# Making School a Game Worth Playing: Digital Games in the Classroom

By Ryan L. Schaaf, Nicky Mohan

SAGE Publications Inc. Paperback. Book Condition: new. BRAND NEW, Making School a Game Worth Playing: Digital Games in the Classroom, Ryan L. Schaaf, Nicky Mohan, 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 - digital video games. With step-by-step strategies, you'll easily find, evaluate, and integrate gaming into your existing lesson plans or completely redesign your classroom. Teachers learn to use well-designed game elements to: * Promote meaningful student buy-in * Create student-centered, collaborative learning spaces * 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!.

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