

25. What do I typically do to use academic games?

The teacher uses academic games and inconsequential competition to maintain student engagement.

Teacher Evidence

- Teacher uses structured game formats such as:
 - What Is the Question?
 - Name That Category
 - Talk a Mile a Minute
 - Classroom Feud
- Teacher develops impromptu games, such as making a game out of guessing which answer might be correct for a given question.
- Teacher uses inconsequential competition along with classroom games.

Student Evidence

- Students engage in the games with some enthusiasm.
- When asked, students can explain how the games keep their interest and help them learn or remember content.

How Am I Doing?

	4 Innovating	3 Applying	2 Developing	1 Beginning	0 Not Using
Using academic games	I adapt and create new strategies for unique student needs and situations.	I use academic games and inconsequential competition to maintain student engagement, and I monitor the extent to which students focus on the academic content of the game.	I use academic games and inconsequential competition to maintain student engagement, but I do so in a somewhat mechanistic way.	I use the strategy incorrectly or with parts missing.	I should use the strategy, but I don't.