Reading, Writing, and Playing: How Games Can Play a Key Role in the Classroom

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Primary Aim: To help you improve your instructional design by connecting play with literacy, augmentative and alternative communication, and curriculum.

We know that children learn when they are connected. By connecting play and learning, individuals can experience high motivation levels, build their AAC systems, work on access to technology, build curriculum connections, and meet their sensory needs. The results are powerful.

Play- Learning Learning-Play Consideration Framework

Work the SETT Framework (Zabala, 2002)
Student, Environment, Task(s), Tools
http://sweb.uky.edu/~jszaba0/JoySETT.html

Consider the learner's unique interests
Just Give Him the Whale (Kluth, 2008)
Develop an expertise

Balance interests with relevant tasks
Work both from tasks and from interests to balance your design working towards the best of both worlds

Design the connections from a Backwards Design Process
Maximize the experiences by planning thoughtfully

Components of consideration
Motivation, AAC System Building, Access, Curriculum Connections, Sensory

Implement, creating ways for the learner to extend learning
Plan thematically, provide extensions that produce opportunities for repetition with variety, help the student consider further developing an emerging expertise

Scaffold the learning throughout the experience
Use criterion based assessment throughout the process to drive instruction
Model, model, model!

Bring it Together

Connecting Play and Learning

Components of Consideration

- Motivation
- Specific AAC system building connections
- Access
- Curriculum Connections
- Sensory

Resources

Literacy

Reading

- Link to over 3,000 books that can be accessed online: http://www.alltogetherwecan.com/accessiblebooks, including The Tar Heel Reader, CAST's UDL Bookbuilder, Starfall, Big Books, Literactive, and tons more.
- www.tarheelreader.org
- www.accessiblebookcollection.org Accessible trade books (lots of picture books in ICS, Boardmaker, and Clicker formats)
- www.bookshare.org

Writing

- Video Writing Connections: http://otot.wikispaces.com/Writing+Setups
  - Sync Youtube: http://mediaconverter.org , www.kickyoutube.com , www.zamzar.com
  - Discovery Streaming: Odds are you have rights in your school to the over 6,000 educational videos http://streaming.discoveryeducation.com

Communication

- WWW.ADAPTEDLEARNING.COM
- PODD: http://www.spectronicsinoz.com/product.asp?product=27918
- Pixon Project: http://www.vantatenhove.com/showfolder.php?id=57

Curriculum

- A Set of launchers to curriculum resources on the web: http://www.alltogetherwecan.com/curriculumresources

Games

- Marblesoft-Simtech www.marblesoft.com Terrific, engaging, and fun games and educational software, including: The classic: Switch Wars, Single Switch Games 2, Everybody Has Feet and Sharon Won't Share, and the classic Switch Arcade
- Super Switch Hitter: http://switchintime.com/SSH.html
- Oneswitch UK: http://oneswitch.org.uk/
- Zac Browser: Adapted Browser originally designed for children with autism: http://zacbrowser.com
- Nintendo Wii http://us.wii.com

Music

- Switch Jam: http://switchintime.com/SJ.html
- otot.wikispaces.com/file/view/Online+Digital+Instruments.pdf

Other

- Open Learning Portfolio: http://www.alltogetherwecan.com/2008/10/13/open-learning-portfolio-template
- Wiimote Whiteboard: http://www.alltogetherwecan.com/wiimotewhiteboard
- Cool resources on assistive gaming: http://assistivegaming.com
- Kate Ahern's Awesome Blog www.teachinglearnerswithmultipleneeds.com