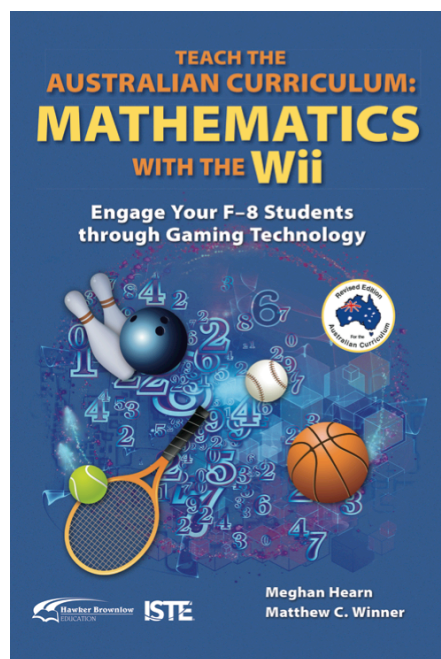


Teach the Australian Curriculum: Mathematics with the Wii: Engage Your F–8 Students through Gaming Technology

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Summary:

Schools are increasingly using gaming technology as a way to engage learners and connect with technology tools familiar to students. Meghan Hearn and Matthew C. Winner have embraced the Nintendo Wii in their own classrooms as a tool to support maths instruction, and explain how it has allowed students to make real-life connections with mathematical concepts.

Not just for fun, Wii activities can be engaging, student-friendly data production tools that generate scores, times and rankings for students to explore and discuss in the maths classroom. As students play Wii games, teachers have an opportunity to guide them through rich dialogues, posing questions to elicit mathematical thinking.

This revised Australian edition includes 44 lesson sparks, organised by year level and aligned to The Australian Curriculum: Mathematics.

Supporting Resources:

- *National Educational Technology Standards For Administrators, Second Edition* (IST6123)
- *Quick-Maths: Handbook for Everyday Mathematicians: Advanced (Set of 5)* (CA4443)
- *Inside the Black Box: Maths* (GLA1321)
- *Creating a Digital-Rich Classroom: Teaching & Learning in a Web 2.0 World* (SOT8020)
- *Maths in Plain English: Literacy Strategies for the Mathematics Classroom* (EYE0091)