

Games, Parents, Teachers: a resource

www.gamesparentsteachers.com

By Marc Prensky

Are you a parent concerned about the computer and video games your kids incessantly play? Do you wish you could discuss the games more with your children, but don't know where to begin?

Are you a teacher who would like to use computer and video games in class in some way, but don't know which games or how to integrate them? Would you like suggestions, and to hear what others have done successfully?

Are you (or do you know) a kid who plays games for a good part of life? Would you like non game playing adults, such as your parents and teachers, to understand and value what you are learning and getting from your games and game time?

If you are any of the above, the site www.gamesparentsteachers.com is a resource for you. You can look up games by name, and look up subjects where games can help. There are comments from gamers, questions for adult-gamer discussion, and suggestions and models for using games in conjunction with teaching, including things that have worked successfully for other teachers.

www.gamesparentsteachers.com is also a place for you and your game playing kids to **contribute**. Game players can contribute to either the GAMER or the PARENT sections. Teachers who have used a game successfully, or who know of a game lesson plan or teachers guide online, can contribute to the TEACHER section.

“Contributing” means only filling out and faxing the attached forms, or writing an email and sending it to marc@games2train.com. The fax number is (+1) 212-472-4732.

I welcome all contributions, and will post all that are appropriate. Thanks for helping, and please spread the word to kids, parents and teachers!

Marc Prensky

To contribute, please click on a template name (or just scroll down to that template)

1. [“QUESTIONS TO DISCUSS” template](#)
2. [“WANT NON-GAME PLAYING ADULTS TO KNOW” template](#)
3. [“TEACHER INFORMATION” template](#)
4. [“SUBJECT” template](#)

Remember, you can either print and fax the template (212-472-4732) , or just send the information in an email to marc@games2train.com.

www.gamesparentsteachers.com
Template 1: “Questions to Discuss”

To contribute, please:

A. Choose a game (any commercial, entertainment game) that you have played extensively.

B. List 3 questions that parents can ask their kids who play that game, in order to draw out the kids’ learning and have a useful conversation. We will post these questions on the www.gamesparentsteachers.com web site.

1.

2.

3.

Do you want your name associated with these questions (i.e. “these questions courtesy of XXX”) Yes ___ No___. If yes, Name:_____

Example:

Disney’s ToonTown

1. Who are the Cogs? What do they represent?
2. Do you think gags are more important than laff points, or the opposite? Why?
3. How important is collaboration with other players? Why?

Thanks,

Marc Prensky marc@games2train.com Fax: 212-472-4732

www.gamesparentsteachers.com**Template 2: “Want Non-Game Playing Adults to Know”**

To contribute, please:

A. Choose a game (any commercial, entertainment game)

B. List up to 3 things you would like your parents, or teachers, or other non-game playing adults to know about this game. We will post these questions on the www.gamesparentsteachers.com web site. (Please use one form per game)

1.

2.

3.

Do you want your name associated with this information (i.e. “this information courtesy of XXX”) Yes ___ No ___ If yes, Name: _____

Example:

GTA, Vice City

1. In playing this game I have learned...
2. This game helps me understand people better because...
3. Here’s what you should know about the “violence” in this game...

Thanks,
Marc Prensky marc@games2train.com

www.gamesparentsteachers.com
Template 3: "Teacher Information"

To contribute, please:

A. Choose a game (any commercial, entertainment game)

B. List any information you have related to using this game in a classroom or educational setting. We will post this information on the www.gamesparentsteachers.com web site. (Note: "Information" can be personal experience or pointers to sites online.)

Do you want your name associated with this information (i.e. "This information courtesy of XXX") Yes ___ No ___. If yes, Name _____

Examples:

1. I have had success using the Harry Potter games for reading in grades 4-6 in the following way...
2. Lucas Learning (now defunct) still has teachers guides online for using several Star Wars games to teach science, math and critical thinking at:
www.lucaslearning.com/edu/science_jump.htm
www.lucaslearning.com/edu/math_jump.htm
www.lucaslearning.com/edu/yoda_jump.htm

Thanks,
Marc Prensky marc@games2train.com (Fax: 212-472-4732)

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Template 4: "Subject"

To contribute, please:

A. List any games you know of that are useful for teaching certain subjects (Any school subject, but also specify level. E.g. first year algebra, 12th grade chemistry, AP physics, college level history). We will post these games on the www.gamesparentsteachers.com web site.

Game	Subject and Level(s)
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	

Do you want your name associated with this information? (i.e. "This information courtesy of XXX") Yes ___ No ___. If yes, Name _____

Examples:

Game	Subject and Level(s)
<i>Civilization III</i>	History, High School
<i>Zoombinis</i>	Critical thinking, Grades 1-3
<i>Sim City</i>	City Planning, College

Thanks,
Marc Prensky marc@games2train.com (Fax: 212-472-4732)

Marc Prensky is an internationally acclaimed thought leader, speaker, writer, consultant, and game designer in the critical areas of education and learning. He is the author of Digital Game-Based Learning (McGraw Hill, 2001) and the founder and CEO of Games2train, a game-based learning company, whose clients include IBM, Bank of America, Nokia, and the Department of Defense. He is also the founder of The Digital Multiplier, an organization dedicated to eliminating the digital divide in learning worldwide, and creator of the sites www.SocialImpactGames.com, www.DoDGameCommunity.com, and www.GamesParentsTeachers.com. Marc holds an MBA from Harvard and a Masters in Teaching from Yale. More of his writings can be found at www.marcprensky.com/writing/default.asp. Marc can be contacted at marc@games2train.com.