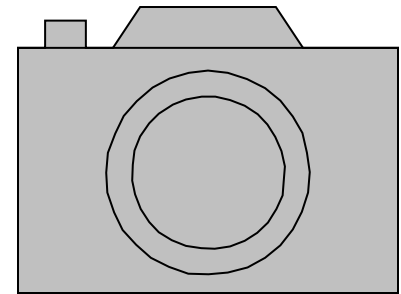
- Special ed, ELL, gifted, EIP, at-risk, etc.

### ○ Identify entry-level skills for subject area

- Standardized tests such as ITBS

### ○ Prior knowledge skills of the topic area

- State assessments such as Georgia Milestone
- District assessments
- Classroom subject area tests



# LEARNER ANALYSIS TO DEVELOP MOTIVATIONAL TECHNIQUES



- Learner Analysis –

Identify unique characteristics of your student population.

- Attitudes toward the subject areas
  - Subject area survey – indicate why selection choice
  - Career preference
- Academic motivation
  - Grades, observations, homework, extra-curriculum activity, participation in group activities
- Learning styles
  - Multiple Intelligences; Left brain/right brain; Visual, Audio, Kinesthetic; Abstract or critical thinking
- Cultural characteristics



# LEARNER ANALYSIS TO DEVELOP MOTIVATIONAL TECHNIQUES



- Learner Analysis –

Identify unique characteristics of your student population.

- Pinpoint certain learning games for specific students
- Numerous educational games
- Not all students like all educational games

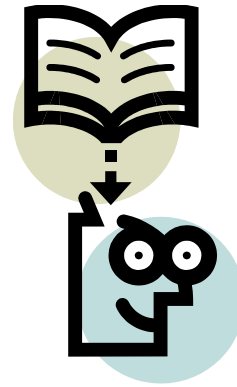


- [http://www.personal.kent.edu/~lkjusti1/objectivelyspeaking/learner\\_context\\_analysis.htm](http://www.personal.kent.edu/~lkjusti1/objectivelyspeaking/learner_context_analysis.htm)

- NEXT FEW SLIDES – digital games by subject area



# EDUCATIONAL COMPUTER GAMES READING



- Internet games: Reading
- <http://www.turtlediary.com/>
- <http://www.abcy.com/>
- <https://www.teachervision.com/reading-and-language-arts/games/5831.html>
- Read, Write, Think (K-12) - <http://www.readwritethink.org>
- <http://popplet.com/> - Mind mapping using video, text, and images



# EDUCATIONAL COMPUTER GAMES SPELLING & WRITING



- Internet games: Spelling & Writing
- Spelling city - <http://www.spellingcity.com/>
- Create vocabulary games - <https://quizlet.com/>
- Digital Storytelling: <http://edu.glogster.com/> -  
Multimedia interactive poster



# EDUCATIONAL COMPUTER GAMES

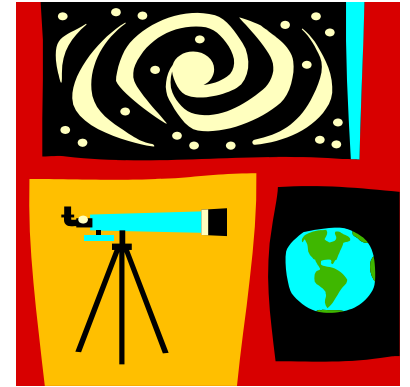
## MATH



- Internet games: Mathematics
- Aplus math - <http://www.aplusmath.com>
- AAA Math - <http://www.aaamath.com>
- Extra math - <https://xtramath.org/#/home/index>
- Funbrain – <http://funbrain.com>
- Hoodah math - <http://hoodamath.com/>
- Math Forum - <http://mathforum.org>
- Math Playground - <http://www.mathplayground.com>



# EDUCATIONAL COMPUTER GAMES SCIENCE



- Internet games: Science
- <http://pbskids.org/dragonflytv/>
- <http://phet.colorado.edu/> - interactive simulations in science and math
- Science Net - <http://sciencenetlinks.com/interactives>
- Discover Kids - <http://discoverykids.com/games>
- <http://msnucleus.org/>
- <http://www.edheads.org/activities>
- Mystery Science - <https://mysteryscience.com>





# EDUCATIONAL COMPUTER GAMES

## SOCIAL STUDIES



- Internet games: Social Studies
- <https://www.thinglink.com/> - create interactive maps, posters
- Storyjumper – <http://www.storyjumper.com> – students publish their own story
- Animoto (video slide show) - <https://animoto.com/>
- National Geographic - <http://www.nationalgeographic.com/>
- Time Line Maker - <http://www.timetoast.com/>



# EDUCATIONAL COMPUTER GAMES

## COMPUTER PROGRAMMING



- Internet games: Keyboarding skills & Computer Programming
- Typing - <https://www.typing.com/>
- CODE – computer programming: <https://studio.code.org>
- Scratch – create video games: <https://scratch.mit.edu>

```
for i = 1; i < 17; i++  
    print i * i  
end
```

```
i = 0  
repeat 16  
    i = i.next()  
    print i * i  
end
```



# RESEARCH-BASED MOTIVATIONAL STRATEGIES

- Current research-based strategies to motivate students
- <http://www.teachhub.com/top-12-ways-motivate-students>
- <http://www.crlt.umich.edu/tstrategies/tsms>
- <http://www.ascd.org/ascd-express/vol1/101-mendler.aspx>
- A Framework for Understanding Poverty – A Cognitive Approach by Dr. Ruby K. Payne
  - Role of language
  - Hidden rules
  - Characteristics of generational poverty
  - Instruction and improving achievement



# INDEX CARD

Why did you decide to attend this session?

- Review the things you wanted to learn
- Circle the item(s) I did not cover
- Bring your card to me
- My goal is to email you any questions I did not answer during this presentation.



# THANK YOU FOR COMING!

- Contact Information
- Dr. Dawn White
- Gwinnett County Public Schools
- Family Impact Restoration Ministries
- [drdawnedconsult@gmail.com](mailto:drdawnedconsult@gmail.com)

