

Results for #edchatie

This discussion took place on 11th July 2011 and was about: "Games in Education".
To follow the discussion as it happened, please read from the bottom of this document to the top.



[emernowlan](#) Emer Nowlan

Young people critical of 'memory test' Junior Cert <http://bit.ly/qSNYBL> [#edchatie](#)

[14 minutes ago](#)

»



[Giftedkidsie](#) Giftedkids Ireland

@

RT [@missionvhq](#): RT [@saorog](#): [#edchatie](#) a teacher who has never programmed can master Scratch and be making games in no time [#edchatie](#)

[17 minutes ago](#)

»



[levdavidovic](#) Fintan O'Mahony

FREE Online Rhyming Dictionary <http://su.pr/2Owi8S> [#edchatie](#)

[29 minutes ago](#)

»



[levdavidovic](#) Fintan O'Mahony

Bingo in class

<http://6.media.collegehumor.cycdn.com/41/91/b3d8c111f742d0aab89169f9c07971ac.jpg>

<http://su.pr/2mNoW4> [#edchatie](#)

[31 minutes ago](#)

»



[mrNeilButler](#) Neil Butler

this is something i have to say: why in HELL are teachers making kids rote learn SOHCAHTOA when the formulae are IN THE TABLES!?! [#edchatie](#)

[1 hour ago](#)

»



[mrNeilButler](#) Neil Butler

as an aside, [#edchatie](#), i think we found a way to make productive use of summer....

[1 hour ago](#)

>>



[mrNeilButler](#) Neil Butler

@

[@fboss](#) i missed your q. re. IWB and games last night. fantastic contraption is ideal. build house 2 is good. [#edchatie](#)

[2 hours ago](#)

>>



[gersharpe1](#) sharpeg1

RT [@IrishEducation](#): Continuous assessment on cards for Junior Certs: [#edchatie](#)

<http://bit.ly/pi9r6D>

[2 hours ago](#)

>>



[simonmlewis](#) Simon Lewis

[@NevermindGames](#) gave a super talk about the theory of [#gbl](#) at [@ictedu](#) [#edchatie](#)

[10 hours ago](#)

>>



[simonmlewis](#) Simon Lewis

I think [@emernowlan](#)'s point about [#gbl](#) is key. GBL is not restricted to technology and is used extensively in primary classrooms. [#edchatie](#)

[10 hours ago](#)

>>



[simonmlewis](#) Simon Lewis

[@emernowlan](#): Difference bet using games as a tool to support learning & game-based-learning? I think all good teachers use games? [#edchatie](#)

[10 hours ago](#)

>>



[perkypawn](#) Brendan Buckley

[#edchatie](#) sorry missed ye [@fboss](#) .. key in games is FUN .. paradox "edu is serious" .. this an obstacle to wider application ?

[10 hours ago](#)

>>



[simonmlewis](#) Simon Lewis

For all [#klck](#) people, I forgot to mention that Irish teachers meet weekly on Twitter on [#edchatie](#) Possibility for similar businesses?

[11 hours ago](#)

>>



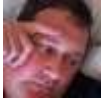
[greenwheeze](#) Eric Wareham

RT [@linjaaho](#): RT [@petejbell](#): NEW post: "Teaching students to be Problem Finders"

<http://t.co/n6IU0qk> [#ictcurric](#) [#ukedchat](#) [#edtech](#) [#edchatie](#)

[11 hours ago](#)

>>



[topgold](#) Bernie Goldbach

@

[@frankbradley](#) Did [@simonmlewis](#) cite [#edchatie](#) tonight?

[11 hours ago](#)

>>



[levdavidovic](#) Fintan O'Mahony

RT [@theretronaut](#): New Capsule: How to Win at Space Invaders c.1982 -

<http://t.co/hG8uFPE> ~appropriate for tonight's [#edchatie](#)

[11 hours ago](#)

>>



[emernowlan](#) Emer Nowlan

@

[@magsamond](#) [@7MJB](#) [@donenda](#) [@jhegarty](#) [@saorog](#) [@fboss](#) [@padraigodubhaig](#) Hmm.

Ended up in separate hangout with [@topgold](#). More to learn![#edchatie](#)

[11 hours ago](#)

>>



[topgold](#) Bernie Goldbach

bookmarked Game-Based Learning: new practices, new classrooms [#edchatie](#)

<http://bit.ly/ruh8K7>

[11 hours ago](#)

>>



[7MJB](#) Mary Jo Bell

Rt [@magsamond](#) [@7MJB](#) [@donenda](#) [@jhegarty](#) [@saorog](#) [@fboss](#) [@padraigodubhaigh](#) Tried Google Hangout, very clean, can see uses for this. [#edchatie](#)

[11 hours ago](#)

»



[magsamond](#) Mags Amond

@

[@7MJB](#) [@donenda](#) [@jhegarty](#) [@saorog](#) [@fboss](#) [@padraigodubhaiigh](#) Tried Google Hangout, very clean, can see uses for this. Thanks folks! [#edchatie](#)

[12 hours ago](#)

»



[mrNeilButler](#) Neil Butler

@

[@emernowlan](#) juggling can be used to teach the principles of algebraic equations. i'll leave that one with you. [#edchatie](#)

[12 hours ago](#)

»



[mrNeilButler](#) Neil Butler

i LOVE this story RT [@levdavidovic](#) RT [@Kevnmur](#) Have you heard the one about Andre the Giant & Samuel Beckett? <http://bit.ly/r8sAGx> [#edchatie](#)

[12 hours ago](#)

»



[levdavidovic](#) Fintan O'Mahony

RT [@Kevnmur](#): Have you heard the one about Andre the Giant & Samuel Beckett?

<http://t.co/ywWYghl> [#edchatie](#)

[12 hours ago](#)

»



[ronanlynch](#) Ronan Lynch

[#edchatie](#) Bit late getting in on chat (sorry). I'm researching in the area of Alternate Reality Games. Will catch up on your chat 2moro.

[12 hours ago](#)

»



[levdavidovic](#) Fintan O'Mahony

RT [@mrNeilButler](#): [@emernowlan](#) i know, it breaks mine too, every time i have to stop talking about great things. horrible. [#edchatie](#) +1

[12 hours ago](#)

»



[celaV](#) Marcela Whelan

Any [#edchatie](#) tweeps who want to G+ me, I'm [gplus.to/cela](#)

[12 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

@

[@emernowlan](#) [@levdavidovic](#) i know, it breaks mine too, every time i have to stop talking about great things. horrible. [#edchatie](#)

[12 hours ago](#)

>>



[elfwyn789](#) Sheree

@

[@celaV](#) [@mickcosgrave](#) Book-based learning not having the effect it used to! Need new, meaningful ways to teach young adults German [#edchatie](#)

[12 hours ago](#)

>>



[emernowlan](#) Emer Nowlan

@

[@levdavidovic](#) [@mrNeilButler](#) "hard to teach being able to do the exam". Breaks my heart!

[#edchatie](#)

[12 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

anyone using those games i mentioned feel free to contact me here or my email (from my twitter bio) at any time, [#edchatie](#)

[12 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

oops. tweetdeck fail. [#edchatie](#)

[12 hours ago](#)

>>



[7MJB](#) Mary Jo Bell

RT [@tombarrett](#) 10 Steps to Take Games Based Learning to the Next Level
<http://t.co/4so04VD> [#edchatie](#)
12 hours ago

>>



[topgold](#) Bernie Goldbach
@

[@tombarrett](#) You're late to the [#edchatie](#) but well ahead of our [#gbl](#) posse.
12 hours ago

>>



[tombarrett](#) tombarrett

[@7MJB](#) [@johnmayo](#) Are you guys discussing [#gbl](#) on [#edchatie](#) by any chance? :-)
12 hours ago

>>



[celaV](#) Marcela Whelan
@

[@elfwyn789](#) We must talk... always open to new target groups. Lets see what
[@mickcosgrave](#) links the [#edchatie](#) to, too
12 hours ago

>>



[mrNeilButler](#) Neil Butler
@

[@emernowlan](#) i just can't make them RIGOUROUS. easy to teach principles and coolness,
hard to teach being able to do the exam :([#edchatie](#)
12 hours ago

>>



[emernowlan](#) Emer Nowlan

Thanks to all for tips and links. Need more than a week to catch up! [#edchatie](#)
12 hours ago

>>



[irasocol](#) Ira Socol

Sorry for missing much of [#edchatie](#) plumbing repair beckoned...
12 hours ago

>>



[levdavidovic](#) Fintan O'Mahony

[#edchatie](#) thanks everyone, now where's my commodore64?

[12 hours ago](#)

>>



[MissionVHQ](#) MissionV

@

. [@fboss](#) [@mikecosgrave](#) Opensim School Quick Start Guide - <http://t.co/JX7xTJX>

[#edchatie](#)

[12 hours ago](#)

>>



[fboss](#) fboss

[#edchatie](#) -> Anyone else wanna try a Hangout on Google+ DM me your email - about to try to set it up (Hope Broadband holds)

[12 hours ago](#)

>>



[seomraranga](#) Seomra Ranga

[#edchatie](#) Thanks for all the ideas tonight. Plenty of food for thought.

[12 hours ago](#)

>>



[johnmayo](#) John Heffernan

RT [@tombarrett](#): Experimental [#Gameplay](#) Project <http://bit.ly/ozBTyb> [#gbl](#) [#edchatie](#)

[12 hours ago](#)

>>



[conpower](#) Conor Power

@

[@saorog](#) [#edchatie](#) Could have an edchat extra like those reality TV shows put on at the end of an episode

[12 hours ago](#)

>>



[Frazzlld](#) Catherine Riordan

Thanks for an interesting chat! [#edchatie](#)

[12 hours ago](#)

>>



[johnmayo](#) John Heffernan
[#edchatie](#) Consolarium blog <http://bit.ly/1Jwr12>
[12 hours ago](#)

>>



[topgold](#) Bernie Goldbach
Recommending [#edchatie](#) participants check out <http://t.co/NcEzQQZ>
[12 hours ago](#)

>>



[fboss](#) fboss
@
[@mikecosgrave](#) Thanks for sharing that. [#edchatie](#)
[12 hours ago](#)

>>



[7MJB](#) Mary Jo Bell
RT [@tombarrett](#) Experimental [#Gameplay](#) Project <http://t.co/Xhr1zSG> [#gbl](#) [#edchatie](#)
[12 hours ago](#)

>>



[celaV](#) Marcela Whelan
Must go for now [#edchatie](#) Great convo as usual, more resos than I could ever read!
[12 hours ago](#)

>>



[conpower](#) Conor Power
[#edchatie](#) My participation hampered by dodgy goings on at tweetdeck.
[12 hours ago](#)

>>



[emernowlan](#) Emer Nowlan
@
[@saorog](#) Yes, have library. Pls send links! [#edchatie](#)
[12 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

the second, I am simply ignorant on the matter and don't know where to start. [#edchatie](#) any advice?

[12 hours ago](#)

>>



[patrickfelicia](#) Patrick Felicia

started a blog on [#gbl](#) in Ireland. Would be gr8 if some of ye wrote their experience of GBL in classroom: gblireland.blogspot.com [#edchatie](#)

[12 hours ago](#)

>>



[fboss](#) fboss

@

[@jhgart](#) You still on for trying G+ out after [#edchatie](#) Anyone else interested? A Hangout?

[12 hours ago](#)

>>



[saorog](#) Stephen Howell

[#edchatie](#) anyone on G+ fancy trying out the video hangout thingy now that edchatie coming to a close?

[12 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

the first one, i don't see the point in playing a rocket game where all you do is write: $y=2x+3$ etc. [#edchatie](#)

[12 hours ago](#)

>>



[mikecosgrave](#) Mike Cosgrave

[#edchatie](#) links to my gaming stuff <http://bit.ly/p7WXdx>

[12 hours ago](#)

>>



[fboss](#) fboss

@

[@johnmayo](#) Nope - going ok for me [#edchatie](#)

[12 hours ago](#)

»



[fboss](#) fboss

@

[@MissionVHQ](#) Can you post a link to it here, please? Would also love to know more about the setup involved in opensim [#edchatie](#)

[12 hours ago](#)

»



[ConnollyTrevor](#) Trevor Connolly

I've been involved in [#edchatie](#) for the last hour discussing gaming in Irish education. Thanks to all involved. Lots to learn!

[12 hours ago](#)

»



[fboss](#) fboss

@

[@mrNeilButler](#) Love the way Google Goggles can do Sudoku in seconds - made my Sunday paper challenge a doddle :-)
[#edchatie](#)

[12 hours ago](#)

»



[magsamond](#) Mags Amond

[#edchatie](#) thanks for all the ideas, plenty of research to do when transcript appears. Thanks [@fboss](#) once again.

[12 hours ago](#)

»



[MissionVHQ](#) MissionV

Wishing [@lissmiss](#) were her to recollect what she learned when using the Nintendo DS in class. It's a CESI article. [#edchatie](#)

[12 hours ago](#)

»



[Begabungszentrum](#) Begabungszentrum

Thank you for great [#edchatie](#) we are looking forward to support educators with interest on learning in virtual world

[12 hours ago](#)

»



[mrNeilButler](#) Neil Butler

i'm talking about games and problem solving at [#rscon3](#) <http://bit.ly/r6GSbd> [@topgold](#) [@patrickfelicia](#) Teachers need [#GBL](#) workshops. [#edchatie](#)

[12 hours ago](#)

>>

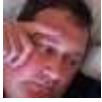


[fboss](#) fboss

The summary transcript of tonight's [#edchatie](#) topic on Games in Education will be here tomorrow: <http://fboss.delivr.com/15231>

[12 hours ago](#)

>>



[topgold](#) Bernie Goldbach

If you want to join Google Plus, pls DM me your email address and I'll add you to my educators circle. [#edchatie](#)

[12 hours ago](#)

>>



[elfwyn789](#) Sheree

@

[@topgold](#) re bookmarked Digital Games for Learning: Looks interesting! [#edchatie](#)

[12 hours ago](#)

>>



[7MJB](#) Mary Jo Bell

[#edchatie](#) I use games for pre-reading activities with Infants. Matching, sorting, sequencing, jigsaws, prediction

[12 hours ago](#)

>>



[topgold](#) Bernie Goldbach

@

[@levdavidovic](#) We earned marks in geography class for being able to identify countries by referring only to their letter boxes. [#edchatie](#)

[12 hours ago](#)

>>



[fboss](#) fboss

We're into the last 5mins (officially only) of [#edchatie](#) tonight. Feel free to keep the chat flowing though. Will add all to summary!

[12 hours ago](#)

»



[fboss](#) fboss

@

[@topgold](#) Same here - but for my (much like Sarah Palin) it was Russia :-)

[12 hours ago](#)

»



[MissionVHQ](#) MissionV

Anne McMurrough recently posted a great article on [#GBL](#) to Teachnet.ie -

<http://www.teachnet.ie/blog/Lists/Posts/Post.aspx?id=346> [#edchatie](#)

[12 hours ago](#)

»



[jhegarty](#) jhegarty

@

[@johnmayo](#) [#edchatie](#) gone verrrrryyyy sloooowwwwww

[12 hours ago](#)

»



[mrNeilButler](#) Neil Butler

the great thing about fantastic contraption is that there is a huge community & forum behind it for exploration. [#edchatie](#)

[12 hours ago](#)

»



[topgold](#) Bernie Goldbach

bookmarked Digital Games for Learning: important questions answered [#litet](#) [#edchatie](#)

<http://bit.ly/opcDK8>

[12 hours ago](#)

»



[magsamond](#) Mags Amond

@

[@jhegarty](#) [#edchatie](#) added sheet makes much more sense

[12 hours ago](#)

»

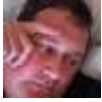


[jhegarty](#) jhegarty

[#edchatie](#) Please add suggestions to this Google Doc, available to all and to be promoted/shared on the CESI list <http://bit.ly/nK7F5E>

[12 hours ago](#)

>>



[topgold](#) Bernie Goldbach

@

[@patrickfelicia](#) Teachers need [#GBL](#) workshops. [#edchatie](#)

[12 hours ago](#)

>>



[conpower](#) Conor Power

@

[@johnmayo](#) Yep not gettin any updates having to refresh [#edchatie](#)

[12 hours ago](#)

>>



[seomraranga](#) Seomra Ranga

[#Edchatie](#) On rainy days we have board games & other games for the kids to play. Connect 4, k'Nex, Geomags, jigsaws,

[12 hours ago](#)

>>



[patrickfelicia](#) Patrick Felicia

@

[@celaV](#) [#edchatie](#) Agreed. From a recent survey, many Irish teachers wud be interested in [#gbl](#) but may need training/workshops

[12 hours ago](#)

>>



[johnmayo](#) John Heffernan

is tweetdeck acting up for anyone else [#edchatie](#)

[12 hours ago](#)

>>



[topgold](#) Bernie Goldbach

@

[@ConnollyTrevor](#) I expect GBL will be an area of our [@LITclonmel](#) directed research next semester. [#edchatie](#)

[12 hours ago](#)

>>



[saorog](#) Stephen Howell

[#edchatie](#) Sadly, Steam is blocked by my educational institution, which makes it difficult to teach game design and development

[12 hours ago](#)

>>



[MissionVHQ](#) MissionV

@

[@mikecosgrave](#) remind me to point you to an excellent new manual for setting up opensim. Makes it easy-er [#edchatie](#)

[12 hours ago](#)

>>



[saorog](#) Stephen Howell

[#edchatie](#) Everyone on this chat tonight should download Steam: <http://t.co/tWeVkID> and try Braid (demo is fine)

[12 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

sudoku is good (but limited) kakuro is excellent but difficult. [#edchatie](#) origami is brilliant but takes time.

[12 hours ago](#)

>>



[celaV](#) Marcela Whelan

@

[@fboss](#) Sign of a great teacher: 'I don't have all the answers', 'Lets explore', 'Show me what you found out' [#edchatie](#)

[12 hours ago](#)

>>



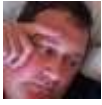
[mrNeilButler](#) Neil Butler

@

[@emernowlan](#) i think a lot teachers use games after the learning has been done. not as part of the learning. [#edchatie](#)

[12 hours ago](#)

»



[topgold](#) Bernie Goldbach

@

[@fboss](#) In my American High School, Risk single-handedly taught me Africa. [#edchatie](#)

[13 hours ago](#)

»



[7MJB](#) Mary Jo Bell

Rt [@patrickfelicia](#) [#edchatie](#) This may be useful: List of existing educational games per topic: imaginegames.eu/eng/Games-Dire... < Great list

[13 hours ago](#)

»



[ConnollyTrevor](#) Trevor Connolly

[#edchatie](#) This is an area where I have interest yet looks like I've a whole lot of reading to do to catch up with the pace setters!

[13 hours ago](#)

»



[levdavidovic](#) Fintan O'Mahony

@

[@MissionVHQ](#) oh right. Thanks! [#edchatie](#)

[13 hours ago](#)

»



[celaV](#) Marcela Whelan

I'd love to host w'shops -student/ teacher/ youthclubs- on [#gbl](#) [#scratch](#) etc. (Cork, Nov)
Many teachers know Nothing of this stuff [#edchatie](#)

[13 hours ago](#)

»



[mikecosgrave](#) Mike Cosgrave

[#edchatie](#) find opensim not easy to set up

[13 hours ago](#)

»



[MissionVHQ](#) MissionV

@

[@levdavidovic](#) kids in our pilot project in Carlow used it to program their virtual world objects (eg. disco dancefloor). [#edchatie](#)

[13 hours ago](#)

>>



[fboss](#) fboss

RT [@dajbelshaw](#): Imma gonna take over the world. [#justsoyouknow](#)

<http://yfrog.com/kjar8lvj> <-Games Based Learning - LIVE [#edchatie](#) :-)

[13 hours ago](#)

>>



[MissionVHQ](#) MissionV

@

[@levdavidovic](#) Scratch4SL is a slightly modified version of Scratch optimized to output Second Life / Opensim compatible code. [#edchatie](#)

[13 hours ago](#)

>>



[jhegarty](#) jhegarty

@

[@magsamond](#) [#edchatie](#) sounds good - perhaps just add it as a shhet to the existing one

[13 hours ago](#)

>>



[fboss](#) fboss

@

[@mikecosgrave](#) Looking forward to seeing those links. Will hold off on the summary until you can Tweet them. Please add the hashtag [#edchatie](#)

[13 hours ago](#)

>>



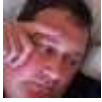
[patrickfelicia](#) Patrick Felicia

[#edchatie](#) This may be useful: List of existing educational games per topic:

<http://t.co/ljYjod7>

[13 hours ago](#)

>>



[topgold](#) Bernie Goldbach

I'm adding [#edchatie](#) peeps to my educators circle on G+ and if you want to connect I'm

<http://t.co/okDEEKm>

[13 hours ago](#)

»



[mrNeilButler](#) Neil Butler

i haven't tried bringing risk or monopoly into class. has anyone? i'm terrified of the fights that would inevitably ensue. [#edchatie](#)

[13 hours ago](#)

»



[emernowlan](#) Emer Nowlan

Difference between using games as a tool to support learning and game-based-learning? I think all good teachers use games? [#edchatie](#)

[13 hours ago](#)

»



[fboss](#) fboss

@

[@seomraranga](#) Now, that's a great idea. Wonder if the physics based game that it is could be used for real in the real world? [#edchatie](#)

[13 hours ago](#)

»



[MissionVHQ](#) MissionV

Gee points out that World of Warcraft wiki is the 2nd largest collaborative 'document' on the web, after Wikipedia. [#edchatie](#)

[13 hours ago](#)

»



[saorog](#) Stephen Howell

@

[@mrNeilButler](#) [#edchatie](#) Processing.org not ideal for games but good for simple ones. I am giving a free workshop on it in SC TCD 21st July

[13 hours ago](#)

»



[mikecosgrave](#) Mike Cosgrave

[#edchatie](#) use wargames in third level will share links later

[13 hours ago](#)

»



[levdavidovic](#) Fintan O'Mahony

RT [@MissionVHQ](#): thanks! *whisper* what are Scratch4SL scripts? [#edchatie](#)

[13 hours ago](#)

»



[MissionVHQ](#) MissionV

James Paul Gee makes great points about situated learning, being able to understand complex language after engaging in game worlds [#edchatie](#)

[13 hours ago](#)

»



[seomraranga](#) Seomra Ranga

RT [@varelidi](#): teens acting out angry birds to understand core mechanics in games

<http://yfrog.com/ke5kgxqj> [#Edchatie](#)

[13 hours ago](#)

»



[saorog](#) Stephen Howell

[#edchatie](#) Example with Scratch: I had to make some maths games for primary. I programmed an ant to follow mouse/hand and 'eat' numbers

[13 hours ago](#)

»



[Begabungszentrum](#) Begabungszentrum

@

[@levdavidovic](#) open sim is 3d virtual world like second life [#edchatie](#)

[13 hours ago](#)

»



[topgold](#) Bernie Goldbach

@

[@7MJB](#) Children of all ages love winning badges too. [#edchatie](#)

[13 hours ago](#)

»



[levdavidovic](#) Fintan O'Mahony

RT [@magsamond](#): [@levdavidovic](#) 2nd level English - have you used Rory's Story Cubes? Analog or digital, they rock. [#edchatie](#) ~ thanks!

[13 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

@

[@saorog](#) i must look at scratch. is processing.org easy to use? [#edchatie](#)

[13 hours ago](#)

>>



[jackiegerstein](#) JackieGerstein Ed.D.

Another recommended game creation tool for kids is GameMaker - wiki for education

<http://bit.ly/o36PCf> [#edchatie](#)

[13 hours ago](#)

>>



[Begabungszentrum](#) Begabungszentrum

Please check our website www.begabungszentrum.com [#edchatie](#)

[13 hours ago](#)

>>



[MissionVHQ](#) MissionV

RT [@saorog](#): [#edchatie](#) a teacher who has never programmed can master Scratch and be making games in no time [#edchatie](#)

[13 hours ago](#)

>>



[levdavidovic](#) Fintan O'Mahony

@

[@MissionVHQ](#) what's opensim? [#edchatie](#)

[13 hours ago](#)

>>



[celaV](#) Marcela Whelan

@

[@saorog](#) Glad u included [@mikecosgrave](#) here [#edchatie](#) 3rd level but expert in history & gaming. Join us & comment MickB!

[13 hours ago](#)

»



[sarahmaher2000](#) sarah maher

@

[@mrNeilButler](#) true but there are so many apps out there that have great learning potential. Is be lost without my class set [#edchatie](#)

[13 hours ago](#)

»



[mrNeilButler](#) Neil Butler

this game runs java: <http://bit.ly/sVJ3D> [#edchatie](#) it looks really boring but the kids love it.

[13 hours ago](#)

»



[fboss](#) fboss

@

[@mrNeilButler](#) What type of game do you mean? Got an example you would use on the IWB? Age of Empires? [#edchatie](#)

[13 hours ago](#)

»



[levdavidovic](#) Fintan O'Mahony

RT [@saorog](#): [@levdavidovic](#) [#edchatie](#) "teacher not programmer" I can make program games. But you need to want them ~ is being cryptic a game?

[13 hours ago](#)

»



[saorog](#) Stephen Howell

@

[@sarahmaher2000](#) [#edchatie](#) I am teaching a course in August in Dublin on Scratch, DM me for details

[13 hours ago](#)

»



[magsamond](#) Mags Amond

@

[@jhegarty](#) [#edchatie](#) ah Hi John - we might open a google doc chez CESI to collate links games - names & aims...somehitng like the Web2.0 one

[13 hours ago](#)

>>



[conpower](#) Conor Power

No one should fear Scratch - RT [@saorog](#): [#edchatie](#) a teacher who has never programmed can master Scratch and be making games in no time

[13 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

one drawback of ipads/pods is that they don't run flash, which most free games are made on.

[#edchatie](#)

[13 hours ago](#)

>>



[fboss](#) fboss

@

[@saorog](#) I have my kids giving out to me about how to play it! :-)
[#edchatie](#)

[13 hours ago](#)

>>



[sarahmaher2000](#) sarah maher

@

[@saorog](#) intrigued, might make that my summer mission [#edchatie](#)

[13 hours ago](#)

>>



[johnmayo](#) John Heffernan

[#edchatie](#) Hot potatoes company Half baked software produced quandary decision making game <http://bit.ly/pLrku>

[13 hours ago](#)

>>



[MissionVHQ](#) MissionV

@

[@levdavidovic](#) the kids build the environment with the provided virtual world tools and program with basic Scratch4SL scripts. [#edchatie](#)

[13 hours ago](#)

>>



[Begabungszentrum](#) Begabungszentrum

<http://t.co/vdboukN> [#edchatie](#)

[13 hours ago](#)

>>



[conpower](#) Conor Power

Very easy to do branching powerpoints, any object /invisible box can be a link :RT

[@johnmayo](#): [#edchatie](#) -make a decision game with Powerpoint

[13 hours ago](#)

>>



[seomraranga](#) Seomra Ranga

[#Edchatie](#) Puppet Pals and PlayTime are good apps for supporting literacy skills

[13 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

it's amazing to play too! RT [@saorog](#): [#edchatie](#) Portal 2 coop requires collaboration to complete levels

[13 hours ago](#)

>>



[saorog](#) Stephen Howell

[#edchatie](#) a teacher who has never programmed can master Scratch and be making games in no time

[13 hours ago](#)

>>



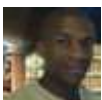
[Frazzlld](#) Catherine Riordan

RT [@seomraranga](#): Just got this from [@tombarrett](#) Consoles in the Classroom

<http://bit.ly/riJ19J> [#edchatie](#)

[13 hours ago](#)

>>



[patrickfelicia](#) Patrick Felicia

[#edchatie](#) Board games can be good too. At WIT CALMAST have developed a very good educational board game: <http://t.co/GLPqwGc>

[13 hours ago](#)

>>



[johnmayo](#) John Heffernan

[#edchatie](#) you can make a decision game with Powerpoint

[13 hours ago](#)

>>



[saorog](#) Stephen Howell

[#edchatie](#) Portal 2 coop requires collaboration to complete levels

[13 hours ago](#)

>>



[fboss](#) fboss

@

[@topgold](#) SPeaking of map-based games. We always fought over Madagascar in Risk. Great strategy game. [#edchatie](#) (map not entirely accurate)

[13 hours ago](#)

>>



[sarahmaher2000](#) sarah maher

Kids love them "[@magsamond](#): [@levdavidovic](#) 2nd level English - have you used Rory's Story Cubes? Analog or digital, they rock. [#edchatie](#)"

[13 hours ago](#)

>>



[Frazzlld](#) Catherine Riordan

Wonder if new JC will open the way for more of this kind of thing? [#edchatie](#)

[13 hours ago](#)

>>



[conpower](#) Conor Power

[#Edchatie](#) BBC website has great history games. Students loved this one: Death in Rome:

<http://bbc.in/aBjCdk>

[13 hours ago](#)

>>



[MissionVHQ](#) MissionV

@

[@levdavidovic](#) you dont need to be a programmer to do this on a virtual world platform like opensim. We'll be doing with 20 schools [#edchatie](#)

[13 hours ago](#)

»



[mrNeilButler](#) Neil Butler

@

[@fboss](#) ...collaboration possible and stops it from getting too confusing. [#edchatie](#)

[13 hours ago](#)

»



[seomraranga](#) Seomra Ranga

[#Edchatie](#) Just got this from [@tombarrett](#) Consoles in the Classroom <http://bit.ly/riJ19J>

[13 hours ago](#)

»



[Begabungszentrum](#) Begabungszentrum

Please dont be shy if you are interested to know more about open sim and using it in a classroom! [#edchatie](#)

[13 hours ago](#)

»



[levdavidovic](#) Fintan O'Mahony

RT [@MissionVHQ](#): [@levdavidovic](#) eg. recreate 1916 rising in game environment, dramatize what-if scenarios. [#edchatie](#) ~ teacher not programmer!

[13 hours ago](#)

»



[conpower](#) Conor Power

[#Edchatie](#) I used to use age of empires for medieval history. The students who were into it would design castle and attack with siege weapon

[13 hours ago](#)

»



[ConnollyTrevor](#) Trevor Connolly

@

[@johnmayo](#) Trying to 'dig' out that archeology game for you John but havn't found it yet ;)

[#edchatie](#)

[13 hours ago](#)

»



[mrNeilButler](#) Neil Butler

... you need to be finding new ones all the time, so they don't get stale. [#edchatie](#)

[13 hours ago](#)

»



[saorog](#) Stephen Howell

[@mrNeilButler](#) [@fboss](#) [@conpower](#) [#edchatie](#) Machinima with Garry's Mod for teaching chemistry: <http://bit.ly/oNp2Wp>

[13 hours ago](#)

»



[johnmayo](#) John Heffernan

@

[@levdavidovic](#) <http://bit.ly/mXkg4h> is one [#edchatie](#)

[13 hours ago](#)

»



[mrNeilButler](#) Neil Butler

i would recommend - if you'll use online games - to get StumbleUpon toolbar for firefox and set it to online games... [#edchatie](#)

[13 hours ago](#)

»



[magsamond](#) Mags Amond

@

[@levdavidovic](#) 2nd level English - have you used Rory's Story Cubes? Analog or digital, they rock. [#edchatie](#)

[13 hours ago](#)

»



[levdavidovic](#) Fintan O'Mahony

RT [@topgold](#): [@levdavidovic](#) I would consider a map-based game if teaching 2nd level history. [#edchatie](#) ~any examples?

[13 hours ago](#)

»



[seomraranga](#) Seomra Ranga

RT [@conpower](#): Fantastic! More of this, bring poems to life: RT [@johnmayo](#): [#edchatie](#) machinima used in english <http://youtu.be/tLvHTDa1fkE>
[13 hours ago](#)

>>



[johnmayo](#) John Heffernan

@

[@conpower](#) [#edchatie](#) even screen shots have value

[13 hours ago](#)

>>



[jackiegerstein](#) Jackie Gerstein Ed.D.

RT [@mrNeilButler](#): any computer with an internet connection can be used for games.

[#edchatie](#)

[13 hours ago](#)

>>



[patrickfelicia](#) Patrick Felicia

@

[@johnmayo](#) [@saorog](#) Yes saw their SG few years ago. Looked good! [#edchatie](#)

[13 hours ago](#)

>>



[jhegarty](#) jhegarty

[#edchatie](#) Don't have much to contribute on this one but following the conversation with interest - lots of links to follow later - Hi all

[13 hours ago](#)

>>



[conpower](#) Conor Power

If you have the time, Total War II and III are great for teaching American war of Independence and Napoleonic wars [#Edchatie](#)

[13 hours ago](#)

>>



[johnmayo](#) John Heffernan

RT [@topgold](#): [@levdavidovic](#) I would consider a map-based game if teaching 2nd level history. [#edchatie](#)>> <http://...> (cont) <http://deck.ly/~0htl2>

[13 hours ago](#)

>>



[fboss](#) fboss

@

[@conpower](#) That's a great link. Machinima can be really useful in allowing students to explore literacy (in any language) & ideas [#edchatie](#)

[13 hours ago](#)

>>



[saorog](#) Stephen Howell

[#edchatie](#) [@mikecosgrave](#) "playing d&d on Skype" - the geek is strong in this one...

[13 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

@

[@Frazzlld](#) any computer with an internet connection can be used for games. depends on your subject though. [#edchatie](#)

[13 hours ago](#)

>>



[Frazzlld](#) Catherine Riordan

All makes perfect sense for learning but do all schools have the equipment for gbl? And how many teachers use them? [#edchatie](#)

[13 hours ago](#)

>>



[levdavidovic](#) Fintan O'Mahony

[#edchatie](#) I'll be honest it feels like I'd be shoehorning games into the methodology in my subjects guys

[13 hours ago](#)

>>



[Begabungszentrum](#) Begabungszentrum

Topic: Gifted Education, 3D Virtual Worlds <http://t.co/2D7oksH> [#edchatie](#)

[13 hours ago](#)

>>



[MissionVHQ](#) MissionV

@

[@levdavidovic](#) eg. recreate the 1916 rising in a game environment and dramatize what-if scenarios. [#edchatie](#)

[13 hours ago](#)

»



[topgold](#) Bernie Goldbach

@

[@levdavidovic](#) I would consider a map-based game if teaching 2nd level history. [#edchatie](#)

[13 hours ago](#)

»



[fboss](#) fboss

@

[@patrickfelicia](#) Great link - thanks & [@mrNeilButler](#) thanks for your links-dump too

[#edchatie](#)

[13 hours ago](#)

»



[mikecosgrave](#) Mike Cosgrave

[#edchatie](#) actually playing d&d on Skype while reading along here

[13 hours ago](#)

»



[johnmayo](#) John Heffernan

RT [@saorog](#): [#edchatie](#) Old but good: DIT use serious games to teach kitchen safety:

<http://bit.ly/oy2Knl> Forgot about serious games genre

[13 hours ago](#)

»



[saorog](#) Stephen Howell

[#edchatie](#) Old but good: DIT use serious games to teach kitchen safety: <http://bit.ly/oy2Knl>

[13 hours ago](#)

»



[Begabungszentrum](#) Begabungszentrum

The next global virtual meeting is about this topic, please join us! [#edchatie](#)

[13 hours ago](#)

»



[levdavidovic](#) Fintan O'Mahony

@

[@MissionVHQ](#) [@mrneilbutler](#) talking a specific drama class doing a specific play [#edchatie](#)
[13 hours ago](#)

>>



[MissionVHQ](#) MissionV

RT [@magsamond](#): [@saorog](#) (What?- you make a brilliant drama out of Scratch / Kinect!)
[#edchatie](#) ;) <- and the fish story [#edchatie](#)
[13 hours ago](#)

>>



[magsamond](#) Mags Amond

[#edchatie](#) [#cesimett](#) both [@seomraranga](#) and [@sarahmaher2000](#) have fab lists of the games they use at primary level on iP*ds, as does [@edb35](#)
[13 hours ago](#)

>>



[patrickfelicia](#) Patrick Felicia

[#edchatie](#) This is a link to resources for teachers that may be useful: <http://t.co/zmD7lkA>
[13 hours ago](#)

>>



[levdavidovic](#) Fintan O'Mahony

RT [@mrNeilButler](#): they should be able to design the set as part of their performance though?
[#edchatie](#) ~but don't need a game for that
[13 hours ago](#)

>>



[conpower](#) Conor Power

Fantastic! More of this, bring poems to life: RT [@johnmayo](#): [#edchatie](#) machinima used in english <http://youtu.be/tLvHTDa1fkE>
[13 hours ago](#)

>>



[jackiegerstein](#) Jackie Gerstein Ed.D.

Game-Based Learning resources via ScoopIt <http://bit.ly/pvMKwE> [#GBL](#) [#edchatie](#)
[13 hours ago](#)

>>



[levdavidovic](#) Fintan O'Mahony

[#edchatie](#) I'm struggling with the practicality of all this in 2nd level English or History classes

[13 hours ago](#)

>>



[irasocol](#) Ira Socol

@

[@saorog](#) [@magsamond](#) [@conpower](#) I am playing, learning. Great possibilities [#edchatie](#)

[13 hours ago](#)

>>



[fboss](#) fboss

@

[@mrNeilButler](#) Have played Portal 2 now, tricky little game but causes great conversations & collaboration & problem solving [#edchatie](#)

[13 hours ago](#)

>>



[conpower](#) Conor Power

@

[@levdavidovic](#) Documents are clues for the students to piece together the past. It is a game in itself [#Edchatie](#)

[13 hours ago](#)

>>



[ConnollyTrevor](#) Trevor Connolly

@

[@patrickfelicia](#) The topic is games in education [#edchatie](#)

[13 hours ago](#)

>>



[fboss](#) fboss

RT [@ConnollyTrevor](#): [#edchatie](#) have similar difficulties to [@levdavidovic](#) how to bring gaming to a class of 24+ in 40mins (practicalities) +1

[13 hours ago](#)

>>



[sarahmaher2000](#) sarah maher

"@seomraranga: [#Edchatie](#) Most of the apps we use on iPods are games which teach something. Kids say though "Can we PLAY on the iPods". AGREE

[13 hours ago](#)

>>



[patrickfelicia](#) Patrick Felicia

@

@magsamond Agreed... or google group. Here is a link to a FAQ onGBL <http://t.co/0zSDUnS>
[#edchatie](#)

[13 hours ago](#)

>>



[johnmayo](#) John Heffernan

[#edchatie](#) machinima used in english <http://youtu.be/tLvHTDa1fkE>

[13 hours ago](#)

>>



[emernowlan](#) Emer Nowlan

@

@levdavidovic @saorog @mrneilbutler @levdaidovic Game for performance prep: do acts emphasising difrnt themes. Others guess theme [#edchatie](#)

[13 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

@

@MissionVHQ coool! [#edchatie](#)

[13 hours ago](#)

>>



[Begabungszentrum](#) Begabungszentrum

There are long lists of apps for education but some schools still have no computer here in Bavaria [#edchatie](#)

[13 hours ago](#)

>>



[fboss](#) fboss

@

[@irasocol](#) Southpark hit so many things on the head so accurately & so tongue-in-cheek :-)

[#edchatie](#)

[13 hours ago](#)

>>



[saorog](#) Stephen Howell

RT [@celaV](#): [@saorog](#) Brings me back! Old-school D&D had great value for imagination, memory, logic, teamwork, planning long b4 [#edchatie](#)

[13 hours ago](#)

>>



[conpower](#) Conor Power

[#Edchatie](#) [@saorog](#) Hopefully with the new SDK for Kinect you and others might make machinima via Kinect a possibility

[13 hours ago](#)

>>



[levdavidovic](#) Fintan O'Mahony

@

[@patrickfelicia](#) [@connollytrevor](#) if, for ex, students are studying documents for Leaving Cert History, how does a game engage them? [#edchatie](#)

[13 hours ago](#)

>>



[gersharpe1](#) sharpeg1

Getting addicted to Fantastic Contraption already!! [#edchatie](#)

[13 hours ago](#)

>>



[magsamond](#) Mags Amond

@

[@saorog](#) (What?- you make a brilliant drama out of Scratch / Kinect!) [#edchatie](#) ;)

[13 hours ago](#)

>>



[fboss](#) fboss

@

[@Begabung](#) Please post on any links when you publish & can you also hashtag them [#edchatie](#) so all involved tonight will see them quickly

[13 hours ago](#)

»



[MissionVHQ](#) MissionV

@

[@mrNeilButler](#) [@levdavidovic](#) we'll have kids dramatizing a Viking attack on Clonmacnoise. Playing the roles through their avatars. [#edchatie](#)

[13 hours ago](#)

»



[irasocol](#) Ira Socol

@

[@saorog](#) it says "UK and Ireland" - or go stand near the border ;-)
[#edchatie](#)

[13 hours ago](#)

»



[fboss](#) fboss

@

[@saorog](#) There's actually a group of teachers who use World of Warcraft to explore this
<http://bit.ly/nElySz> [#edchatie](#)

[13 hours ago](#)

»



[conpower](#) Conor Power

@

[@MissionVHQ](#) [#Edchatie](#) One kid has built a working binary based computer in Minecraft

[13 hours ago](#)

»



[saorog](#) Stephen Howell

@

[@johnmayo](#) [#edchatie](#) machinima for drama - Garry's Mod

[13 hours ago](#)

»



[levdavidovic](#) Fintan O'Mahony

RT [@emernowlan](#): [@Frazzlld](#) JC students in ESRI/NCCA research: teachers stop using games as exams approach . Pity [#edchatie](#)~easy to understand

[13 hours ago](#)

»



[emernowlan](#) Emer Nowlan

@

[@mrNeilButler](#) Don't apologise for links. Look forward to ploughing through transcript in another life when I have time! [#edchatie](#)

[13 hours ago](#)

>>



[magsamond](#) Mags Amond

[#edchatie](#) might be worth starting a google doc of links and what uses games at said links could have?

[13 hours ago](#)

>>



[MissionVHQ](#) MissionV

I've seen some amazing Minecraft projects - one kid built a wonderful model of The Alamo for his history project. [#edchatie](#)

[13 hours ago](#)

>>



[Frazzlld](#) Catherine Riordan

RT [@magsamond](#): [@Frazzlld](#) hard to prevent folk thinking they are "playing" < but isn't that the beauty of it?! [#edchatie](#)

[13 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

@

[@levdavidovic](#) they should be able to design the set as part of their performance though?

[#edchatie](#)

[13 hours ago](#)

>>



[Begabungszentrum](#) Begabungszentrum

We live in a time that kids know more about technology than some teachers. [#edchatie](#)

[13 hours ago](#)

>>



[irasocol](#) Ira Socol

@

[@aenclade http://speedchange.blogspot.com/2009/01/curling-up-with-literacy.html](http://speedchange.blogspot.com/2009/01/curling-up-with-literacy.html)

[#edchatie](#)

[13 hours ago](#)

>>



[johnmayo](#) John Heffernan

[#edchatie](#) trevor other option is Machinima <http://bit.ly/1xm637> record part of the game in the class. My onl... (cont) <http://deck.ly/~XGK8o>

[13 hours ago](#)

>>



[saorog](#) Stephen Howell

@

[@levdavidovic](#) [@mrneilbutler](#) [#edchatie](#) Never did drama, not sure I understand drama class

[13 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

@

[@saorog](#) i know, but it's the same principal! and you can get a level pack for portal 1 based on the flash version! [#edchatie](#)

[13 hours ago](#)

>>



[conpower](#) Conor Power

@

[@emernowlan](#) [#Edchatie](#) The revised JC is supposed to bring about less exam orientated teaching.. maybe it will work, less subjects examined

[13 hours ago](#)

>>



[MoloneyKing](#) Michelle MoloneyKing

@

[@saorog](#) Great point, important poin; learning and then creating. Awesome! [#edchatie](#)

[13 hours ago](#)

>>



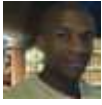
[emernowlan](#) Emer Nowlan

@

[@irasocol](#) Used storytelling games to teach language once upon a time. One line each, guess the end/beginning, etc. [#edchatie](#)

[13 hours ago](#)

>>



[patrickfelicia](#) Patrick Felicia

@

[@ConnollyTrevor](#) [@levdavidovic](#) what is the topic? [#edchatie](#)

[13 hours ago](#)

>>



[magsamond](#) Mags Amond

[@Frazzlld](#) it can be done if teacher weaves it in at the appropriate time, but hard to prevent folk thinking they are "playing" [#edchatie](#)

[13 hours ago](#)

>>



[irasocol](#) Ira Socol

<http://www.southparkstudios.co.uk/search/?searchterm=make%20love%20not%20warcraft>

[#edchatie](#)

[13 hours ago](#)

>>



[7MJB](#) Mary Jo Bell

@

[@mrNeilButler](#) Like the look of the games, need time to go through them. Would certainly try them in school [#edchatie](#)

[13 hours ago](#)

>>



[emernowlan](#) Emer Nowlan

@

[@Frazzlld](#) Junior cycle students in ESRI/NCCA research said teachers stopped using games as exams approached . Pity [#edchatie](#)

[13 hours ago](#)

>>



[levdavidovic](#) Fintan O'Mahony

@

[@saorog](#) [@mrneilbutler](#) [@levdaidovic](#) the class isn't studying a play though, it'd be preparing a performance of a play [#edchatie](#)
[13 hours ago](#)

»



[saorog](#) Stephen Howell

@

[@mrNeilButler](#) [#edchatie](#) Not official Portal! Also Portal 1/2 need a relatively old computer to play, but probably more advanced than schools
[13 hours ago](#)

»



[MissionVHQ](#) MissionV

Speaking of Minecraft [@mrNeilButler](#) - I'd recommend following [@minecraftteacher](#) - doing amazing stuff with it. [#edchatie](#)

[13 hours ago](#)

»



[mrNeilButler](#) Neil Butler

sorry, that was a bit of a link dump. i'll start paying attention now...[#edchatie](#)

[13 hours ago](#)

»



[Begabungs](#) Begabungszentrum

Project oriented learning in a virtual world is really the best! [#edchatie](#)

[13 hours ago](#)

»



[MissionVHQ](#) MissionV

@

[@irasocol](#) looking forward to watching that South Park episode :) [#edchatie](#)

[13 hours ago](#)

»



[saorog](#) Stephen Howell

[#edchatie](#) I hope that after they play games, they will want to make them (and then study computing at 3rd level :)

[13 hours ago](#)

»



[magsamond](#) Mags Amond

[#edchatie](#) Wow, all these resources ideas - can't wait to try them out but conversation so fast they

[13 hours ago](#)

>>



[cerirwilliams](#) Ceri Williams

[#edchatie](#) I used winter olympics Nintendo DS game for data handling, time-keeping, fastest, slowest, scoring, creating tables etc.

[13 hours ago](#)

>>



[Begabungszentrum](#) Begabungszentrum

We are going to publish our experience and portfolio about the virtual summercamp after September 2011 [#edchatie](#)

[13 hours ago](#)

>>



[saorog](#) Stephen Howell

[#edchatie](#) mmorpgs massively multiplayer role playing games may have contribution to collaboration and education soon!

[13 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

please, play the games and ask me about them. fantastic contraption is especially huge in scope. [#edchatie](#)

[13 hours ago](#)

>>



[fboss](#) fboss

@

[@patrickfelicia](#) I agree - also, there's the whole area of creating a game around your own rules & testing it with others [#edchatie](#)

[13 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

RT [@mrNeilButler](#): fantastic contraption: <http://bit.ly/cQ2wym>; fantastic contraption 2: <http://bit.ly/r145ll> [#edchatie](#)
[13 hours ago](#)

»



[saorog](#) Stephen Howell

@

[@mrNeilButler](#) [#edchatie](#) [@levdaidovic](#) I would suggest adding a game to the teaching, such as random lines from play, who said them?

[13 hours ago](#)

»



[7MJB](#) Mary Jo Bell

RT [@7MJB](#) [@MissionVHQ](#) Agree. Co-operation is very important, children learn how to work as a team [#edchatie](#)

[13 hours ago](#)

»



[MissionVHQ](#) MissionV

@

[@levdavidovic](#) virtual worlds are very useful for role-playing / drama [#edchatie](#)

[13 hours ago](#)

»



[sarahmaher2000](#) sarah maher

[#Edchatie](#) my kids made heir own maths games this year, idea stolen from [@NL_84](#) they loved them and learned a lot

[13 hours ago](#)

»



[patrickfelicia](#) Patrick Felicia

[#edchatie](#) but there again. Competition might not suit everyone. So working in teams fulfils both collaboration (bw teams) and competition

[13 hours ago](#)

»



[Begabungszentrum](#) Begabungszentrum

If you are interested to create an open sim, you can contact us! [#edchatie](#)

[13 hours ago](#)

»



[irasocol](#) Ira Socol

<http://www.southparkstudios.com/full-episodes/s10e08-make-love-not-warcraft> [#edchatie](#)

[13 hours ago](#)

»



[celaV](#) Marcela Whelan

[#edchatie](#) Anyone seen Gary [@WhizzkidsIT](#)? He should be in on this convo (games in learning)

[13 hours ago](#)

»



[mrNeilButler](#) Neil Butler

mancala snails: <http://bit.ly/oOaP2i> [#edchatie](#)

[13 hours ago](#)

»



[johnmayo](#) John Heffernan

remember the hashtag [#edchatie](#)

[13 hours ago](#)

»



[mrNeilButler](#) Neil Butler

@

[@levdavidovic](#) maybe use minecraft to design the set based on their picture of what's happening in the play? [#edchatie](#)

[13 hours ago](#)

»



[saorog](#) Stephen Howell

@

[@levdavidovic](#) [#edchatie](#) Drama class. Are they putting on a play?

[13 hours ago](#)

»



[irasocol](#) Ira Socol

@

[@MissionVHQ](#) [@7MJB](#) WOW South Park episode is brilliant on cooperation, problem-solving [#edchatie](#)

[13 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

online games: fantastic contraption; gravity pods; sola rola; mancala snails. [#edchatie](#)

[13 hours ago](#)

>>



[emernowlan](#) Emer Nowlan

RT [@magsamond](#): [#edchatie](#) this is one of my favourite picture. Beckett. Try again. Fail again. Fail better <http://deck.ly/~4hHhW> > great!

[13 hours ago](#)

>>



[patrickfelicia](#) Patrick Felicia

[#edchatie](#) collaboration is a big winner. In fact many studies report on collaboration as key motivator and appreciated aspect of games.

[13 hours ago](#)

>>



[fboss](#) fboss

RT [@magsamond](#): [#edchatie](#) this is one of my favourite picture, from something that was on in Budepest, using Be... (cont) <http://deck.ly/~r7oG7>

[13 hours ago](#)

>>



[levdavidovic](#) Fintan O'Mahony

[#edchatie](#) again this week I'd like to appeal for practicality. How do I use gaming in a Drama class, say?

[13 hours ago](#)

>>



[fboss](#) fboss

Have seen great teamwork evolve over X-Box Live games & also some great strategic thinking too as they played with & against [#edchatie](#)

[13 hours ago](#)

>>



[Begabungszentrum](#) Begabungszentrum

Open sim is a great way to support kids...gifted or not gifted... [#edchatie](#)

[13 hours ago](#)

»



[celaV](#) Marcela Whelan

Hi [#edchatie](#) Marcela here, frm Cork's Science Fest. Firm believer in value of [#gbl](#) - socially & 4 programming skills. Offering showcase!

[13 hours ago](#)

»



[mrNeilButler](#) Neil Butler

@

[@johnmayo](#) yes! (cots?) the analog games i play with kids: go, mancala/owale, backgammon, chess. a great card game called 'set' [#edchatie](#)

[13 hours ago](#)

»



[7MJB](#) Mary Jo Bell

@

[@irasocol](#) Agree! Variety of levels, subject area very important. [#edchatie](#)

[13 hours ago](#)

»



[emernowlan](#) Emer Nowlan

@

[@irasocol](#) Choosing register very important for literacy and language learning. How do games help? [#edchatie](#)

[13 hours ago](#)

»



[Begabungszentrum](#) Begabungszentrum

No fear of bad grades, no pressure...just in freedom and harmoney kids are able to develop creativity [#edchatie](#)

[13 hours ago](#)

»



[pennybridged](#) Brid Lane

what types of ed games do people use? [#edchatie](#)

[13 hours ago](#)

»



[MissionVHQ](#) MissionV

@

. [@7MJB](#) but not just competition, also co-operation. World of Warcraft is a great example of co-operative gaming. [#edchatie](#)

[13 hours ago](#)

>>



[saorog](#) Stephen Howell

@

[@7MJB](#) [#edchatie](#) effectively, if the game is good, they volunteer for play, thus volunteering to be assessed!

[13 hours ago](#)

>>



[patrickfelicia](#) Patrick Felicia

[#edchatie](#) meta-gaming or become an expert at a game is also a good think. Promotes deep learning and better understanding of topic.

[13 hours ago](#)

>>



[johnmayo](#) John Heffernan

RT [@johnmayo](#): [@mrNeilButler](#) and the different types of games out there -COTS, Flash based , handheld even board games [#edchatie](#)

[13 hours ago](#)

>>



[saorog](#) Stephen Howell

@

[@7MJB](#) [#edchatie](#) My research lets students play a game as long as they want but increases or decreases the difficulty over time

[13 hours ago](#)

>>



[emernowlan](#) Emer Nowlan

RT [@magsamond](#): [#edchatie](#) learning - assessment - learning needs to be a continuous loop the loop. > Agreed. Can see how games could help

[13 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

i really only know anything about problem solving. i'm not hugely interested in games where curricular learning is integral. [#edchatie](#)

[13 hours ago](#)

>>



[irasocol](#) Ira Socol

@

[@7MJB](#) range of games important, one form of competition creates one group of winners

[#edchatie](#)

[13 hours ago](#)

>>



[Begabungs](#) Begabungszentrum

Motivation and interest is high so that kids are always looking for more activities...situation that we never see in a classroom [#edchatie](#)

[13 hours ago](#)

>>



[7MJB](#) Mary Jo Bell

@

[@irasocol](#) [@emernowlan](#) [@saorog](#) Can lead to self assessment [#edchatie](#)

[13 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

the way i see it, there could be at least 3 different chats here. problem solving; planning/strategy; and learning games. [#edchatie](#)

[13 hours ago](#)

>>



[irasocol](#) Ira Socol

@

[@emernowlan](#) part of literacy is learning to use expert vocabularies (code shifting-new vocab acquisition), gamers are ahead on this [#edchatie](#)

[13 hours ago](#)

>>



[7MJB](#) Mary Jo Bell

[#edchatie](#) Games can be a great motivator in class. Children love competition, great to have them compete individually or in groups

[13 hours ago](#)

>>



[sarahmaher2000](#) sarah maher

"[@magsamond](#): [#edchatie](#) learning - assessment - learning needs to be a continuous loop the loop..." couldn't agree more

[13 hours ago](#)

>>



[patrickfelicia](#) Patrick Felicia

@

[@7MJB](#) agreed. self confidence self efficacy is very important and one step towards mastery

[#edchatie](#)

[13 hours ago](#)

>>



[Begabungszentrum](#) Begabungszentrum

Kids in the world of begabungszentrum are showing us, that they need more challenge than just what school offers [#edchatie](#)

[13 hours ago](#)

>>



[magsamond](#) Mags Amond

[#edchatie](#) learning - assessment - learning needs to be a continuous loop the loop...

[13 hours ago](#)

>>



[emernowlan](#) Emer Nowlan

@

[@irasocol](#) Need 2 screens tonight to look up all the links as we go! Gee looks interesting.

Can literacy link be summed up? [#edchatie](#)

[13 hours ago](#)

>>



[irasocol](#) Ira Socol

@

[@emernowlan](#) [@saorog](#) unlike testing, that replaying is assesment which really teaches [#edchatie](#)
[13 hours ago](#)

>>



[saorog](#) Stephen Howell

@

[@patrickfelicia](#) [#edchatie](#) Was it better/worse than Scratch for this?

[13 hours ago](#)

>>



[Begabungszentrum](#) Begabungszentrum

We have scripted some trivia as quest and they are attending poetry contest, writing stories,...it is really amazing [#edchatie](#)

[13 hours ago](#)

>>



[patrickfelicia](#) Patrick Felicia

[#edchatie](#) also developed a game few years ago to teach equations solving..good feedback from students and results were promising too.

[13 hours ago](#)

>>



[saorog](#) Stephen Howell

@

[@emernowlan](#) [#edchatie](#) well not summative assesment, no, but formative? Possibly

[13 hours ago](#)

>>



[mrNeilButler](#) Neil Butler

hi. sorry i'm late. real life again! [#edchatie](#)

[13 hours ago](#)

>>



[gersharpe1](#) sharpeg1

RT [@7MJB](#): [#edchatie](#) Can also help children develop self confidence, help shy children achieve [#edchatie](#)

[13 hours ago](#)

>>



[irasocol](#) Ira Socol

@

[@saorog](#) Gee shows how games build the complex vocabulary and "expert language" which is critical for real literacy [#edchatie](#)

[13 hours ago](#)

>>



[7MJB](#) Mary Jo Bell

[#edchatie](#) Can also help children develop self confidence, help shy children achieve

[13 hours ago](#)

>>



[johnmayo](#) John Heffernan

[#edchatie](#) has Kurt Squire written anything of interest since his Ph.D?

[13 hours ago](#)

>>



[MissionVHQ](#) MissionV

@

[@irasocol](#) that's a key - "gaming is failure based learning" - and that's a good thing [#edchatie](#)

[13 hours ago](#)

>>



[gersharpe1](#) sharpeg1

Used manga high during maths week last year. Kids loved it. Was expensive at time but free now <http://bit.ly/refF1G> [#edchatie](#)

[13 hours ago](#)

>>



[johnmayo](#) John Heffernan

@

[@ConnollyTrevor](#) what game was it [#edchatie](#)

[13 hours ago](#)

>>



[7MJB](#) Mary Jo Bell

[#edchatie](#) Idea of games very good to help young children develop social skills e.g. learn how to lose a game, can't always be a winner

[13 hours ago](#)

>>



[johnmayo](#) John Heffernan

[#edchatie](#) [@derekrobretson](#) is the best person in UK on this topic- learnt so much from him -
--a really smart guy

[13 hours ago](#)

>>



[Begabungs](#) Begabungszentrum

After only one week they are mentoring and helping each other. Teaching in a virtual world has no meaning we r mentoring [#edchatie](#)

[13 hours ago](#)

>>



[saorog](#) Stephen Howell

[#edchatie](#) although some rare games punish failure, most allow you to replay until you get it right - formative based assessment?

[13 hours ago](#)

>>



[ConnollyTrevor](#) Trevor Connolly

[#edchatie](#) used an online interactive game teaching archaeology, got a great response, difficult from 1 pc 1 projector

[13 hours ago](#)

>>



[fboss](#) fboss

My favourite expression, based on Game Based Learning is "Ready, Fire, Aim" - in other words, you can get it right the 2nd time [#edchatie](#)

[13 hours ago](#)

>>



[emernowlan](#) Emer Nowlan

RT [@irasocol](#): " failure is "no big deal," just part of the game" [#edchatie](#) > sounds like a huge benefit!

[13 hours ago](#)

>>



[sfkehoe](#) Stuart Kehoe

[#edchatie](#) Stuart in Kildare, work with CTY Ireland and hoping to learn more on [#gbl](#)
[13 hours ago](#)

»



[MissionVHQ](#) MissionV

@

[@johnmayo](#) interesting. I have McGonigal's "Reality Is Broken: Why Games Make Us Better..." on my Kindle wishlist [#edchatie](#)
[13 hours ago](#)

»



[irasocol](#) Ira Socol

Kids learn games "naturally," often through interage interaction, and failure is "no big deal," just part of the game [#edchatie](#)

[13 hours ago](#)

»



[Begabungszentrum](#) Begabungszentrum

They are going to learn about scripting, networking, languages, science and more [#edchatie](#)
[13 hours ago](#)

»



[fboss](#) fboss

@

[@Begabungszentrum](#) Thanks for the link, have your intro vid playing now [#edchatie](#)
[13 hours ago](#)

»



[saorog](#) Stephen Howell

[#edchatie](#) 3 typical ways to use gbl: playing games for learning, playing games for assessment, developing games to teach programming

[13 hours ago](#)

»



[johnmayo](#) John Heffernan

[#edchatie](#) I used Age of empires with 1st years about 8 yrs ago (last time in history classroom) to teach castles

[13 hours ago](#)

»



[donenda](#) Enda D

[#edchatie](#) Hi all, Enda, working in ITE. Will be in the background tonight but will try to keep an eye on the chat - great topic!

[13 hours ago](#)

>>



[sarahmaher2000](#) sarah maher

Sarah Carlow/Wexford primary teacher [#edchatie](#)

[13 hours ago](#)

>>



[irasocol](#) Ira Socol

Ira Socol, working from afar-Michigan State University-wanting games in education to help us lower the cost of failure in schools [#edchatie](#)

[13 hours ago](#)

>>



[flyinntommy](#) Tommy Flynn

[#edchatie](#) Tommy, 2nd level Accounting/German/ICT. V interesting in seeing the idea for this topic.

[13 hours ago](#)

>>



[fboss](#) fboss

@

[@Begabung](#)s Hi there and welcome along - looking forward to hearing about things from your perspective, so please add your thoughts [#edchatie](#)

[13 hours ago](#)

>>



[saorog](#) Stephen Howell

[#edchatie](#) speaking of Scratch, thanks for all the retweets of my Scratch/Kinect interview

[13 hours ago](#)

>>



[7MJB](#) Mary Jo Bell

[#edchatie](#) Mary Jo. Primary schoolteacher. Looking forward to learning from the experts tonight!

[13 hours ago](#)

>>



[MoloneyKing](#) Michelle MoloneyKing

Hi all in [#edchatie](#) , Michelle, Co. Tipp, new primary school teacher.

[13 hours ago](#)

>>



[johnmayo](#) John Heffernan

[#edchatie](#) Actually I am not fond of that Jane Mcgonigal talk better one is [@derekrobertson](#) talk at handheld learning a few years ago

[13 hours ago](#)

>>



[magsamond](#) Mags Amond

[#edchatie](#) Hi folks, Mags in Cavan, science second level, interested to hear what goes on...hoping to engage TYs in Scratch programming soon

[13 hours ago](#)

>>



[emernowlan](#) Emer Nowlan

Can't believe the topic - it's such a surprise! [#edchatie](#)

[13 hours ago](#)

>>



[gersharpe1](#) sharpeg1

Ger from Cavan. Maths and Science Teacher. [#edchatie](#)

[13 hours ago](#)

>>



[fboss](#) fboss

Fred Boss, Art Teacher @ 2nd level with NCTE now & working in Teacher CPD - have always enjoyed the challenge in a good game [#edchatie](#)

[13 hours ago](#)

>>



[Begabungs](#) Begabungszentrum

Roya Klingner, head of Bavarian center for gifted & talented children. Greeting! [#edchatie](#)

[13 hours ago](#)

>>



[emernowlan](#) Emer Nowlan

Emer. Originally second-level but interested in all things educational. In Dublin and hope to pop in and out tonight. [#edchatie](#)

[13 hours ago](#)

>>



[seomraranga](#) Seomra Ranga

[#Edchatie](#) Damien in Sligo. Primary school teacher. Interested to find out a little more about [#gbl](#) tonight.

[13 hours ago](#)

>>



[7MJB](#) Mary Jo Bell

@

[@johnmayo](#) Did you start ahead of time again?? [#edchatie](#)

[13 hours ago](#)

>>



[fboss](#) fboss

To kick off tonight's [#edchatie](#) about Games in Education, please introduce yourself - here we go...

[13 hours ago](#)

>>



[johnmayo](#) John Heffernan

[#edchatie](#) John from Mayo. have an interest for a number of years using Games in the Classroom

[13 hours ago](#)

>>



[Begabungszentrum](#) Begabungszentrum

What about Education in a game? Like the world of Begabungszentrum [www.begabungszentrum.com](#)

[#edchatie](#)

[13 hours ago](#)

>>



[Begabungszentrum](#) Begabungszentrum

I am here to join your chat about Games in Education [#edchatie](#)

[13 hours ago](#)

>>



[fboss](#) fboss

@

[@MsSandersTHS](#) Anything out there for Android? Games in Education tonight on [#edchatie](#)

[13 hours ago](#)

>>



[fboss](#) fboss

@

[@AnseoAMuinteoir](#) Definitely should be having fun as we're discussing Games in Education on [#edchatie](#) tonight. Really looking forward to this

[13 hours ago](#)