

Needs Assessment– Plan- Goals:

Gaming is one of the most popular activities for school age children. Teachers are looking for alternative ways to reach students and to help them remember key concepts in the core subject areas. These two thoughts are merging into a new arena for education. Computer games, for education, have been around since the 1980's, but it has been geared towards the elementary levels. Games today are being modified to appeal to secondary level students and its success is getting noticed by game manufacturers. The unit, for this project, is using a game called Sid Meier's Civilization IV. It has been modified to fit a sixth grade social studies classroom and the unit is aligned to the Illinois State Learning Standards. Using a modern computer game, as a learning tool, it is an exciting way to reach your students.

This unit will specifically address the following:

Goal 1: Understand how culture, civics, people, and geography influence a civilization.

Goal 2: Students will be able to compare/contrast the civilization they created (in the game) to the civilization that really existed.

Goal 3: Knowledge and concepts gained will be placed in long-term memory.

Success on all three goals is important to the teacher and the students. Goal three will be tested and looked at as the core goal for this project.