



Creating a Stimulating Learning Environment with Games and Other Tools – Sue Prestedge

Workshop Description:

Understanding what brought your students to the classroom is a first step in determining what you need to do to motivate them. This workshop will be chock full of ideas you can use to create an interesting and stimulating environment for all. Activities and topics will focus on encouraging students to prepare for class, be active in class and link course materials. Make the classroom fun and empower students to achieve their goals.

.Learning Outcomes:

- Identify the benefits of using games in the classroom.
- Analyze how games can be adapted for your subject area based on the sample games demonstrated.

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Resources:

[List of icebreaker activities as well as other games:](http://www.coastalcarolina.edu/faculty-staff/professional-development/instructional-resources/icebreakers/)

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[How colleges are incorporating gaming into their curriculums:](http://www.edudemic.com/colleges-game-based-learning/)

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