

SLS NINTENDO WII PURCHASING JUSTIFICATION

Why Video Games?

- Digital Game Based Learning meets the needs and learning styles of today's and the future's generation of learners.
- Digital Game Based Learning is motivating because it is fun.
- Digital Game Based Learning is enormously versatile, adaptable to almost any subject, information, or skill to be learned, and when used correctly, is extremely effective.

-Marc Prensky, Digital Game Based Learning, ©2001

Nintendo Wii in School Libraries Justification:

The Nintendo Wii strategically placed in school library settings has the unique ability to promote collaborative units of study with teachers in multiple content areas. This investment will allow us to create the architecture for digital game based learning that can (1) connect to classroom instruction and New York State learning standards and benchmarks, (2) motivate students to learn content, (3) provide opportunities to learn and practice critical 21st century information literacy skills, and (4) allow for aesthetic growth and provide a fun and effective way for students to learn.

Games for Purchasing and their Instructional Uses:

Sports Package (Grades K-5, 6-12 Physical Education, Health, & ELA Curriculum Connections)

Wii Sports (ESRB Rating: E), We Ski (ESRB Rating: E), Wii Fit (ESRB Rating: E), Mario & Sonic at the Olympic Games (ESRB Rating: E)

Action/Team Package (Grades K-5, 6-12 ELA & Music Curriculum Connections)

Mario Kart (ESRB Rating: E), WarioWare: Smooth Moves (ESRB Rating: E+10), Mario Party 8 (ESRB Rating: E), Guitar Hero III: Legends of Rock (ESRB Rating: T), Super Smash Bros. (ESRB Rating: T)

Strategy/Simulation Package (Grades K-5, 6-12 ELA, Social Studies & Science Curriculum Connections)

Lego Indiana Jones: The Original Adventures (ESRB Rating: E), Big Brain Academy: Wii Degree (ESRB Rating: E), Boom Blox (ESRB Rating: E), Guitar Hero III: Legends of Rock (ESRB Rating: T), Trauma Center: New Blood (ESRB Rating: T), Blazing Angels: Squadrons of WWII (ESRB Rating: T), Blast Works: Build, Trade & Destroy (ESRB Rating: E)

In Connection with the School Library and AASL's Standards for the 21st Century Learner:

- Students participate in the gaming experience independently or in a group to **accomplish a set goal in both cooperative and competitive activities.**
- Students can **pursue their interests** by finding simulations of favorite sports, games set in a favorite environment or games that let them explore new possibilities.
- Cooperative games require the **free exchange of ideas, information and resources** for a team to be successful against the game engine.
- In most games players are working with incomplete information. Players need to **draw conclusions and make inferences** based on available information.
- There are **many genre s of games** and, like with books, some players might focus on one favorite genre. Different games tend to **focus on different skill sets** and game elements.

