Online Games for Global Education: Resources for K-12 Teachers

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A Resource Packet for Educators

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Online Games for Global Education
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Part II: RESOURCES

HOW TO USE THIS RESOURCE GUIDE
Please note: many descriptions were excerpted directly from the websites.
Websites checked: 10/1/2012

Links that …

…Include Lesson Plans & Teacher Resources   … Include Video

…are Available in Multiple Languages

…Or are Recommended Resources

Note: Some games are **not** appropriate for younger students. Please preview all games before using. Some games may advance a particular perspective on an issue. Please help students learn to be critical consumers of media by analyzing these perspectives.

Online Games for Global Education

PART I: EDUCATIONAL GAMES AT A GLANCE

Elementary School Games	Research	Reading/Vocabulary	Textual Analysis	Strategy	Problem Solving	Religion	Culture	History	Economics	Geography	Environment	Natural Disasters	Conflict	Diplomacy	Immigration	Human Rights	Poverty	Labor	Health	High	Middle	Elementary
39 Clues		×			×			×														×
Challenge You					×																	×
Citizen Ship					×						×	×					×					×
Disaster Watch							×									×	×	×			×	×
Carpet Kids		×															×			×	×	×
Free Rice																×						×
GumBeat																	×			×	×	×
MDG Matters: Get the 8 Straight	×	×			×			×			×								×			×
MedMyst	×	×																	×		×	×
Pathogen Panic!																			×		×	×
Peter Packet					×						×								×			×
Pook's Page		×			×														×		×	×
Silverbackers										×	×		×				×				×	×
Synchronized Saviors					×						×		×								×	×
Water Quiz											×										×	×

Middle School Games	Age Group			People				Politics			Nature			Society				Skills				
	Elementary	Middle	High	Health	Labor	Poverty	Human Rights	Immigration	Diplomacy	Conflict	Natural Disasters	Environment	Geography	Economics	History	Culture	Religion	Problem Solving	Strategy	Textual Analysis	Reading/Vocabulary	Research
Ayiti: The Cost of Life		x		x		x	x					x						x	x			
Child Soldiers Web Quest		x	x			x	x			x		x									x	x
Education for All		x				x	x														x	
Flag Tag		x	x										x									
People Power		x	x				x			x									x			
Garbage Dreams		x	x			x						x										
Hush		x	x							x												
Karma Tycoon		x	x			x								x				x	x			
Oiligarchy		x	x				x		x	x		x		x	x				x			
Orange Revolution		x	x				x			x									x			
Pictures for Truth		x	x				x			x												x
Third World Farmer		x	x		x	x	x			x	x	x		x				x	x			
Stop Disasters	x	x	x								x	x						x	x			
Nanu Planet		x	x	x			x								x							
Sweatshop		x	x		x	x	x			x				x					x			
Hunt for the Noor Stone		x											x		x	x	x	x			x	x

Table: High School Games — Age Group, Themes, and Skills

High School Games	Age Group			People				Politics			Nature			Society				Skills				
	Elementary	Middle	High	Health	Labor	Poverty	Human Rights	Immigration	Diplomacy	Conflict	Natural Disasters	Environment	Geography	Economics	History	Culture	Religion	Problem Solving	Strategy	Textual Analysis	Reading/Vocabulary	Research
Health and Wealth			×	×			×							×						×	×	×
Crisis of Nations			×						×		×								×			
Homeland Guantanamos			×				×	×												×		×
Prisoners of War			×	×	×	×	×		×	×								×		×		×
Trade Ruler			×						×					×		×			×			
Fast Car			×	×																		×
Malaria			×	×																		
Mission Impossib-Oil			×								×	×						×				
Darfur is Dying			×				×			×												
Heifer Virtual Village: Nepal			×	×		×												×				
I Can End Deportation			×					×														
Keep Cool Board Game	×	×	×				×		×			×							×			×
Peace Doves			×		×	×				×								×				×
Phone Story		×	×									×		×							×	
Peacemaker			×						×	×								×	×			
Peace Corps Challenge	×	×	×	×		×						×		×		×		×	×			×
Play the News			×															×				×
Traces of Hope			×							×								×		×	×	×

PART II: EDUCATIONAL ONLINE GAMES COMPLETE LIST

ELEMENTARY

39 CLUES
http://www.the39clues.com/
*Need to purchase accompanying books and playing cards
Age: 6 -14
Educational Topics: history, problem solving, reading
Description: This game combines a series of fantasy adventure books, by Rick Riordan, with online gaming and card collecting into an interactive learning experience. The book deals with fictional character Grace Cahill's will, that unlocks the secret of the Cahill family's hidden power, and includes real, famous characters. Players search for the 39 clues to become the "richest, most important people in history" through the books, cards, and online game. Players are able to win real prizes.
Developer: Scholastic

CITIZEN SHIP
http://www.christianaid.org.uk/resources/games/citizenship/game.htm
Age: Not specified, but WAC recommends elementary grades.
Educational Topics: problem solving, subsistence, and global lifestyles
Description: Get on board the Citizen Ship and save the Global Gang from stormy seas, hunger, thirst and lots more!
Developer: Christian Aid

DISASTER WATCH
http://www.christianaid.org.uk/resources/games/disastergame/index.html
Age: Not specified, but WAC recommends elementary grades.
Educational Topics: environment, poverty, disaster prevention
Description: Help villagers in Nicaragua survive floods, earthquakes and food shortages by searching for clues and creating plans.
Developer: Playerthree

CARPET KIDS
http://www.christianaid.org.uk/resources/games/carpetgame/index.htm
Age: Not specified, but WAC recommends elementary and middle school grades.
Educational Topics: child labor
Description: Rescue boys trapped in carpet factories and learn about the conditions of child labor in India.
Developer: Christian Aid

FREE RICE
http://freerice.com/
*Available in multiple languages.
Age: 7+
Educational Topics: poverty, vocabulary
Description: Free Rice is a free online vocabulary game that donates 20 grains of rice to the World Food Programme (WFP) for every correct answer. WFP distributes the rice to hungry people all over

the world.
Developer: United Nations World Food Programme (WFP), Berkman Center for Internet & Society at Harvard University

GUMBEAT
http://gambit.mit.edu/loadgame/gumbeat.php
*Need to download game
Age: 7+
Educational Topics: human rights
Description: In the world of GumBeat, players take the role of a defiant teenage girl who musters up the courage to stand up against an oppressive government.
Developer: GAMBIT-MIT Lab

MDG MATTERS: GET THE 8 STRAIGHT
http://www.tigweb.org/themes/mdg/game/index.html
Ages: all ages
Educational Topics: millennium development goals
Description: Test your knowledge on the Millennium Development Goals by matching the cards and answering the trivia questions. Based on your speed and accuracy, accumulate the most points.
Developer: Taking It Global

MEDMYST: MEDICAL MYSTERIES ON THE WEB
http://medmyst.rice.edu/index.html
*Also in Spanish
Age: All ages – WAC suggests grades 4-8
Educational Topics: global health, history
Description: *MedMyst* is an Internet-based adventure in which you are on a mission to discover the cause of diseases. As you follow clues to solve the mystery, you are also given the opportunity to explore chemistry, pharmacology, neuroscience, medicine, public policy, history, and more. Particularly relevant is the malaria-based mission, Malady at Mabuufo.
Developer: Rice University, Adobe Flash

PATHOGEN PANIC!
http://www.bioquestacademy.org/
Age: All ages- WAC suggests younger grades
Educational Topics: global health
Description: Cholera is on attack! These bacteria are extracellular pathogens that produce nasty chemicals that make people feel sick. Help the good cells get rid of the bad ones, and be careful with the HIV virus!
Developer: Bioquest Academy, Biomedical Research Institute

PETER PACKET
http://www.cisco.com/web/learning/netacad/packetville/pr/games.html
Age: Packet Riders is for ages 8 -11 & Hacker Busters is for ages 12-14
Educational Topics: education, global health, water issues
Description: Help Peter help students get a good education in India, prevent diseases in Zimbabwe, or get clean drinking water to people in Haiti. Packetville is an online community with educational games, lesson plans, assessment materials, awards for students, great graphics and music.
Developer: Cisco Games

POOK'S PAGE – *UN CYBERSCHOOLBUS*
http://www.un.org/cyberschoolbus/pook/index.asp
Age: 6+
Educational Topics: world affairs, health issues
Description: While guiding *Pook* through various missions, players will learn about major global issues. There is also a learning guide with quizzes and links to help enhance the educational experience.
Developer: United Nations

SILVERBACKERS
http://www.silverbackers.org/
*Need to download game
**Download only for phones
Age: 8+
Educational Topics: wildlife conservation, international conflict
Description: *Silverbackers* is a game about saving mountain gorillas in the Congo, Rwanda, and Uganda. The game helps students learn about the challenges of gorilla conservation in conflict zones.
Developer: Masabi

SYNCHRONIZED SAVIORS
www.globaloria.org/index.php/games-front-page/item/synchronized-saviors
Age: 7-12
Educational Topics: environment awareness
Description: To learn how to use alternative energy resources instead of fossil fuels
Developer: Globaria Games, educational web games made by students

WATER QUIZ
http://www.un.org/cyberschoolbus/waterquiz/waterquiz4/index.asp
Age: Not specified but WAC recommends elementary and middle school grades
Educational Topics: water, poverty
Description: Interactive image and quiz on the topic of water and water usage.
Developer: UN CyberSchoolbus

AYITI: THE COST OF LIFE
http://www.voicesofyouth.org/sections/poverty-and-hunger/pages/ayiti-the-cost-of-life?page=3
*Games 4 Change Award Winner
Age: 11+
Educational Topics: human rights, cycle of poverty
Description: This game challenges players to manage a rural family of five in Haiti over four years, choosing their employment, education, and health options.
Developer: Youth-Produced, Global Kids & GameLab

CHILD SOLDIERS WEB QUEST
http://cyberschoolbus.un.org/childsoldiers/webquest/index.asp
*Also available in Russian.
Age: Not specified but WAC recommends middle school grades
Educational Topics: child soldiers, conflict
Description: Informational web quest designed to educate students about the experiences of child soldiers, as well as the attempts to define and bring an end to their involvement in conflict.
Developer: UN CyberSchoolbus

EDUCATION FOR ALL – HUMAN RIGHTS GAME
http://www.fanpop.com/external/3177404
Age: Not specified but WAC recommends middle school grades or below
Educational Topics: human rights, education
Description: This game is set up like a memory card game with one set of statement cards and one set of picture cards to be matched. The text describes general issues of human rights and education.
Developer: Fanpop Beta

FLAG TAG
http://www.cyberschoolbus.un.org/flagtag/frm_ft_intro.asp?score=0&screen_height=768
Age: Not specified but WAC recommends middle school and up
Educational Topics: countries of the world, geography
Description: Identify flags of different nations – beginner, intermediate, and advanced levels.
Developer: UN CyberSchoolbus

PEOPLE POWER
http://www.peoplepowergame.com/
*Must purchase game for $10 (call for institutional discounted orders)
Age: Created for adults but appropriate for ages 14+
Educational Topics: nonviolence, conflict resolution
Description: The game simulates nonviolent struggles to win freedom and secure human rights against a variety of adversaries, including dictators, occupiers, corrupt regimes, and to achieve political and human rights for minorities and women. The game models real-world experience, allowing players to devise strategies, apply tactics and see the results.
Developer: International Center on Nonviolent Conflict (ICNC), BreakAway Ltd.

THE GARBAGE DREAMS GAME

http://www.gamesforchange.org/play/the-garbage-dreams-game/

Age: Not specified but WAC recommends middle school and up

Educational Topics garbage, recycling, environment awareness

Description: The Garbage Dreams Recycling game invites players to take on the role of the Zaballeen, who impressively recycle 80% of the trash they collect. Start with one neighborhood, one factory, and one hungry goat. You have 8 months to build your recycling empire and get Cairo's total recycling as high as you can. Can you be as eco-savvy as the Zaballeen?

Developer:ITVS
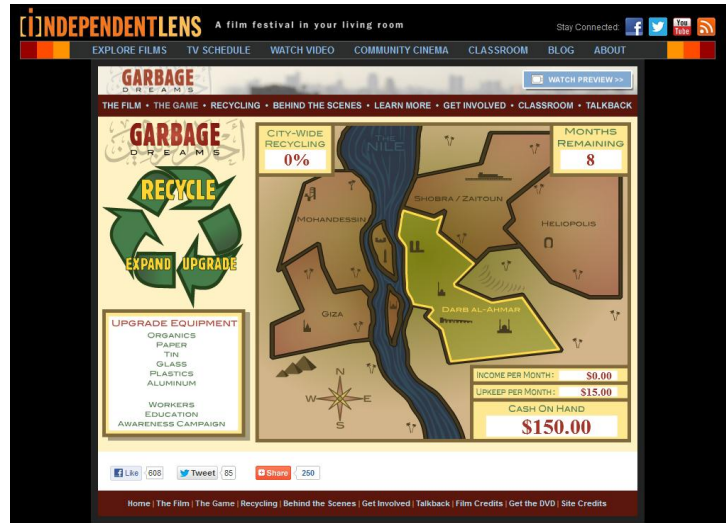
This game was developed to accompany the *Garbage Dreams* documentary, which you can learn more about here: http://www.pbs.org/independentlens/garbage-dreams/film.html

HUSH

http://www.jamieantonisse.com/hush/

*Need to download game

Age: 11+

Educational Topics: global conflict, Rwanda, human rights

Description: Player is a young mother trying to calm her crying infant in a Rwandan Tutsi Community, where Hutu soldiers have come to raid the village.

Developer: Jamie Antonisse, Devon Johnson (University of Southern California Interactive Media Division MFA students)

KARMA TYCOON

http://www.gamesforchange.org/play/karma-tycoon/

*Need to register for log-in

Age: 11+

Educational Topics: economics, poverty (in the US)

Description: Karma Tycoon is an online strategy game in which players solve community problems, such as homelessness, in cities across the U.S. Players learn the ins and outs of the not-for-profit world as they apply for grants, receive donations, and have to manage their budget efficiently.

Developer: 9mmedia & Do Something

OILIGARCHY

http://www.molleindustria.org/en/oiligarchy

Age: 11+

Educational Topics: economics, environment, human rights, politics

Description: This game places the player in the position of the protagonist of the petroleum era: exploring and drilling for oil around the world, corrupting politicians, stopping alternative energies and increasing the oil addiction before the resources begin to deplete.

Developer: Molleindustria

ORANGE REVOLUTION
http://www.tigweb.org/games/orange/
Age: 11+
Educational Topics: global conflict, politics
Description: A high tech simulation guiding players through the events of the Orange Revolution of 2004 in Ukraine, through the eyes of the two main presidential candidates. Players must secure democratic reform without violence. Game includes real photo graphics.
Developer: TakingITGlobal

PICTURES FOR TRUTH
http://www.globalconflicts.eu/
*Download required. Computer configuration needed, not suitable for Macs, additional requirements (1.5 GHz processor, 1 gigabyte of main memory, Graphics card supporting Shader Model 2.0 with 128 megabytes of memory)
Age: 11+
Educational Topics: human rights
Description: A 3D adventure game where, as a journalist in China taking pictures and publishing articles, you help raise awareness about human rights related problems.
Developer: Florent Guinier, Karim Osman, Patrick Boutot, Vincent Theriault

STOP DISASTERS – *INTERNATIONAL STRATEGY FOR DISASTER REDUCTION* (ISDR)
http://www.stopdisastersgame.org/
*Long uploading time
Age: 9 -16
Educational Topics: natural disasters and evacuation planning, urban planning, climate technology
Description: This game aims to teach children how to build safer villages and cities against disasters. They will learn how location and construction materials of houses can make a difference when disasters strike and how early warning systems, evacuation plans, and education can save lives.
Developer: PlayerThree

SWEATSHOP
http://www.playsweatshop.com/index.html
Age: Not specified but WAC recommends middle and high school
Educational Topics: child labor, labor rights
Description: A strategy game in which the player aims to increase production at an off-shore factory by managing child labor and labor conditions.
Developer: Littleloud.

THIRD WORLD FARMER GAME
http://www.arcadetown.com/3rdworldfarmer/gameonline.asp
*Tutorial Video: http://www.technogogy.org.uk/games/farmer.html
** Also available in Spanish.
Age: 11+
Educational Topics: economics, global conflict, politics, poverty

Description: Players manage a virtual farm in a developing country and experience the hardships and dilemmas faced by the poor.
Developer: 3rd World Farmer Team

NANU PLANET
http://www.gamesforchange.org/play/nanu-planet/
*Also available in Korean.
**Registration with an email address required.
Age: Not specified but WAC recommends middle and high school
Educational Topics: Korean unification, conflict
Description: Nanu Planet is a socially conscious online web game. The story develops inside the Demilitarized Zone of a divided planet meant to mirror and educate about the division of Korea, with cartoon-like characters and problem solving activities.
Developer: green. grim. Project.

INTERACTIVE DEMOCRACY MAP
http://www.nobelprize.org/educational/peace/democracy_map/production/index.html
Age: Not specified but WAC recommends middle and high school
Educational Topics: political freedom, government, geography
Description: An interactive map explores the world of civil liberties.
Developer: Nobel Media

HUNT FOR THE NOOR STONE
http://www.pbs.org/independentlens/wham-bam-islam/game.html
Age: Not specified but WAC recommends middle school
Educational Topics: understanding Islam, history, religion, culture
Description: In this role-playing game, players travel to the ancient cities of Baghdad and Cordoba to locate The Noor Stone, a mythical stone in Hindu and Arabic texts believed to contain infinite wisdom. They must do so before the evil villain, *Rhugal*, finds it first. It's a race against time as players gather important historical and cultural information about the Islamic world in order to solve puzzles and riddles that will lead them to the Noor Stone.

This game was developed to complement the documentary film *Wham! Bam! Islam!* which you can read more about here: http://www.pbs.org/independentlens/wham-bam-islam/film.html
Developer: Endeavor Films, Playwala, ITVS.

CRISIS OF NATIONS
http://www.icivics.org/games/crisis-nations
Age:16+
Educational Topics: diplomacy, disaster response, resource management
Description: In Crisis of Nations, take the helm of your own country and work together with others to solve international problems! As the leader of your own country, you'll have to make tough choices about how to use military, espionage, and economic resources to serve both the best interests of your own country and the larger global community.
Navigate a shifting landscape of international allies and enemies as you declare war, broker peace, and increase prosperity at home.
Developer: iCivics; Filament Games

HEALTH AND WEALTH
http://www.bbc.co.uk/scotland/education/int/ms/health/index.shtml
Age:16+
Educational Topics: health, social inequality, society in the UK
Description: Promote learning about health and social inequality in Scotland through a series of reading and analysis activities culminating in the creation of health legislation.
Developer: BBC

HOMELAND GUANTANAMOS
http://www.homelandgitmo.com/
Age:16+
Educational Topics: immigration, human rights
Description: Investigate the practices of immigrant detention on U.S. soil by playing as an investigative journalist. Interview detainees, find clues, and reveal the fate of Boubacar Bah (based on true events.)
Developer: Breakthrough

Note that this game advances a particular perspective on an issue. How might students find other perspectives?

PRISONERS OF WAR
http://www.nobelprize.org/educational/peace/redcross/game.html
Age: Not specified but WAC recommends high school
Educational Topics: human rights, conflict, the Red Cross
Description: Play as the manager of a Red Cross Prisoners of War camp, learn about the Geneva Convention, and try to prevent human rights abuses.
Developer: Nobel Media

TRADE RULER: THE HECKSCHER-OHLIN WORLD
http://www.nobelprize.org/educational/economics/trade/about.html
Age: Not specified, but WAC recommends use with high school ages.
Educational Topics: global trade, economic policy.
Description: The Heckscher-Ohlin Trade Theory is about how two countries can get greater gains from trading with each other if they have different resources – one has more labor and the other has more capital (that is technical equipment and machinery). As a ruler in 'the Hechsher-Ohlin world, the player seeks to achieve the prosperity of their island through trade with other states.
Developer: Nobel Media

FAST CAR: TRAVELLING SAFELY AROUND THE WORLD
http://www.unesco.org/new/en/communication-and-information/crosscutting-priorities/hiv-and-aids/fast-car-travelling-safely-around-the-world/
*Also available in French, Russian, and Chinese
**Download required.
Age: 16-24+
Educational Topics: HIV/AIDS prevention, UNESCO sites
Description: The game aims to provide young people with accurate and reliable information about HIV prevention, intending to educate and entertain as well as promoting healthy behaviour. In this game, the player can race on circuits on five continents, and virtually visit some of the UNESCO World Heritage sites. It also presents images of sites and interesting facts about them as players race by.
Developer: UNESCO

MALARIA
http://www.nobelprize.org/educational/medicine/malaria/
Age: Not specified, but WAC recommends middle and high school.
Educational Topics: malaria, disease prevention.
Description: Site has two mini games related to the spread of malaria. In the first, take control of a mosquito and try to find a human to bite and draw blood from while also to avoiding DDT, mosquito nets, bugs and birds to succeed in your mission. In the second, take control of a parasite, try to find your way inside a human being, and multiply as fast as possible!
Developer: Nobel Media

MISSION IMPOSSIB-OIL
http://www.globaloria.org/games-front-page/item/mission-impossib-oil
Age: Not specified, but WAC recommends high school.
Educational Topics: environmental issues, disaster response.
Description: Players will guide the actions of a clean-up crew based on situations that come up following an oil spill.
Developer: Globaloria Team Clean_The_Mess

DARFUR IS DYING
http://www.darfurisdying.com/
Age: 18+
Educational Topics: global conflict
Description: Web-based, viral video game that provides a window into the experience of the 2.5 million refugees in the Darfur region of Sudan. The game is designed to raise awareness of the genocide taking place in Darfur and empower students to help stop the crisis.
Developer: interFUEL, LLC

Also read 'Can videogames really be used for social change?' on *The Independent*, which considers Darfur is Dying: http://www.independent.co.uk/voices/comment/can-videogames-really-be-used-for-social-change-8193654.html

GLOBAL CONFLICTS
http://www.globalconflicts.eu/
Age: 13 -19
Educational Topics: global conflict
Description: A series of 3D-roleplaying games that let players explore key problems in conflict zones around the world, including Latin America, Palestine, and Afghanistan. These regions are some of the most turbulent, violent, and poverty-stricken places in the world. (To purchase: 9,95 EUR single user. Classroom and school sets available at http://shop.seriousgames.dk)
Developer: Serious Games Interactive

HEIFER VIRTUAL VILLAGE: NEPAL
http://www.forgefx.com/casestudies/heifer/heifer-village/
Long load time
Age: 16+
Educational Topics: poverty, Nepal
Description: Browser-based, real-time, 3D simulation where the player's character must navigate a virtual Nepalese environment, interact with other characters in the village, and correctly complete tasks associated with the game's goal.
Developer: ForgeFX

I CAN END DEPORTATION (ICED)
Installation required
http://www.icedgame.com/
Age: 14+
Educational Topics: human rights
Description: This online game with impressive graphics puts players in the shoes of an immigrant to illustrate how unfair immigration laws deny due process and violate human rights. These laws affect all immigrants: legal residents, those fleeing persecution, students, and undocumented people.
Developer: Breakthrough

INSIDE THE HAITI EARTHQUAKE
http://www.insidedisaster.com/experience/Main.html
Age: Not specified, but WAC suggests 15+
Educational Topics: relief work in disaster situations.
Description: Inside the Haiti Earthquake is an online simulation that allows users to play the role of an aid worker, journalist, or survivor. You will be given the opportunity to commit to various strategies, and experience their consequences.
Developer: PTV Productions, Inc

KEEP COOL BOARD GAME
http://boardgamegeek.com/boardgame/14698/keep-cool
*available on eBay
Ages: 9+
Educational Topics: global climate politics
Description: Each player takes a role within global climate politics. You have to put through economic interests, e.g. of the USA and its partners or of the Developing Countries. Yet you must not forget the strong lobby groups in your country like the oil industry or environmental groups as they also decide whether you win or lose. Within each round of the game you have to decide between measures for climate protection good for all and egoistic decisions just for your own sake. The risk: catastrophes like droughts, floods or pandemics. The chance: welfare and a stable global climate. Whoever reaches his or her targets first wins, yet if you are not cooperative enough all players might lose due to a collapse of the world climate.
Developer: Klaus Eisenack and Gerhard Petschel-Held of the Potsdam Institute for Climate Impact Research, Spieltrieb (2004).

PEACE DOVES
http://nobelprize.org/educational_games/peace/nuclear_weapons/index.html
Age: 14+
Educational Topics: global conflict
Description: Players are on a mission to disarm the world of nuclear weapons utilizing eight "Peace Doves" to help disarm countries possessing nuclear weapons.
Developer: Nobel Media

PHONE STORY
*Must be purchased for $1
https://market.android.com/details?id=air.org.molleindustria.phonestory2
Age: Not specified, but WAC recommends 11+
Educational Topics: labor, global resource use, social inequality
Description: Phone Story is an educational game about the hidden social costs of smartphone manufacturing. Follow your phone's journey from the Coltan mines of the Congo to the electronic waste dumps in Pakistan through four colorful mini-games. Compete with market forces in an endless spiral of technological obsolescence.
Developer: Phone Story

PEACE CORPS CHALLENGE ONLINE GAME
http://www.peacecorps.gov/kids/
*Lesson plan ideas: World Wise
http://wws.peacecorps.gov/wws/educators/enrichment/peacecorpschallenge/
Age: Teaching resources available for incorporating the game in grades 3-12
Educational Topics: water contamination, sanitation and disease, microfinance, agriculture, education, women's issues
Description: Students navigate through the tiny town of Wanzuzu to solve problems by speaking to locals and learning about their community needs.
Developer: Peace Corps

PEACEMAKER
http://peacemakergame.com
*Cost to purchase game: $20
Age: 14+
Educational Topics: global conflict, news, politics
Description: Inspired by real events in the Israeli-Palestinian conflict. The game challenges players to succeed as a leader where others have failed: bringing peace to the Middle-East. Playing both perspectives, players could experience the joy of winning the Nobel Prize or the agony of plunging the region into disaster.
Developer: ImpactGames

PLAY THE NEWS
http://www.playthenewsgame.com/portal/home.action
*Multiple small games
**Teachers should preview individual games
***Requires registration for full content access.
Age: Not specified, but WAC recommends high school students and adults
Educational Topics: current events, local and international politics
Description: *Play the News* is a web-based platform that brings interactive gaming elements to the online 'news media' industry changing news consumption from passive reading to active engagement. The experience is made up of the "game" component, or news games, and the community of participation around them such as commenting, rankings, and many features to come. The profile allows you to build a snapshot of your socio-political profile over time on a range of issues.
Developer: Impact Games

TRACES OF HOPE
http://www.tracesofhope.com/
*Requires registration with email address to play
Age: 15+
Educational Topics: global conflict
Description: The vicious war in northern Uganda has destroyed Joseph's home and torn his family apart. He has one goal, to find out from the Red Cross if his mother is alive or dead.
Developer: British Red Cross

WORLD WITHOUT OIL
http://worldwithoutoil.org/
Age: 14+
Educational Topics: global oil crisis
Description: An online, massively collaborative imagining of the first 32 weeks of a global oil crisis. It provides an alternative reality chronicled online in 1,500 personal blog entries, videos, voicemails and images. This game is now archived, although originally it was played in real time.
Developer: ITVS Interactive

ZON
http://enterzon.com/
Age: 14+
Educational Topics: learn Mandarin
Description: Zon is an unique interactive massively multiplayer online role playing game for learning Mandarin Chinese in which players are exposed to Chinese language and cultural knowledge in a new and exciting way.
Developer: Michigan State University
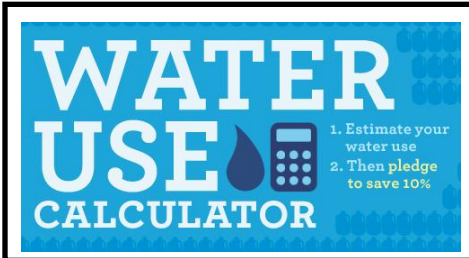
Water Use Calculator
http://www.swfwmd.state.fl.us/conservation/thepowerof10/
Use this interactive Water Use Calculator to find out how much water you use in daily life, and learn how to reduce that usage by at least 10%!

Bill and Melinda Gates Foundation Infographics
http://www.gatesfoundation.org/infographics/Pages/infographics.aspx
A hub for infographics on topics as diverse as global health, gender equality, and education. Many infographics are clickable, and a few, including *Malaria: The Drug Resistance Story* and *Women in Agriculture* are fully interactive.
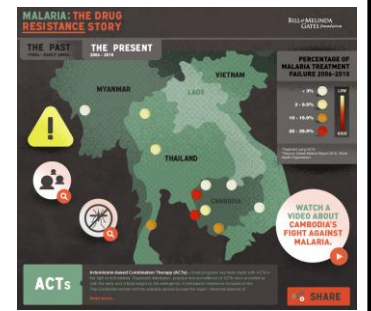
Slavery Footprint Calculator
http://slaveryfootprint.org/#where_do_you_live
Slave labor contributes to many of the products consumed in the United States. Use this calculator to find out how many slaves worked to bring you the items you use every day, and learn more about how to end slavery around the world.

United States Institute of Peace
http://www.buildingpeace.org/virtual-passport
Learn about your conflict styles, about the tools that peace-builders use, and about famous peace-builders from around the world! Discover resources and quizzes on highlighted countries and regions, and learn about key concepts in peace-building through the Curve of Conflict and by completing word quizzes based on terms related to peace-building.
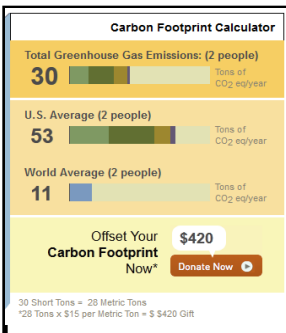
Nature Conservancy Carbon Footprint Calculator
http://www.nature.org/greenliving/carboncalculator/index.htm#
The Nature Conservancy's carbon footprint calculator measures your impact on our climate. Our carbon footprint calculator estimates how many tons of carbon dioxide and other greenhouse gases your choices create each year.

LESSON IDEAS

Lesson Idea: Taking a Look at "Serious Games"

Ask your students to design a video game about a topic that they are studying.

First, have students try out two or more of your favorite educational online games. Ask them to review the games using the **worksheet** found below.

Then, challenge them to design their own games. They might choose to work alone or in a group. They might write a description of the game, draw sketches, or even make a storyboard.

For inspiration, visit the World Affairs Council webpage and read about games created by students for the **Games Without Borders Youth Challenge**:
http://www.world-affairs.org/programs/global-classroom/games-without-borders-youth-challenge/
Use the **Getting Started Guide** for more detailed help on how to design a successful game.

Let students know that their work will be assessed in terms of:

1) Can I easily discern the learning objective of the proposed game? Is it meant to raise awareness about a certain issue? To teach a concept? To inspire players to take action?
2) What does the player have to do while playing the game? Earn points? Collect water? Stay alive?
3) Does the answer to #2, relate directly to the answer to #1, above?
4) How do details of the game serve to reinforce the learning objective? This might include visuals, interactive objects, dialogue, and so on.
5) Do the elements of the game reflect thorough research of the topic?

If you wish, you can adapt our **Judging Rubric** (found at the bottom of the page above) to assess your student's games. This could also be used to extend the activity into a classroom- or even school-wide contest.

Taking a Look at "Serious Games"

Name of Game: _____

1. For what age level is this game most appropriate?

2. Was it difficult to understand how to play the game? What specifically was difficult?

3. Do you think the game is effective when it comes to educating players about the issue?

4. Is the game entertaining?

5. Can you imagine using the game in a classroom setting? A club setting? Where/How could this game be used?

* Lesson ideas developed by Laura Adriance, Global Classroom

EDUCATION WORLD: FIRST AND THIRD WORLD CHALLENGES LESSON PLAN
http://www.education-world.com/a_tech/techlp/techlp064.shtml
This is a teaching plan that addresses "First and Third World Challenges" created by Education World. Students develop their understanding of Third World and First World problems and discuss issues related to the role of computer games in education.

FEATURED RESOURCE: ICIVICS
http://www.icivics.org/
iCivics prepares young Americans to become knowledgeable, engaged 21st century citizens by creating free and innovative educational materials, including online games and an extensive collection of standards-aligned curriculum.

Find their library of lesson plans at: http://www.icivics.org/teachers/lesson-plans

ORGANIZATIONS AND ONLINE COMMUNITIES

GAMES FOR CHANGE
http://www.gamesforchange.org/
Games for Change seeks to harness the extraordinary power of video games to address the most pressing issues of our day, including poverty, human rights, global conflict and climate change. We are a voice for the transformative power of games, bringing together organizations and individuals from the nonprofit sector, government, journalism, academia, industry and the arts, to grow the sector and provide a platform for the exchange of ideas and resources.

EPISTEMIC GAMES (UNIVERSITY OF WISCONSIN – MADISON)
http://epistemicgames.org/eg/
The Epistemic Games Group is made up of researchers, educators, and game designers at the University of Wisconsin-Madison. If you're interested in building and studying epistemic games and

the future of education, find out more about who we are, and what we do. We're always interested in talking with potential collaborators and new epistemic gamers.

LEARNING GAMES NETWORK
http://www.learninggamesnetwork.org/content/about
The Learning Games Network is a non-profit organization established to spark innovation in the design and use of learning games . . . We host events. We provide resources. We encourage conversation. And, we build bridges across wide gulfs between industry and research universities and between these and schools, kitchen tables.

GAMEFUL
http://gameful.org/
An online community for those interested in serious games, Gameful hosts conversations, classifieds, and webinars about topics in games for education.

GAME DESIGN CONTESTS

NATIONAL STEM VIDEO GAME CHALLENGE
http://www.stemchallenge.org/
The National STEM Video Game Challenge is a multi-year competition whose goal is to motivate interest in STEM learning among America's youth by tapping into students' natural passion for playing and making video games.

GAMESTAR MECHANIC PLAYING 4 PEACE CHALLENGE
http://gamestarmechanic.com/challenges/about/p4peace
The fifth AMD Impact Challenge is run by the youth leaders of the Global Kids Playing 4 Keeps Program and is all about **ending war.** War plagues many people on our planet. While it is a popular topic for television, movies, and video games, many media don't push us to think about why war really begins, the cost of it for everyday people, or real strategies for ending it. That's what this challenge is about - use the power of games to help game players understand war ... so that they can help end it. To enter the Playing 4 Peace Challenge, you must make a game that is either about how to stop an existing war, preventing a war from starting, and/or understanding the details about how a particular war begins and/or ends.

ONLINE SIMULATIONS

ICONS PROJECT AT THE UNIVERSITY OF MARYLAND
http://www.icons.umd.edu
This project offers role-playing political simulations in which students interact with others, either from their own class or across an international network of schools. Topics include globalization, EU politics, the international relations of Southeast Asia, and more.
Cost: $12 per student fee for most simulations, or $200 for 25 students when registered as a class. Distributed simulations are more expensive.

LEGSIM: LEGISLATIVE SIMULATION
http://www.legsim.org/
*Developed by a local UW professor.
LegSim can be used to simulate any legislative body on the planet

RESOURCES FOR STIMULATING DISCUSSION AMONG STAFF

21ST CENTURY LEARNING MATTERS
http://www.youtube.com/watch?v=2L2XwWq4_BY&NR=1
21st Century Learning Matters provides an introduction and conversation starter for considering the transformations needed in education. Additional information can be found at http://tpscolorado.mscd.edu or http://www.C21L.org/. (9:30)

PBS FRONTLINE: DIGITAL NATION
http://www.pbs.org/wgbh/pages/frontline/digitalnation/
Digital Nation is an open source PBS project that explores what it means to be human in an entirely new world -- a digital world. It consists of this web site as well as a major FRONTLINE documentary. With sections on all aspects of digital life, and a particular focus on learning environments and digital worlds, this website is an invaluable resource.

To find their portal on games and learning, go to:
http://www.pbs.org/wgbh/pages/frontline/digitalnation/learning/games-that-teach/

DOES OBAMA PLAY VIDEO GAMES? – *HUFFINGTON POST* (Nov. 24, 2008)
http://www.huffingtonpost.com/suzanne-seggerman/does-obama-play-video-gam_b_146037.html
A discussion of the positive role video games can have as a learning tool. Ms. Seggerman argues here that games have far greater potential than just entertainment, "the most interesting area is the new genre of video games about real world issues - games about the environment, global hunger, poverty, disease.

EDUCATION TODAY AND TOMORROW
http://www.youtube.com/watch?v=Fnh9q_cQcUE&NR=1
By Tom Woodward of Henrico County Schools Virginia. Tom used the work of Karl Fisch from Colorado who created a PPT using various quotes and statistics from "flat world" thinking. (2:30)

EDUCATION WORLD
http://www.education-world.com/a_tech/techlp/techlp064.shtml
A teaching plan addressing "First and Third World Challenges." Students develop their understanding of Third World and First World problems and discuss issues related to the role of computer games in education.

SHIFT HAPPENS: BRINGING EDUCATION INTO THE 21ST CENTURY
http://www.youtube.com/watch?v=Ig27w_YIx0s&feature=related
Today's school system is simply not ready to prepare students for life in the information age. We are children of a new generation, and need to help build a school system that embraces the future instead of resists it. Provides interesting Statistics; UK-based. (4:27)

TEENS, VIDEO GAMES AND CIVICS – *PEW INTERNET* (Sep. 30, 2008)
http://www.pewinternet.org/~/media//Files/Reports/2008/PIP_Teens_Games_and_Civics_Report_FINAL.pdf.pdf
The first national survey of its kind finds that virtually all American teens play computer, console, or cell phone games and that the gaming experience is rich and varied, with a significant amount of social interaction and potential for civic engagement. The survey was conducted by the Pew Internet & American Life Project, an initiative of the Pew Research Center and was supported by the John D. and Catherine T. MacArthur Foundation.

Also links to the web archive of a more extensive report **'The Civic Potential of Video Games'**

NEW STUDENTS – NEW TOOLS – NEW TEACHING
http://www.youtube.com/watch?v=Z4xk2DgWIwU&feature=related
Students are using technology in all sorts of innovative ways. Schools, on the other hand, are still stuck in the dark ages. By Dale Thompson. (0:58)

STUDENTS AND THE 21ST CENTURY
http://www.youtube.com/watch?v=DI2r7C8pQOs&feature=related
Are the educators of today preparing students properly for the technology of the 21st century? By Josh Fick. (4:20)

UNDERSTANDING ISLAM THROUGH VIRTUAL WORLDS: COLLABORATION, CULTURE AND COMMUNITY
http://www.youtube.com/watch?v=sr2Scu-vQp4
The product of a year of research across the internet and four continents, Dancing Ink Productions' Rita J. King and Joshua S. Fouts explored the potential of virtual worlds as a tool for public diplomacy and a venue for cultural dialogue with Islamic Cultures as senior fellows at the Carnegie Council for Ethics in International Affairs, funded by a grant from the Lounsbery Foundation.

A VISION OF K-12 STUDENTS TODAY
http://www.youtube.com/watch?v=_A-ZVCjfWf8
This project was created to inspire teachers to use technology in engaging ways to help students develop higher level thinking skills. Equally important, it serves to motivate district level leaders to provide teachers with the tools and training to do so.

A VISION OF STUDENTS TODAY – *KANSAS STATE UNIVERSITY*
http://www.youtube.com/watch?v=dGCJ46vyR9o&feature=related
A short video summarizing some of the most important characteristics of students today – how they learn, what they need to learn, their goals, hopes, dreams, what their lives will be like, and what kinds of changes they will experience in their lifetimes.

GAME CHANGER: INVESTING IN DIGITAL PLAY TO ADVANCE CHILDREN'S LEARNING AND HEALTH – *JOAN GANZ COONEY CENTER*
http://joanganzcooneycenter.org/Reports-18.html
Children as young as 4 are immersed in a new gaming culture, but many parents, educators, and health professionals, concerned over violence, sexual content, and reports of addiction, do not consider games to be a positive force in children's lives. *Game Changer* addresses this critique, offering a new framework to use games to help children learn healthy behaviors, traditional skills such as reading and math, and 21st-century skills such as critical thinking, global learning, and programming design. It specifies how increased national investment in research-based digital games might play a cost-effective and transformative role and provides comprehensive action steps for media industry, government, philanthropy, and academia to harness the appeal of digital games to improve children's health and learning.

CULTURAL FRAMING OF COMPUTER/VIDEO GAMES – *BY KURT SQUIRE*
http://www.gamestudies.org/0102/squire/
The recent enthusiasm for educational gaming directs researchers, politicians, game developers and the public toward some important, overlooked issues. What are people learning about academic subjects playing games such as *SimCity*, *Civilization*, *Tropico*, or *SimEarth*? Might games be used in formal learning environments? This essay argues that these are critical questions to game studies, and educational studies, particularly work in the learning sciences, and offers some important practical and theoretical traditions that games studies can draw upon as it matures as a field.

HARNESSING THE POWER OF GAMES IN EDUCATION –BY KURT SQUIRE
http://website.education.wisc.edu/kdsquire/manuscripts/insight.pdf
The video game industry has been a major influence on students' lives in recent years. Now researchers consider how games might be used in pursuit of engaging, effective learning experiences. Kurt Squire and Henry Jenkins describe five detailed scenarios designed to illustrate the pedagogical potential of computer and video games. In the Leadership section, Borjana Mikic, Kara Callahan, and Domenico Grasso discuss two initiatives under way in the Picker Engineering Program at Smith College. These projects focus on the design of games and toys to enhance science and engineering education for K-16 students.

CHANGING THE GAME: WHAT HAPPENS WHEN VIDEO GAMES ENTER THE CLASSROOM? – BY KURT SQUIRE
http://www.innovateonline.info/pdf/vol1_issue6/Changing_the_Game-__What_Happens_When_Video_Games_Enter_the_Classroom_.pdf
Given emerging research on how video games and associated pedagogies work in designed settings, it seems the important question is not whether educators can use games to support learning, but how we can use games most effectively as educational tools. The explosion of research initiatives, conferences, books, and software focused on educational games suggests that computer and video games will have some part in education, just as all media before them have been used for learning. However, the history of educational technology also suggests that educators will abandon media that do not fit the social organization of schooling.

DIGITAL MEDIA AND LEARNING FACT SHEET – MACARTHUR FOUNDATION
http://digitallearning.macfound.org/atf/cf/%7B7E45C7E0-A3E0-4B89-AC9C-E807E1B0AE4E%7D/DL%20FACT%20SHEET.PDF
The digital media and learning initiative is exploring the hypothesis that digital media tools now enable new forms of knowledge production, social networking, communication, and play. Through the use of such tools, young people are engaged in an exploration of language, games, social interaction, and self-directed education that can be used to support learning. This fact sheet provides current statistics and information on the relevance of media use in youth lives today.

> **Did You Know…**
>
> More than half of online teens have created content for the Internet?

USE TECHNOLOGY TO DEVELOP GLOBAL COMPETENCE– ASIA SOCIETY
http://asiasociety.org/education/resources-schools/professional-learning/use-technology-develop-global-competence
Digital media literacy in a global era offers more than using technology to do the things that were done by hand before – such as data or word processing, retrieving information, presenting knowledge, and one-to-one communication – it now allows easy participation in the sophisticated global experiences and networks that our wired world affords.

GAME DESIGN TOOLS

CODE ACADEMY
Link: http://www.codecademy.com/
Summary: An interactive introduction to coding, designed with tasks and achievements for a flexible, individualized experience. Users create an account to track their progress on different courses, building up skills towards creating web pages and other computer applications. Includes courses in HTML, JavaScript, and Python, which can then be used to create games using the tools below.
Cost: Free.
Age: All ages.

GAMESTAR MECHANIC
Link: http://gamestarmechanic.com/
Download Link: http://gamestarmechanic.com/log/in
Summary: "Gamestar Mechanic is a game and community designed to teach kids the principles of game design and systems thinking in a highly engaging environment. It is designed for 7- to 14-year-olds but is open to everyone. We've included features in Gamestar that make it useful for kids playing the game on their own or with family members at home, as well as in moderated and educational settings. For more information about the features of Gamestar Mechanic and the learning theory behind it, please see the For Parents and For Teachers sections."
Cost: Free, with expanded capabilities with premium membership upgrade (comparison here: http://gamestarmechanic.com/about/feature_compare)
Age: 7+
System Requirements:

- A high speed Internet connection (e.g. DSL, Cable Modem)
- A computer running a modern web browser (for example recent versions of Internet Explorer, Firefox, Safari or Chrome for Windows, Mac or Linux)
- Adobe Flash Player version 10 or later
- Additional system info at: http://gamestarmechanic.com/faq/page/2

CHALLENGE YOU
http://www.challengeyou.com/
Age: 8 -14
Educational Topics: orientation, observation, and critical thinking skills
Description: Create a 3D world, build multi-level games, scavenger hunts, and join forums with other Tweens to discuss gaming.
Developer: Challengeyou

KODU
Link: http://fuse.microsoft.com/page/kodu , http://research.microsoft.com/en-us/projects/kodu/
Download link: http://www.microsoft.com/download/en/details.aspx?displaylang=en&id=10056
Summary: Kodu lets kids create games on the PC and XBox via a simple visual programming language. Kodu can be used to teach creativity, problem solving, storytelling, as well as programming. Anyone can use Kodu to make a game, young children as well as adults with no design or programming skills.
Cost: Free
Age: 8+

System Requirements: PC or Xbox 360
> ***Operating Systems:***
> *Windows 7*
> *Windows Vista*
> *Windows XP (latest updates required)*
>
> ***Additional requirements:***
>
> *A graphics card that supports DirectX 9.0c and Shader Model 2.0 or higher*
> *.NET Framework 3.5 or higher*
> *XNA Framework 3.1 Redistributable*

GAME MAKER: STUDIO

Link: http://www.youtube.com/yoyogamesltd#p/u.
Summary: GameMaker: Studio enables the user to build games using either a drag-and-drop or code-based interface. The developer also hosts a wiki page with resources for educators, including tutorials and templates for various levels of game design:
http://wiki.yoyogames.com/index.php/Information_For_Teachers
Cost: Free
Age: Can be adapted for use with Elementary, Middle, and High School age groups.
System Requirements:

- Windows XP, Vista or 7
- 512MB RAM
- 128MB graphics
- Screen resolution of 1024×600

SCRATCH

Link: http://scratch.mit.edu/
Download Link: http://info.scratch.mit.edu/Scratch_1.4_Download
Summary: Scratch is a programming language that makes it easy to create your own interactive stories, animations, games, music, and art -- and share your creations on the web.
Cost: Free
Age: Elementary and older
System Requirements:
Operating System: Windows 2000 or later, Mac OS X 10.4 or later, Ubuntu Linux 9.04 - 10.04 (For other versions of Linux, see the Linux Installer page)
Disk: at least 120 megabytes of free space to install Scratch.

ALICE

Link: http://www.alice.org/

Download Link:
http://www.alice.org/index.php?page=downloads/download_alice2.2

Summary: Alice is an innovative 3D programming environment that makes it easy to create an animation for telling a story, playing an interactive game, or a video to share on the web. Alice is a teaching tool for introductory computing. It uses 3D graphics and a drag-and-drop interface to facilitate a more engaging, less frustrating first programming experience.
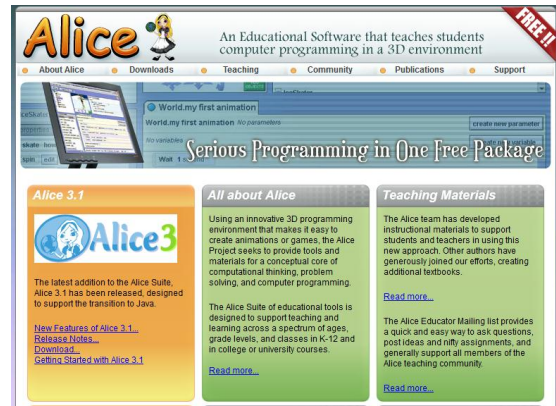
Cost: free

Age: Middle and High School ages

System Requirements:

Windows:
* Windows 7, Vista, XP, or 2000
* Intel Pentium II or equivalent processor
* A VGA graphics card capable of high (16 bit) color and 1024x768 resolution (3D video card recommended)
* 512MB of RAM (1GB recommended)
* A sound card

Mac:
* Mac OS X 10.4+
* PowerPC or Intel processor
* A VGA graphics card capable of high (16 bit) color and 1024x768 resolution (3D video card recommended)
* 512MB of RAM (1GB recommended)
* A sound card

STARLOGO TNG

Link: http://education.mit.edu/projects/starlogo-tng

Download Link: http://education.mit.edu/starlogo-tng/download/

*Registration required

Summary: **"**StarLogo TNG is The Next Generation of StarLogo modeling and simulation software. While this version holds true to the premise of StarLogo as a tool to create and understand simulations of complex systems, it also brings with it several advances - 3D graphics and sound, a blocks-based programming interface, and keyboard input - that make it a great tool for programming educational video games.

Cost: Free

Age:

System Requirements: http://education.mit.edu/starlogo-tng/support/faqs

GAME SALAD

Link: http://gamesalad.com/

Download Link: http://arcade.gamesalad.com/download/getCreator

Summary: "GameSalad is an online community that empowers everyone to express and share their ideas through games. Our company was founded on the belief that all people should have the tools to make popular games, limited only by the boundaries of their imaginations. GameSalad provides a

platform used by creators to rapidly design, publish and distribute original games that have been played by millions of people worldwide. Our Creator tool allows people just like you to publish games to a wide variety of platforms, including iOS, Android, HTML5, and Mac Desktop. Thousands of people have benefited from Creator's drag and drop game creation method."
Cost: Free
System Requirements: Mac OS X 10.6 Snow Leopard or greater
Age: 13+

TWINE
Link: http://gimcrackd.com/etc/src/
Download Link: as above
Summary: Twine lets you organize your story graphically with a map that you can re-arrange as you work. Links automatically appear on the map as you add them to your passages, and passages with broken links are apparent at a glance.
Cost: Free
Age: None specified.
System Requirements: compatible with both Mac and PC

Read a blog review about Twine here: http://blog.cathy-moore.com/2011/07/sample-branching-scenario-cool-tool/