

Mar 6th, 8:30 AM - 9:45 AM

# Computer Games for Motivation

Dawn M. White

*Family Impact Restoration Ministries, demwhite@gmail.com*

Follow this and additional works at: [https://digitalcommons.georgiasouthern.edu/nyar\\_savannah](https://digitalcommons.georgiasouthern.edu/nyar_savannah)

---

## Recommended Citation

White, Dawn M., "Computer Games for Motivation" (2018). *National Youth-At-Risk Conference Savannah*. 24.  
[https://digitalcommons.georgiasouthern.edu/nyar\\_savannah/2018/2018/24](https://digitalcommons.georgiasouthern.edu/nyar_savannah/2018/2018/24)

This presentation (open access) is brought to you for free and open access by the Conferences & Events at Digital Commons@Georgia Southern. It has been accepted for inclusion in National Youth-At-Risk Conference Savannah by an authorized administrator of Digital Commons@Georgia Southern. For more information, please contact [digitalcommons@georgiasouthern.edu](mailto:digitalcommons@georgiasouthern.edu).

# Computer Games for Motivation

29<sup>th</sup> Annual  
National Youth-At-Risk Conference  
March 6, 2018

# Meet Your Presenter

- Dr. Dawn White
- Doctorate degree in Educational Leadership
- 31 years as a gifted program teacher, science specialist, technology coach, and curriculum writing with Gwinnett County Public Schools
- Currently part time Instructional Coach for GCPS.

# Session Goals

## 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.



HI SWEETIE,  
HOW WAS  
SCHOOL TODAY?

YOU CAN READ  
ALL ABOUT IT  
ON MY BLOG, DAD.





# Schoolwide Effort



- Use an interest that all students enjoy - computer games.
- Could motivate reluctant students into active and engaging learners.
- Steps: Institute a reading and math school wide program. Examples:
- Classworks (<http://www.classworks.com>)
- Imagine Learning (<http://www.imaginelearning.com/>)
- Google Classroom - Flip Classroom Model



# Schoolwide Effort



- Steps:
  - Provide teachers with 8 or more laptops per class – students work in groups during course lessons
  - Have tablets available for students
  - Consider becoming a BYOD (Bring Your Own Device) school
  - Initiate a technology special
  - Have a technology coach



# Schoolwide Effort



- Steps:
  - Teach Digital Citizenship (<http://digitalcitizenship.net/>)
  - Collaborate with teachers to provide technology skills
  - Assign homework using online activities
  - Implement an after school technology club (Robotics, Coding/Scratch, STEM or STEAM using graphic design)
  - Have students participate in state competition such as First Lego League



# Learner Analysis to develop motivational techniques



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



- 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

- 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:

- Educational Computer Games (K-12) - <http://www.turtlediary.com/>
- Online Games (K-5) - <http://www.abcya.com/>
- Supplemental Resources (K-12) - <https://www.teachervision.com/reading-and-language-arts/games/5831.html>
- Read, Write, Think (K-12) - teacher resource <http://www.readwritethink.org>



# Educational Computer Games



## Reading:

- <http://popplet.com/> - Mind mapping using video, text, and images
- Learn Zillion - <https://learnzillion.com/ela>
- Kahoot (create fun learning games - <https://getkahoot.com/>
- Educreation (engage students with videos) - <https://www.educreations.com/>
- Ed Puzzles (interactive & independent learning) - <https://edpuzzle.com/>

# Educational Computer Games



## Spelling & Writing:

- Spelling city - <http://www.spellingcity.com/>
- Create vocabulary games - <https://quizlet.com/>
- Kid Blog - <https://kidblog.org/home/>
- Digital Storytelling: <http://edu.glogster.com/> -  
Multimedia interactive poster
- Story Jumper - <https://www.storyjumper.com/>
- Wordle - (word clouds) <http://www.wordle.net/>
- Voice Thread - <http://voicethread.com/>

# Educational Computer Games



## Mathematics:

- Aplus math - <http://www.aplusmath.com>
- AAA Math - <http://www.aaamath.com>
- Animoto - <https://animoto.com/>
- Extra math - <https://xtramath.org/#/home/index>
- Funbrain - <http://funbrain.com>
- Visual Patterns - <http://www.visualpatterns.org/>
- Which One Doesn't Belong - <http://wodb.ca/index.html>







# Educational Computer Games



## Science:

- <http://pbskids.org/dragonflytv/> STEM
- <http://phet.colorado.edu/> - interactive simulations in science and math
- Science Net - <http://sciencenetlinks.com/interactives>
- Discover Kids - <http://discoverykids.com/games>
- Brain Pop (short videos & games) [www.brainpop.com](http://www.brainpop.com)
- Ology - <http://www.amnh.org/ology/paleontology#>

# Educational Computer Games



## Science:

- <http://msnucleus.org/>
- <http://www.edheads.org/activities>
- Mystery Science - <https://mysteryscience.com>
- Planet Games - <http://games.noaa.gov/>
- The Why Files - <http://whyfiles.org/>
- Just for Kids - <http://urbanext.illinois.edu/kids/index.html>
- Science Interactive - <http://www.uen.org/3-6interactives/science.shtml>

# Educational Computer Games



## Social Studies:

- <https://www.thinglink.com/> - create interactive maps, posters
- Learning Games for Kids - [http://www.learninggamesforkids.com/social\\_studies\\_games.html](http://www.learninggamesforkids.com/social_studies_games.html)
- Storyjumper - <http://www.storyjumper.com> - students publish their own story
- Digital Citizenship - <https://www.digitalcompass.org/>



# Educational Computer Games

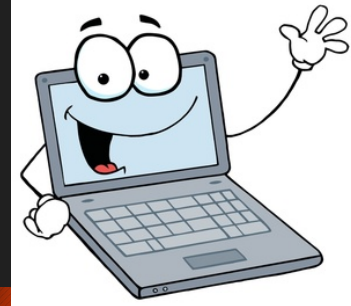


## Social Studies:

- National Geographic - <http://www.nationalgeographic.com/>
- Time Line Maker - <http://www.timetoast.com/>
- Interactive Sites for Education - <http://interactivesites.weebly.com/social-studies.html>
- Kids.U.S.A.gov - <https://kids.usa.gov/teens/play-games/social-studies/index.shtml>
- Social Studies Games - <http://www.socialstudiesgames.us/>



# Educational Computer 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>
- Tynker - <https://www.tynker.com/>
- LEGO Education - <https://education.lego.com/en-us>
- LEGO Mindstorm - <https://education.lego.com/en-us/middle-school/explore>
- Ozobot - <http://ozobot.com/>
- Sphero - [www.sphero.com](http://www.sphero.com)

# 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>

# Research-Based Motivational Strategies



- A Framework for Understanding Poverty - A Cognitive Approach by Dr. Ruby K. Payne
  - Role of language and story: formal & casual
  - Hidden rules among classes: (Poverty, Middle Class, & Wealth)
    - Possessions, money, personality, social emphasis, food, clothing, time, education, destiny, language, family structure, world view, love, driving forces, humor.



# Research-Based Motivational Strategies



Together  
WE  
Achieve  
More

- A Framework for Understanding Poverty - A Cognitive Approach by Dr. Ruby K. Payne
  - Characteristics of generational poverty like oral-language traditions and survival strategies
  - Instruction and improving achievement: Input strategies, Elaboration strategies, Output strategies



# Thank you for coming!

- Contact Information
- Dr. Dawn White
- [drdawnedconsult@gmail.com](mailto:drdawnedconsult@gmail.com)
- 770-778-0225

