Playing to Learn: Video Games in the Classroom

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Playing to Learn: Video Games in the Classroom is one of first practical resources that helps teachers integrate the study of video games into the classroom. The book is comprised of over 100 video game related activity ideas appropriate for Grades 4 to 12. Virtually every subject area is addressed. The book is augmented with several discussion articles contributed by scholars, journalists, and bloggers who routinely write about video games. In addition, the book includes dozens of activity modification and extension ideas, Web links, data tables, and photos.

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