

**Hypothesis:**

Computer games that are interactive, entertaining, challenging, and connected to state learning standards will increase knowledge and store this information into long-term memory.

**Data Collection Method**

A pre-assessment will be given before the unit begins. A summative assessment will be given at the end of the unit and another summative assessment will be given four weeks later. The assessments will show understanding of Goal 1 and the third assessment will address Goal 3. Goal 2 will be formative assessments which will help the students and the teacher see the progress of learning.

**Expected Results**

Twelve years of teaching experience have shown me that today's students are learning in different ways than a decade ago. The use of technology, more specifically gaming, has and will have a large impact in schools. Gaming, as a tool in the classroom, will be used because it is an effective way to learn. This project will be successful in helping students gain knowledge, but more importantly this knowledge will be stored in long-term memory.