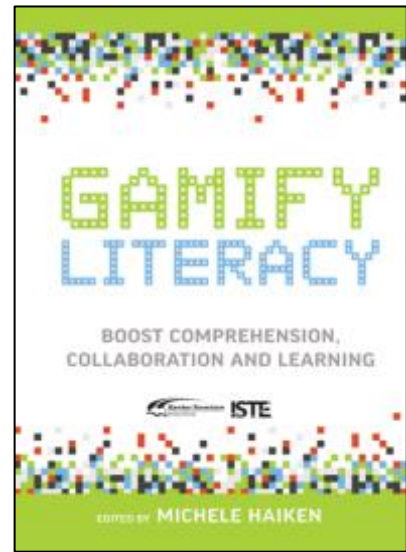


Gamify Literacy: Boost Comprehension, Collaboration and Learning

Editor(s): Michele Haiken

Date Available:	August 2017
ISBN:	978 1 76056 368 4
Code/SKU:	IST3684
RRP:	\$35.95
Format/Page No.:	B5, 160 pages
Year Level:	Teachers and Administrators, Other
Focus Area:	Professional Development, Classroom Practice and Direct Instruction, Critical and Creative Thinking, Differentiated Learning
Key Learning Area:	Media, English



Summary

Literacy is at the heart of education – and what better way to teach this important subject than through the motivational techniques built into gamification?

With *Gamify Literacy*, teacher Michele Haiken brings together top educators and gaming professionals to share gamification strategies, demonstrating how teachers can use gaming tools and activities to improve literacy and content learning.

This friendly, accessible guide provides classroom educators and tech coaches with tips and inspiration on how to apply gaming techniques to improve literacy and deepen student collaboration and critical thinking.

This book includes:

- Tips for implementing gaming techniques to engage and motivate students.
- Fun and engaging design to complement a game-based approach to learning.
- Examples that can easily be modified for different grade levels.

About the Author:

Michele Haiken is a literacy teacher at Rye Middle School and an adjunct professor at Manhattanville College in Harrison, New York. She is also a frequent speaker and a contributor to the book *Teaching Literacy in the Digital Age*. For *Gamify Literacy*, Haiken collaborated with a range of game and literacy experts, including top game developers, teachers, librarians and technology coordinators.

Other Resources

- *Teach the Australian Curriculum: Mathematics with the Wii: Engage Your F–8 Students through Gaming Technology* (IST1963)
- *Creating a Digital-Rich Classroom: Teaching & Learning in a Web 2.0 World* (SOT8020)
- *Make, Learn, Succeed: Building a Culture of Creativity in Your School* (IST0874)
- *Teaching Literacy in the Digital Age: Inspiration for All Levels and Literacies* (IST1970)