

# Teacher Tip Sheet

## Using Games in the Classroom:

Teachers should play any games that they use in the classroom before introducing them to learners so that they can assist learners well and be intimately aware of the content with which learners are interacting. This awareness is particularly important in determining if a game is appropriate for learners given their ages and grade levels.

Sometimes, learners will have previous experience with the game being played in class. If this is the case, the learners will need less scaffolding than their peers. Teachers may put them alone or in pairs together so that they can play at a higher level of difficulty than others. Playing at differentiated levels of difficulty should not affect the activities that we provide.

If not all learners have access to the necessary technology to play games, there are still options for gameplay. Learners may work in groups, use school tablets, or contact their local university or library to get access to devices to use in the classroom. Learners will need to download the games on their mobile devices or computers or be given said devices with the games already downloaded. Learners may need to have an Apple ID, Gmail account, Facebook account, or Steam account to download some of the games.

Especially when working with novice learners, it may be helpful for learners to play the games in their first language before playing in the target language.

Because our activities are intended to be used in a variety of language classrooms, all materials are in English. Teachers may need to translate the definitions, vocabulary words, worksheets, and other resources for students as necessary.

For gameplay help, learners and teachers can go through the training modules, utilize help buttons, and refer to the game websites (see each individual game for more information).

### **For *Ingress*:**

Niantic Labs

[ingress.com](http://ingress.com)

Target Audience: *Ingress* involves a variety of missions and locations around town. The ideal age of the learners should be determined based on the missions selected, but there are possibilities for all grade levels. The app is rated for ages 9 and up, but missions that take place at the local zoo or another kid-friendly location would be appropriate for younger elementary learners.



by Katie Carpenter, Stephanie Knight, and Ben Pearson

Getting Started: Either have learners download *Ingress* on a mobile device or provide them with mobile devices with the game already downloaded. Once a player chooses a side (the Enlightened or the Resistance), they cannot change their side. Depending on the gameplay goals, learners may need to play anywhere from 15-45 minutes.

The game automatically sets the language depending on location. **To change the language**, tap OPS in the upper right corner of the *Ingress* main screen, then scroll right to DEVICE. Scroll down to 'Language' and set it from 'Auto' to the desired language. After confirmation, the app will automatically restart in the new language.

Languages: Chinese (Simplified and Traditional), Czech, Dutch, English, French, German, Italian, Japanese, Korean, Norwegian, Polish, Portuguese, Russian, Spanish, Swedish

#### Classroom Connections:

*Ingress* (the game and premise) connects well with the follow concepts and themes:

- places in a city (buildings, art, community spaces, etc.)
- teamwork
- city exploration
- game and city vocabulary
- international threats
- scientific research

This game is a place-based game. Only the beginning of *Ingress* can be played in one place. Afterwards, players will need to walk around different areas of town to find portals. Teachers may need to plan a field trip to be able to play this game. There may or may not be portals near the school, though portals are numerous and widely distributed. Teachers can find more information on specific portal location at [ingressportal.com/maps](http://ingressportal.com/maps). Players will need to have a WiFi, data, or satellite connection during gameplay.

*Ingress* has many online resources ([ingressportal.com](http://ingressportal.com)) that teachers and learners can use as resources. Some possibilities of video resources in various languages:

English: <https://www.youtube.com/watch?v=sv1wDdOxuM>

Spanish: <https://www.youtube.com/watch?v=sthMt0QoFD8>

French: <https://www.youtube.com/watch?v=NteJ826u930>

German: <https://www.youtube.com/watch?v=ODEIEOqE2dc> (until about 2:00)

