ED Games Expo Activity Guide

Thursday, January 9, 2020

5PM to 8PM

John F. Kennedy Center for the Performing Arts, Terrace Level Galleries
[RSVP to attend here](#)

Introduction

Dear Students, Parents, Guardians, and Teachers:

The ED Games Expo on January 9, 2020, from 5PM to 8PM at the Kennedy Center provides the opportunity for attendees to discover and demo almost 150 learning games and technologies. In preparation for this exciting event, we have created this activity guide to compliment and help prepare for the in-person experience. The activities included are designed to be age appropriate and are organized by grade levels including:

- **Preschool/Kindergarten**: Page 3
- **Elementary School**: Page 5
- **Middle and High School**: Page 8

For younger children, we invite parents, caregivers, to look through the adjoining Guide to Learning Games and Technologies with your children to plan out what games they would like to try.

We also invite older students to look through the guide on their own and in coordination with teachers and parents.

Please send any questions about the ED Games Expo to Edward.Metz@ed.gov

We look forward to seeing you at the ED Games Expo!

DISCLAIMER: The U.S. Department of Education does not endorse the developers, or the learning games or technologies listed in this guide.

Preschool/Kindergarten Activities

(1) **With your parents or teachers, look through the *Guide to Learning Games and Technologies* that will be at the ED Games Expo.**

(2) **Scavenger Hunt: Try to find the games with the clues below!**

	Find a game that takes place **Under the Sea**
	Find a game that takes place in **Alaska**
	Find a game that has a **Toothbrush**
	Find a game with **Numbers**
	Find a game with **a Cat**

(3) Watch some of the video demos for the games that are designed for children in the Early Learning Section and in some of the other sections if appropriate for children in Kindergarten.

(4) Make a list of the Top 3 games you want to try. The children can talk about why these games seem interesting.

#1 Learning game I want to try:_____

#2 Learning game I want to try:_____

#3 Learning game I want to try:_____

(5) After You Get Home from the Expo, the children can choose a favorite learning game!

My Favorite Learning Game is_____

Elementary School Activities

(1)   **With your parents or teachers, look through the *Guide to Learning Games and Technologies* that will be at the ED Games Expo.**

(2)   **Bingo: Find a game with the object or activity listed in each box. Write your answers below.**

B	I	N	G	O
Outer Space	Measurement	Art	Marine Life	Puzzles
Pattern Finding	More than 1 language	History	Music	A Lake
Airplane	Animals	Dinosaurs	Multiplication	Inventing
Lions	Nutrition	Money	Citizenship	Health

(3)   Make a list of the Top 5 games you want to try. Write a sentence for why you want to try each game!

#1 Learning game I want try:_____

Why I want to try it:_____

#2 Learning game I want to try:_____

Why I want to try it:_____

#3 Learning game I want to try:_____

Why I want to try it:_____

#4 Learning game I want to try:_____

Why I want to try it:_____

#5 Learning game I want to try:_____

Why I want to try it:_____

(4) **K-W-L Chart: Fill in what you know about game development and what you want to learn before the expo. Finish with what you learn afterwards!**

K **What I know already**	
W **What I want to know**	
L **What I learned**	

Middle and High School Activities

Look through the *[Guide to Learning Games and Technologies](#)* that will be at the ED Games Expo.

(1) <u>It's your turn to create a game!</u>

Think of an educational learning game that you would create for one of your classes. You might consider the following questions:

- *What subject would it be for?*
- *What kind of game would it be? (Take a look at the Guide to Learning Games and Technologies for examples of the many "types" of learning games, from puzzle games to choose your own adventure games to role playing games, and many more.*
- *What would happen in your learning game and how would the student learn?*
- *To create the game for real, what roles would be needed? (For an example for how a game was made and the many roles that it takes, [watch this video](#) created by PBS Kids at last year's ED Games Expo.)*

(2) So You Want to Be a Game Developer

At the Expo, interview a member of the team that developed the learning game to learn more about why they chose this profession and what advice they may have for someone interested in the field. Use the questions below or create your own.

1. What was school like for you growing up? Did you play any learning games in your classes? If yes, what did you play? If not, would you have like to play a game to learn?

2. What role do you play as part of a team that developed the learning game? What training and education did you need to gain the skills to perform this role?

3. What qualities do you think are most important to be a learning game developer?

4. What is the most challenging problem you've had to solve while building a game?

5. What is the most rewarding part about developing games?

6. What advice do you have for a middle or high school student interested in becoming a game developer?

7. What resources should I know about if I want to learn more about becoming a game developer?

8. _____

9. _____

10. _____

(3)   Let's Blog!

Write a blog (or create a podcast or video report) for your school newspaper or for a website reviewing your favorite game or several games. *What was the user experience like? What was new to you? What did you learn?*