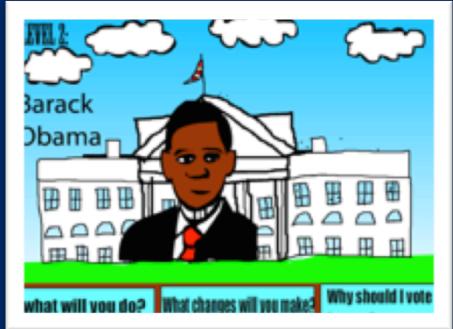


# **GLOBALORIA**

**INVENT ▶ BUILD ▶ SHARE**™



[www.Globaloria.org](http://www.Globaloria.org)

an education  
innovation by

**WorldWideWorkshop**

Powerful Ideas for Global Learning and Leadership in the 21st Century

# What is **GLOBALORiA**™

**A Social Learning Network Where Students Develop STEM Knowledge and Global Workforce Skills Through Game Design**



## **Students Drive:**

- Design
- Research
- Programming
- Team work
- Production process
- Take an original idea to a final product
- Self-paced digital curriculum

# What is **GLOBALORiA**?

**A Blended Learning System Where Students  
and Educators are Supported  
by Experts and Peers at Every Step**



## **Students Learn :**

- Technological Literacy
- Scientific Thinking
- STEM academic content
- College and Career readiness skills for a global knowledge/digital economy

# **GLOBALORIA** Students Explain It

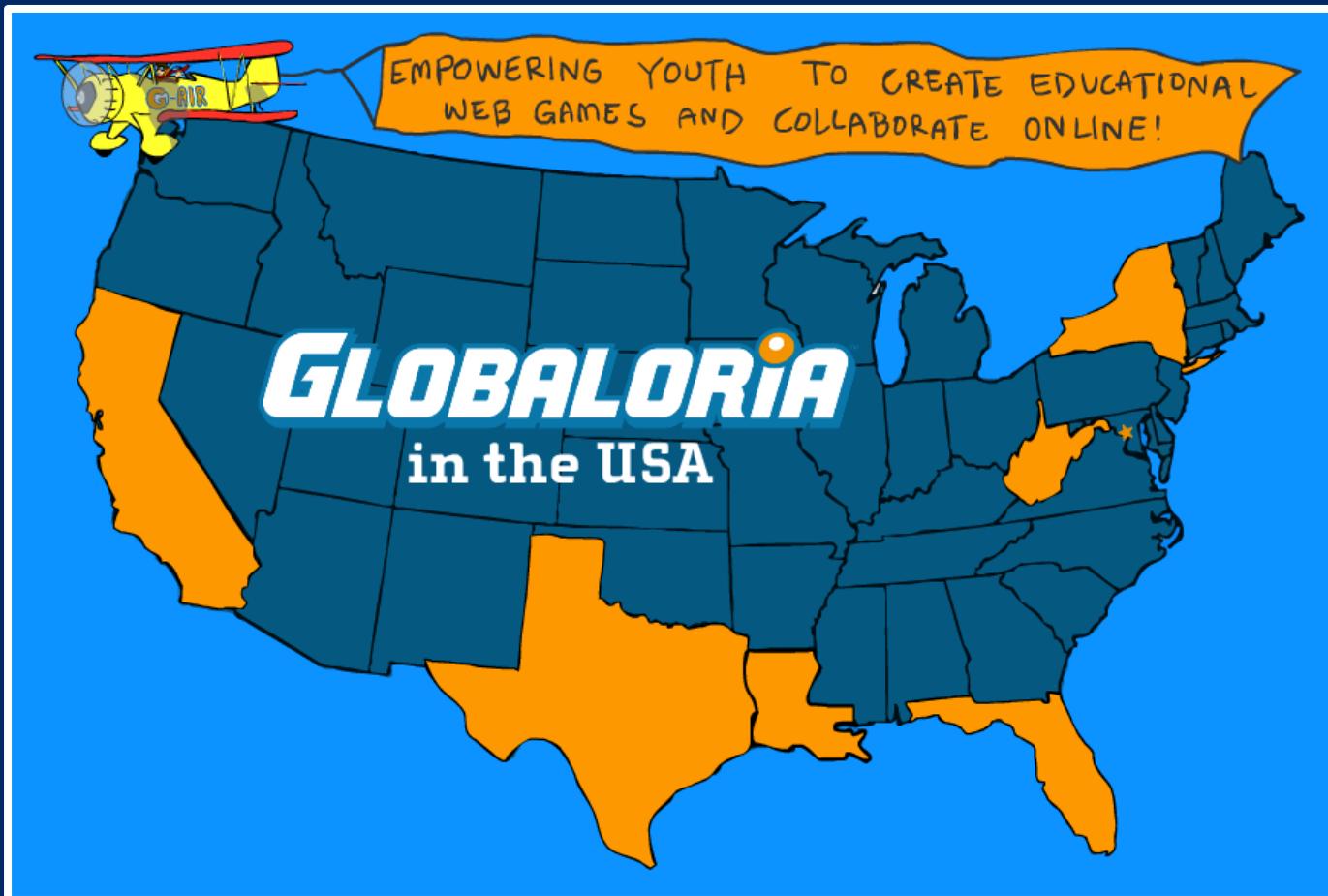


## Make Your Own Video Games.

Click picture to watch this video

# **Unique and Scalable STEM Education**

**7,000 youth to date; Millions to come**



**7 States  
Districts:  
urban, rural,  
suburban  
(low income)**

**7,000 students  
500 educators  
300 ed leaders  
700,000 hours  
85% School  
Retention**

# **Game-Based Learning Can Drive STEM Learning**

**Game-based-learning platforms can help address challenges facing our education system:**

## **1. Engagement**

Video games are played by more than 90% of school children.

## **2. Literacy & STEM**

Literacy can be facilitated by interactive media, and STEM learning can grow from games to support formal learning.

## **3. Jobs Skills**

U.S. students are falling behind in math (25th place) and science (17th) and in college degrees (12th). **4 Million STEM jobs are unfilled.**

# Game Making for Learning



All kinds of students - Girls, Boys, At-Risk, Low-Income, High Performers – engage in deep content learning on STEM & Computing

## 2 Implementation Models:

- 1. School-Based Program: 100-150 hrs**  
Bridges the digital participation gap by reaching youth in the only place where many have access to high-speed.
- 2. Afterschool & Summer Program: 40-80 hrs**  
Shorter courses available to reach youth everywhere -- Clubs and Camps.



# **Integrate *GLOBALORIA* into Your School for Grades and Credit**

## **1. Required Subject Class**

(Woven into a core class such as Math, English or Civics)

## **2. Subject Enrichment Class**

(Deepens subject mastery enrichment, i.e. Algebra Support)

## **3. Elective Class**

(Combined with an elective class like Art or Web Design)

## **4. Game Design Class / Tech Career Pathway**

(Stand alone course, Game Design or CTE Completer)

# GLOBALORIA Iterative Learning Process

**Participate:** Use the Globaloria Social Learning Network to work in teams, learn to solve programming problems and share computational knowledge publicly. Learn to collaborate onsite with classmates and educators, as well as virtually with students in other schools, and professional game makers and programmers.

**Publish:** Learn how to present and publish designs, code, and games online.

**Program:** Write the code for your game in Flash ActionScript. Learn to program, test, and get help from experts using tutorials and virtual network for communication.

**Prototype:** Draw and videotape your game concept and test your prototype with users. Learn to use Flash to create an interactive demo that shows how the game will look.



**Play:** Play to discover what makes a great educational game. Learn about game mechanics, simulations, genres, and design principles. Get inspired!

**Plan:** Decide who the audience is and what your game is going to do. Research learning topics and learn your game content. Organize your ideas in a written plan. Keep adding to the plan as your research and design develops.

# **Alignment with Common Core to Develop STEM and Computing Knowledge**

STEM Academic Content

Common Core State Standards

Computing Game Design



Example:  
Developing Chemistry  
Knowledge, Scientific  
Reasoning, and Mathematical  
Problem-Solving

Example:  
Designing, Prototyping  
and Programming a  
Science Game or  
Simulation

ISTE Standards and CSTA

# **GLOBALORIA** Sample Digital Curriculum for Learning Game Design & Social Media

## **Unit 1: Getting Started**

- Course Overview
- Create Your Profile
- Explore Globaloria
- Create Your Blog
- Join the Community

## **Unit 2: Game Making Intro**

- Play to Learn Part 1
- Choose Learning Topic
- Plan Game Scene
- Make Paper Prototype Part 1
- Draw Background
- Add Hidden Objects
- Add Game Ingredients
- Present Hidden Object Game

## **Unit 3: Game Design**

- Play to Learn Part 2
- Build Interactive Mini Game
- Choose Team Game Topic
- Imagine Team Game
- Plan Team Game
- Make Paper Prototype Part 2
- Trace Paper Prototype
- Develop Primary Game Scene for Demo
- Add Game Pitch to Demo
- Add Buttons to Demo
- Add Sound to Demo
- Add Animation to Demo
- Add Keyboard Input to Demo
- Add Drag-and-Drop to Demo
- Assemble Team Demo
- Present Team Demo

## **Unit 4: Game Development**

- Update Team Development Plan
- Construct Code
- Use Pseudocode and Commented Code
- Combine .FLA Files
- Test and Debug Game
- Present and Publish Game

## **ActionScript Tutorials**

- Background Music
- Collision Detection
- Conditional Statements
- Custom Cursors
- Drag and Drop
- Enemy Behavior
- Movie Clip Effects
- Navigating the Timeline
- Jumping and Platforms
- Preloader
- Randomness
- Scrolling Background
- Score Keeping
- Sound Effects
- Text Effects
- Timer
- More Coding Tutorials

Topics presented in multimedia units featuring video tutorials, code snippets and proprietary, step-by-step assignments and instructions.

# Digital Platforms for Learning, Sharing, Training and Managing



## 5 Interconnected Platforms

[MyGLife.org/School](#)

[MyGLife.org/Central](#)

[MyGLife.org/Educators](#)

[MyGLife.org/Manager](#)

[MyGLife.org/Admin](#)

### School Learning Platform

Digital textbook & workbooks (150-hour game-design curriculum), individual & social learning spaces, tutorials library, live help, class management tools

### Globaloria Central Platform

Hub space where students and educators from all participating schools and clubs share resources and connect

### Professional Development Platform

Private space where educators do training, receive year-round PD support, find teaching resources and get platform management tips

### Learning Management Platform

Dynamic, custom tools and reports used to track and manage participant data, class progress, and game competition submissions

### Network Administration Platform

Restricted access site Workshop team uses to manage and monitor all systems that comprise the member experience

*Educators, students, experts and support staff*

*Educators, students, experts and support staff*

*Educators, experts and support staff*

*Educators and support staff*

*Support staff*

# **GLOBALORIA**™ **Globey Awards**

## **Annual awards to motivate and engage**

- Integral to Globaloria Curriculum
- Chaired by **distinguished judges** from high-tech and gaming, government, and education
- Designed to motivate students to fully **master the curriculum**
- Judges select winners, **based on process**, not just final product
- **Regional Award Ceremony** in each state
- **Winners and Finalists receive prizes**, Game Designer's kit with laptop, Flash, drawing tablet, video games, digital cameras, and more



# **GLOBALORIA** Globeys Awards:

## Celebrating STEM Learning with the Community



Click picture to watch this video

# **Empowering Educators**

## **Step-by-Step Training and Mentoring for Teachers**

- Multi-year professional development
- Ongoing virtual expert support
- Mentoring & coaching
- National educator community
- Curriculum and evaluation aligned with State and Common Core standards
- Choose the right integration model for each classroom

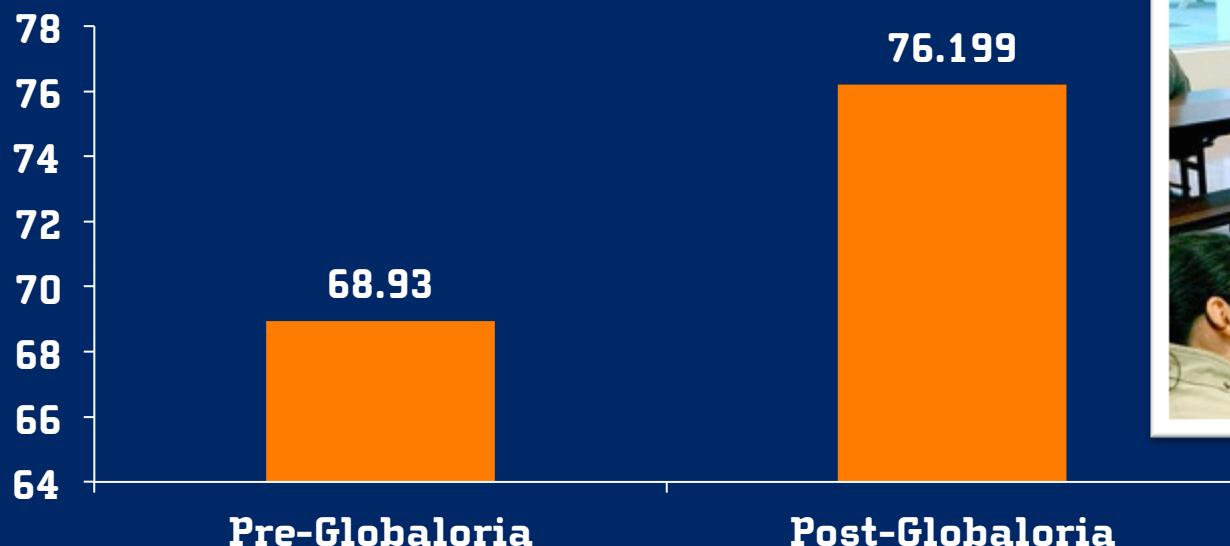


# **The Results Are In: GLOBALORIA Improves Teaching and Learning Across the Country**

- Independent research is at the core of the Workshop's mission
- 50 reports published in past 5 years: [www.WorldWideWorkshop.org/Reports](http://www.WorldWideWorkshop.org/Reports)
- Since 2006 Workshop's research partners conduct evaluation and impact studies on cognitive, developmental, social, instructional, cultural, and various knowledge areas
- Researchers use a variety of methodologies, including controlled experimental designs, case studies, longitudinal and design-based research
- Globaloria research informs education reform and drives ongoing enhancements of the platform

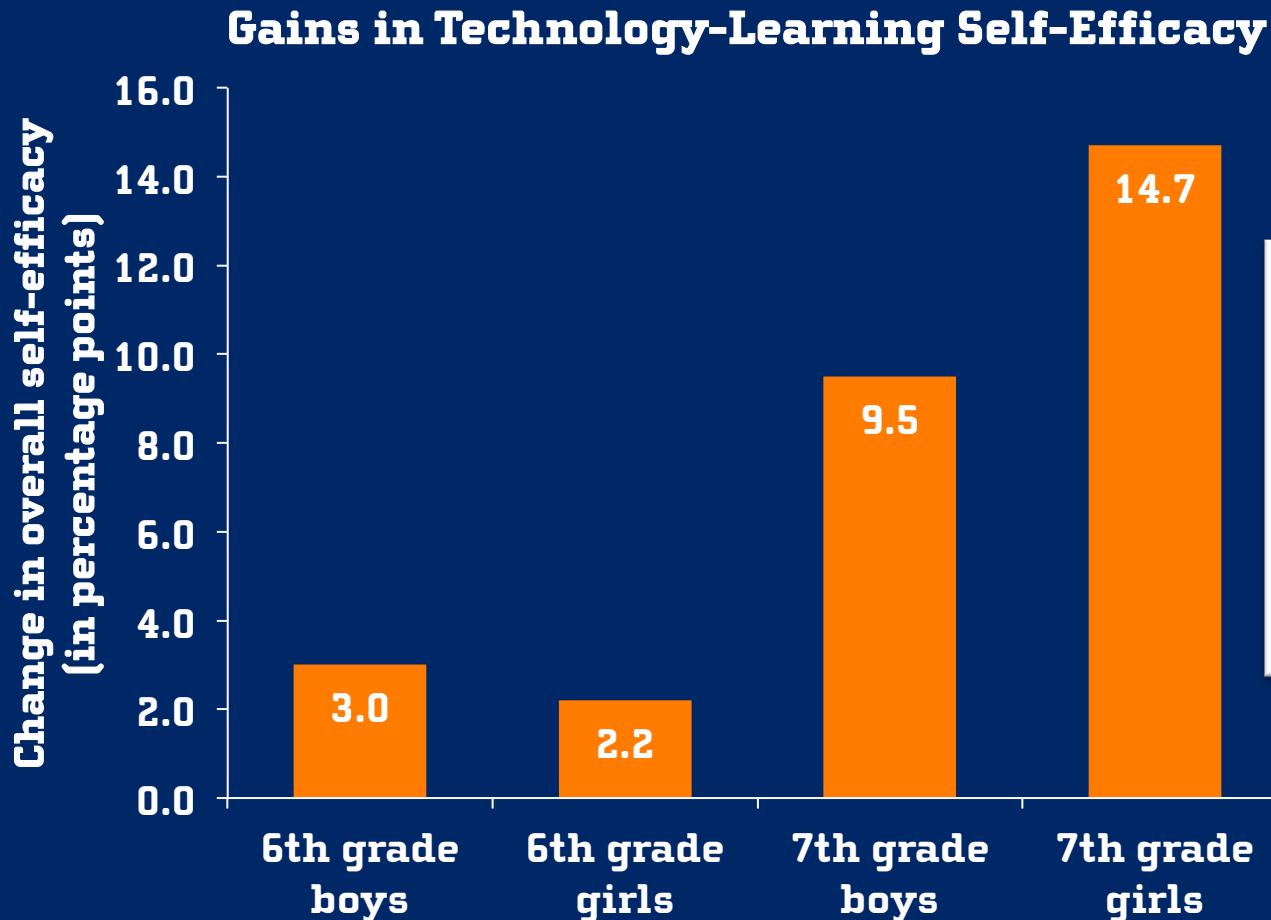
# Results: ***GLOBALORIA*** Increases Students' Academic Performance

**Student Achievement on Applying Critical Thinking TAKS**



See: [www.WorldWideWorkshop.org/Reports](http://www.WorldWideWorkshop.org/Reports)

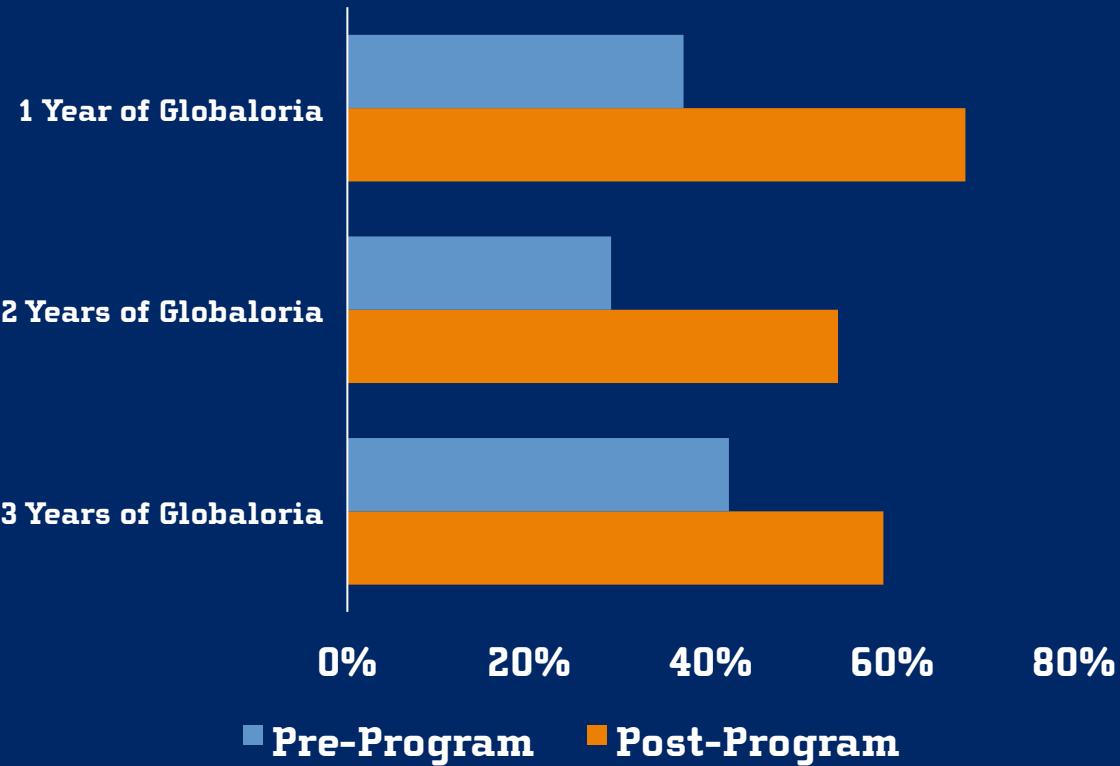
# Results: **GLOBALORIA** Boosts Girls' Interest in Technology



See: [www.WorldWideWorkshop.org/Reports](http://www.WorldWideWorkshop.org/Reports)

# Results: ***GLOBALORIA*** Empowers Youth for STEM Careers

**% of Students with STEM Career Goals before and after Globaloria**



See: [www.WorldWideWorkshop.org/Reports](http://www.WorldWideWorkshop.org/Reports)

# Let's Play!

**STEMGAME** ⚙  
**Addition Man**  
  
**PLAY**  
**About**  
Addition Man

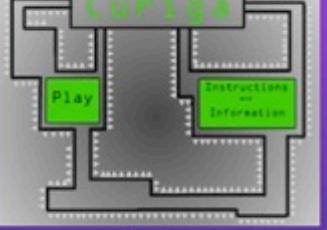
**STEMGAME** ⚙  
**Adventuring with Mr. Factor**  
  
Adventuring with Mr. Factor

**SOCIAL ISSUE GAME** ↗  
**Are You Making the Right Decision?**  
  
Are you making the right decisions?  
Are You Making the Right Decision?

**SOCIAL ISSUE GAME** ↗  
**Back-Alley Brawl**  
  
PLAY  
Back-Alley Brawl

**SOCIAL ISSUE GAME** ↗  
**Welcome to Brokeville**  
the game where you must balance your budget... or starve to death!  
**Enter**  
Brokeville

**CIVICS GAME** ⚖  
**Cause & Effect**  
The Daniel Calwell Story  
About Us  
  
How To Play  
Credits  
What is Bullying?  
**PLAY GAME**  
Cause & Effect: The Daniel Calwell Story

**STEMGAME** ⚙  
**Curiga**  
  
Instructions  
Information  
Curiga

**MUSICGAME** 🎵  
**Deceptive Cadence**  
(A Klangfarbenmelodie Production)  
Music By: Redundant Melodies  
Contact: [redundantmelodies@gmail.com](mailto:redundantmelodies@gmail.com) [redundantmelodies@gmail.com](mailto:redundantmelodies@gmail.com)  
**PLAY** **Deceptive**  
**Select**  
Deceptive Cadence

**ENVIRONMENTGAME** 🌱  
**Don't Be Mean, Go Green!**  
  
Don't Be Mean, Go Green!  
Start  
About

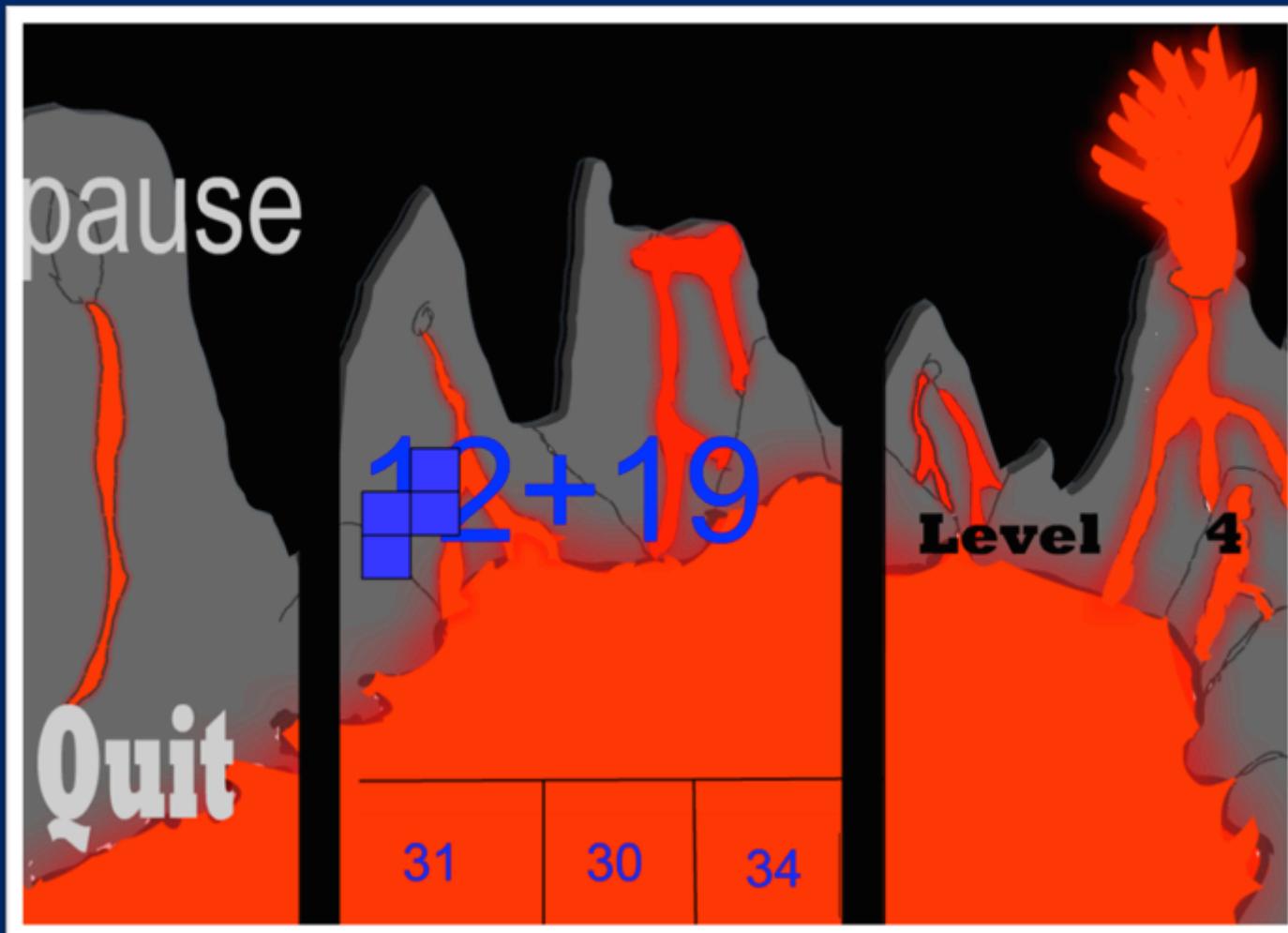
**STEMGAME** ⚙  
**ELEMENTAL ELEGANCE**  
  
**PLAY**  
Elemental Elegance

**CIVICS GAME** ⚖  
**Final Countdown**  
  
Final Countdown

**STEMGAME** ⚙  
**FINDING MR. X**  
  
Play Game  
Info  
Select  
Finding Mr. X

# STEM Game: *Math Blocks*

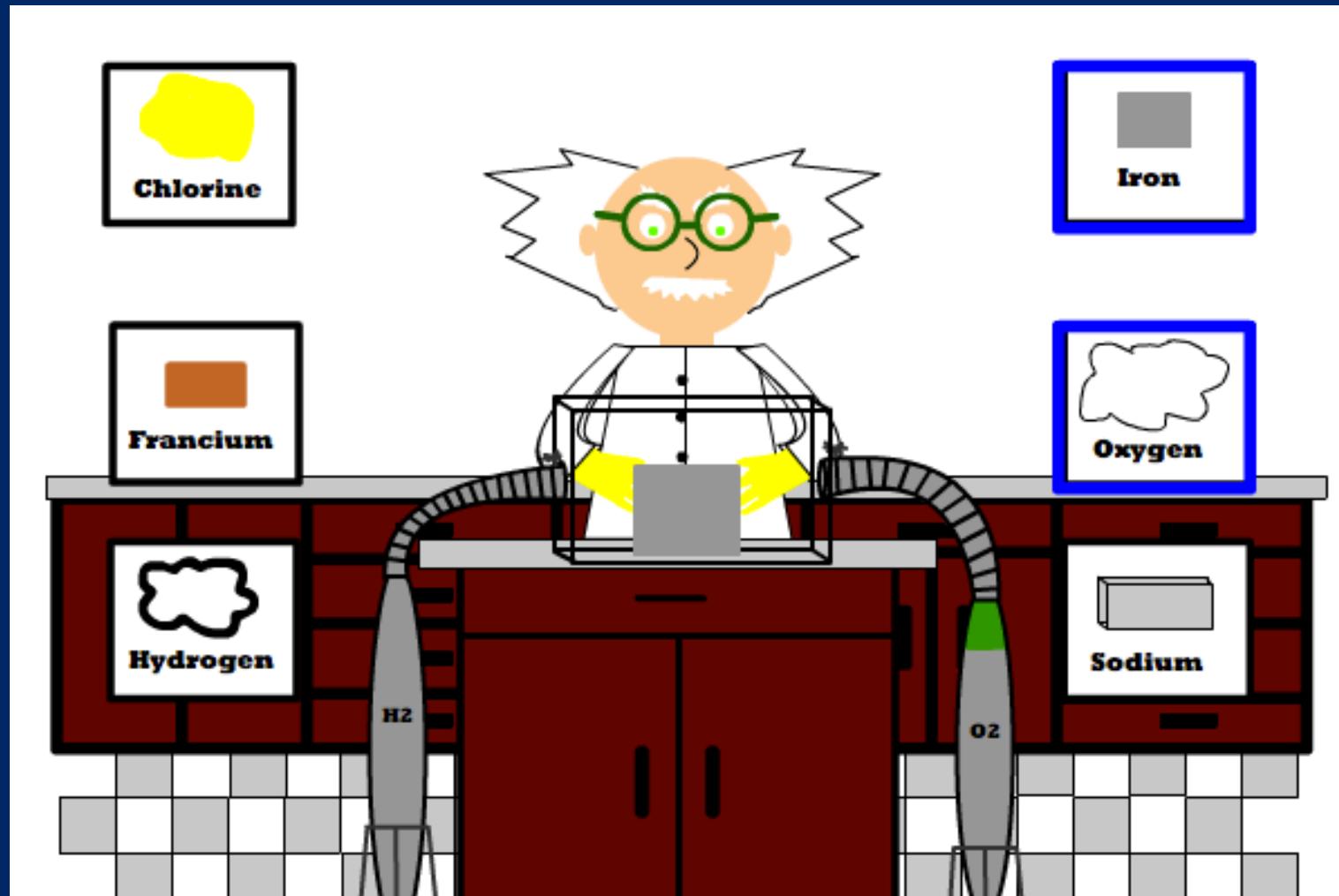
Created by Middle School Students



Click image to play this student game online

# STEM Game: *Elemental Elegance*

Created by High School Students



Click image to play this student game online

# **GLOBALORiA™ What's Included**

## **1. Digital Platforms and Digital Curriculum**

**(Fully Hosted and Maintained)**

## **2. Professional Development**

**(In-person and On-site, Personal Mentors, and Expert Help)**

## **3. Virtual Expert Support and Blended Learning Motivation**

**(Live Help Desk, On-demand Expert Support, Competitions and Awards)**



**Click Here for School Application and Technology Requirements**

# **GLOBALORIA™ Turnkey Solution**

## **PRODUCT CATEGORY**

### **1. Digital Platforms and Digital Curriculum**

- Access to Five Interconnected Platforms  
(1.School; 2.Professional Development; 3. Central;  
4.Learning Management; 5.Network Administration)
- Digital Curriculum and Digital Workbooks (project spaces) for individual students and for teams; year-long and aligned with state standards and common core standards, grade levels, and school subjects
- Digital Curriculum for Educators & Administrators
- Customized Blended-Learning Environment and Tools
- Student Assessment and Evaluation Rubrics and assessment methodology
- On the Cloud, fully hosted and entirely maintained
- Network is safe and secure, monitored with passwords and ongoing supervision, and capable of scaling
- Students' progress and teachers activities are tracked
- Dynamic, continuous upgrades

### **2. Professional Development**

- Comprehensive Blended (online and onsite) Teacher Training System for educators, schools leaders, administrators, interns, and educator mentors
- Research-proven, Multi-Year Training Globaloria Academies, and complementary Year-Long Support
- Step-by-Step Training System tailored for continual learning and to foster long-term, personal growth and system-wide change
- Mentor Training System to empower educators to be Coaches and Mentors
- Dynamic Digital Curriculum for Professional Development designed for self-learning, collaboration and networked peer-mentoring and peer-training

### **3. Virtual Expert Support and Blended Learning Motivation**

- On-demand support and online tutoring of educators and students
- Live Help Desk for troubleshooting & problem-solving
- Expert Feedback System (ongoing and on demand) for Student Game Prototypes, Demos, & Final Game Presentations
- Game design Competition System for students
- Leadership Inspiration Awards program for school leaders and educators

## **SERVICE DESCRIPTION**

### **Annual Subscription Fee by School Building**

Unlimited Use

Globaloria-Hosted

Discounts for Multi-year

Discounts for Volume

### **Annual Fee for Educators & Leaders**

In Person Training: 4-day Academy for New Educators; 2-day Academy for 2<sup>nd</sup>-year educators; ½-day Academy for New Education Leaders; ½-day Academy for 2<sup>nd</sup>-year Education Leaders; ½-day Academy for New Educator Mentors

Virtual: Monthly virtual webinars, and full access to webinar and tutorial archives for all educators

1-Year Virtual Mentoring & Coaching Curriculum

### **Annual Subscription Fee for Educators & Students**

Unlimited Use

# Partnering to Advance STEM and Computing Education



CLAUDE  
WORTHINGTON  
**BENEDUM**  
FOUNDATION



The Young Women's  
Leadership Schools.



KONAMI

Microsoft

MOTOROLA MOBILITY  
FOUNDATION



THE lamp  
the learning about mathematics project

BrainPOP

iCIVICS

THE NATIONAL  
JAZZ MUSEUM  
IN HARLEM

KIPP:



Scholastic  
Art & Writing  
Awards



national center for  
women &  
INFORMATION  
TECHNOLOGY

national  
STEM  
VIDEO GAME  
challenge

The CAPERTON  
FUND

ECA

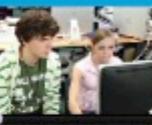
# GLOBALORIA INVENT • BUILD • SHARE

Play Educational Web Games Made By Students!



[ALL GAMES](#)

Hear From Globaloria Students, Principals, and Educators



#### Educators:

Turn your class into a  
21st Century Design Studio!

#### Students:

Get Your Game On...  
In School and Online!

#### Principals:

Empower Educators and  
Engage Students



Bring Globaloria to Your School

- What is Globaloria?
- Educational Benefits
- GLOBEY Awards
- Inspiration Awards
- Newsletter

[APPLY NOW](#)

#### Our Mission

- 1 To engage millions of students in digital learning for mastery of knowledge and skills they need to succeed in school, college and careers in the global innovation economy.
- 2 To empower educators and school systems by enhancing their professional experiences and 21st century teaching and learning opportunities.
- 3 To power up classrooms and turn them into networked design studios that motivate students to work together and dig deeper in content and complex projects.

Support for Globaloria is provided by forward-thinking government leaders, school systems, public, private, and corporate foundations.

#### Student and Teacher Slideshows



Photos of Students and Educators in Action

Screenshots of Students Games

[www.Globaloria.org](http://www.Globaloria.org)

Games, videos, photos,  
and more about the  
program.

Apply here!

Thank You!