



CONTESTS PROJECTS

Play to Engage



no works yet 1

Making a difference in the world can often feel like serious work. But that doesn't mean it can't be playful, creative, and filled with the suspense of a good game. "Play to Engage" guides you through the process of creating a game that helps you solve problems in your school community.

Goal:

Create a game that combines values, academic learning goals, and real-world actions.

Description

Explore

Consider the challenges in your school community. Many Project MASH Experiences are designed to help you do this:

- [Needs, Challenges, and Opportunities](#)
- [Heard It Through the Grapevine](#)
- [@Stake](#)
- [Defense Against the Dark Arts of Bullying](#)

If you want to learn more about the issue you've chosen, you can research it by interviewing students, teachers, and other school community members, as well reading through books, articles, and other online sources.

Identify the Actions

For the challenge you've chosen, consider:

Time required: 2 weeks

Subjects:

[Social Studies](#) [ELA](#) [Science](#)

[Mathematics](#)

Materials

- Writing tools:
markers/pens/pencils
- Paper or a board to record ideas during brainstorming
- Digital media you're comfortable using (optional)

[Supporting documents or resources](#)

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