

Korrekturhinweise

How to become literate for the future

	akzeptiert	nicht akzeptiert
0	<i>fund a school</i>	
1	sign contracts kids learn reading contracts learn to read contracts read and sign contracts read, write, sign contracts sign deeds and contracts sign the contracts signing a contract signing contracts understand and sign contracts understand deed to land	change the hero gaming literacy no details nothing reading and listening speak with others
2	knowing how to interact a way of interacting aspect of interacting gaming as interacting gaming as interaction interacting interacting in games interacting part interacting through gaming interacting with each other interacting with others interaction interaction between people interactions the interacting the interaction the way of interacting way of interacting	connecting elements connecting informations, dynamic creative aspect focus game design gaming great background ideas how it is connected important for the future information literacy programming the connection the literal aspect the story behind they get more creative understanding for literacy

3	how enthusiastic they are children have more energy energy in her classroom energy of the students enthusiasm enthusiasm of her kids enthusiastic enthusiastic about game design her kids are enthusiastic how energetic they are kids are enthusiastic more energy in class special energy the energy the energy in class the energy is more the energy of children the energy they have the enthusiastic children the enthusiasm the enthusiasm and energy the enthusiasms the enthusiastic way the kids are enthusiastic their enthusiasm them being so enthusiastic	are interactive different point of view game design classes gaming literacy more than just fun talented the creativity the diversity their memorizing they are creative they are fascinating they are more concentrate they can connect information they can connect things they change the hero understand the context
4	memorizing information know the exact content knowing exact content knowing exact contents knowing the exact content knowing the exact information knowing what's in books learning by heart learning exact facts learning facts learns the contents mastering textbooks mastering what's in books memorisation memorizing facts from textbooks memorizing from text books memorizing from textbooks memorizing information memorizing information from books memorizing information in books memorizing of textbooks memorizing textbooks memorizing texts memorizing texts from textbooks memorizing the content memorizing the exact content memorizing	a textbook books connecting elements connection of elements different connecting parts dynamic systems fun gaming literacy get information from books how to connect things information from books know where it stands knowing a netbook knowing the exact context knowing where information learn the past literacy reading, writing the content to connect the information to design different games understand the content understanding understanding how to connect video games

5	how they are connected connection between different facts connection between information connection between them connections between topics how content is connected how information is connected how it is connected how the content connects how they are connected how they are connecting how they connect how they relate how things are connected how to connect information how to connect them the connection the connection between information the connection between them the connection of facts understand connections	a network connect to the world connection between literacy dynamic systems everything a dynamic system find solutions finding connected elements from where are they global economy global warming, climate change how it works if it's important knowing the impact parsing them the content the system understand information what the results are where it is found where they come from
6	has nowhere to live because of global warming blowing carbon-dioxide in system by causing emissions can affect global warming can't live there anymore carbon-dioxide in air cars produce carbon dioxide change the climate climate change destroys habitat CO2 and climate change CO2 emissions affect climate contributes to CO2 contributes to global warming death through climate change destroy their living place endangers habitat gas emission affect Alaska global warming going to die how long it lives it endangers its habitat it may affect ice-melting lose their habitat loses place to live lowering space to live makes ice caps melt polar bears are dying	because it's a system because of cars car driving connection to the car dynamic system dynamic system emotion dynamic system in motion the car the cars are connected through dynamic systems to the polar bears

Begründungen

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The speaker says: "Today, the MacArthur Foundation, the people who give out the genius grants, announced it is funding a new public school in New York. The MacArthur Foundation also gives financial support to NPR." An organization is therefore going to fund a school.

1

The speaker says: "Let's say it's 1830 and you're a farmer. You make sure your son can read and write, that he can understand the deed to his land and sign contracts. He is literate. Today, literacy is more complicated." In the 1830s, regarding legal issues, a literate person could therefore sign contracts.

2

Ms. Yowell says: "It's not just games but gaming as a way of interacting. It's so important for the future." According to Ms. Yowell, knowing how to interact is therefore a particularly relevant aspect of gaming.

3

The speaker says: "Salen can't get over how enthusiastic the kids in her game design classes are. But the energy in Salen's classroom is about more than just games being fun." Ms. Salen therefore finds it special how enthusiastic the children in her school are.

4

The speaker says: "Salen's preparing her students to go beyond 20th century literacy, which was about memorizing information from a textbook." Ms. Salen says: "What we needed to know was in that book. And if we mastered what was in that book, we would be set." During the last century, the focus when learning was therefore on memorizing information.

5

Ms. Salen says: "Today, it's not so much about knowing the exact content on page 309, but it's understanding how the content on page 309 might be connected to content on page 500, which then may be impacted by something that you find elsewhere on the Web." The speaker says: "Juggling lots of different connected elements is a big part of what you're doing when you design a game." Nowadays, you therefore need to know how different pieces of information are connected.

6

The speaker says: "For a real world example, take climate change. You drive your car, it contributes to the release of carbon dioxide into the air, which contributes to global warming, which, in turn, makes the polar ice caps in Alaska melt, which means the polar bears who live there no longer have anywhere to live. This means your car is connected to those polar bears half a continent away." The choice of transportation therefore affects an animal in Alaska in that it has nowhere to live.