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Ryan L. Schaaf, Nicky Mohan
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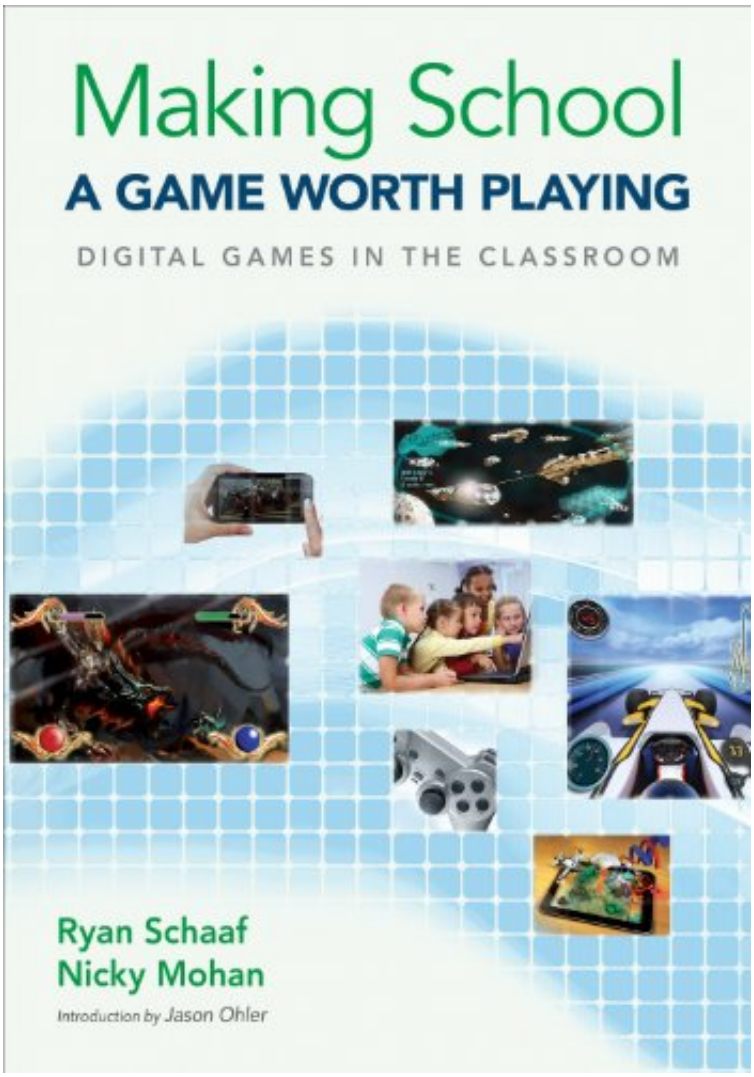

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Integrate game-based learning for 21st Century skills success!This straightforward, easy-to-follow guide from experts

Schaaf and Mohan helps you leverage technology students love best ndash; digital video games. With step-by-step strategies, yoursquo;ll easily find, evaluate, and integrate gaming into your existing lesson plans or completely redesign your classroom.nbsp;Teachers learn to use well-designed game elements to: Promote meaningful student buy-in Create student-centered, collaborative learning spacesnbsp; Teach and assess 21st Century Fluencies aligned to Common Core State Standards Address multiple intelligences using research-based strategies Includes a detailed implementation outline. Create engaged, adventure-filled learning with this resourceful guide!nbsp;nbsp;

"This book is easy to read, offers strategies that are easy to implement, and inspires a sense of urgency for educators to modify our teaching techniques to include more gaming in our classrooms. It is an insightful look at gamification and increasing student engagement in the classroom. It is useful for teachers of all experience levels."--Carrie Trudden, Educational Technology Teacher"This book presents gamification as a powerful tool for engaging learners and for the development of 21st-century fluencies, organized in levels as in the games it describes. Rich in resources for finding, evaluating, implementing, and designing classroom games, Schaaf and Mohan's book shares game thinking as a global approach to learning, flavored with a hint of his own personal game nostalgia. A must-read for those exploring the use of games in the classroom!"--Danea A. Farley, Assoc. 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Maryland. In 2007, he was nominated for Howard county and Maryland Teacher of the Year.In the past, Ryan has published several research articles in the New Horizons for Learning and the Canadian Journal of Action Research related to the use of digital games as an effective instructional strategy in the classroom.Currently, he is overseeing and constructing peer-reviewed K-12 lesson units for the 21st Fluency Project, where he is also a featured contributor for the renowned Committed Sardine blog. He enjoys presenting sessions and keynotes about the potential for gaming in the classroom, the characteristics of 21st-century learning, and emerging technologies and trends in education.Ryan is happily married to his beautiful wife Rachel and has two little boys that are his pride and joy. In his free time he enjoys fishing, exercising, gardening, and volunteering in local schools.Nicky Mohan has more than 20 years experience in education, both as a classroom teacher and a school administrator. Her professional focus has been on developing and delivering practical professional development activities for teachers. She has also worked in the business sector as a learning and development manager, and was responsible for the design and delivery of professional development courses and resource materials. Nicky has worked in a number of countries and has extensive experience in delivering literacy and numeracy courses and workshops at the post secondary level. In her role as team leader at the University of Waikato, she designed and delivered courses and workshops based on research of best practice. These workshops focused on methodologies and instructional strategies that helped tutors and teachers effectively engage learners in the areas of applied literacy and numeracy.