Teach Math with the Wii Engage Your K-7 Students through Gaming Technology

By Meghan Hearn

International Society for Technology in Education. Paperback. Book Condition: New. Paperback. 100 pages. Dimensions: 8.4in. x 5.5in. x 0.5in.Schools are using gaming technology as a way to engage learners and connect with technology tools familiar to students. The authors have embraced the Nintentdo Wii as a tool to support math instruction, allowing students to make real-life connections with math concepts. Wii activities can be engaging, student-friendly data production tools that generate scores, times and rankings for students to explore and discuss in the mathematics classroom. As students play the games, their teacher has an opportunity to guide them through rich dialogues, posing questions to elicit mathematical thinking. This book includes 48 lesson sparks organized by grade level and aligned to Common Core State Standards. Features: Lesson sparks organized by grade level and aligned to Common Core State Standards, advice on acquiring a Wii and forming a Wii instructional network The International Society for Technology in Education (ISTE) is the trusted source for professional development, knowledge generation, advocacy and leadership for innovation. ISTE is the premier membership association for educators and education leaders engaged in improving teaching and learning by advancing the effective use of technology in PK-12 and teacher education....

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