



Make the most of video resources with Flipgrid & EdPuzzle.



Check out these many special events for students & teachers.



See what is going on in the world of STEM education.



See all the favorite EdTech resources we're sharing.

[illegible]

You can explore other ways to engage in [hands-on learning](#) with your students in addition to other [classroom challenges](#) you can leads with your students.

# Skill of the Month

## EFFECTIVE GAMING



Play is critical for development and not just in humans. Mary Poppins realized it, and [scientific](#)

[studies](#) show that play increases brain activity and awareness even in animals. Digital games have often led to the biggest tech innovations, have quickly decreased the cost of technology to make it accessible. When you look at the HUD display in your car, medpacs, or surgical video and training technologies you can thank video games for making them possible. [Sea Hero Quest](#) and [Project Evo](#) are even games that are approved for treating Alzheimer's and ADHD respectively.

To be effective the games should not be simple formulaic puzzles, but should allow for personalization and abstract problem solving. It is the feeling of being pleasantly frustrated, which you find in quality games, that allow information to become neurochemically embedded [\[1, 2\]](#). Also discussing or instructing

on empathy, culture, or literature before or after a game improves the learning of that skill throughout the game according to [Values at Play](#).

Educational games shouldn't require a toll booth (learn then play) nor should they be like chocolate covered broccoli (unengaging learning in a shiny package). The games must be integrated fully into instruction and allow for the autonomy and creativity to sustain learning. Look to the [MIT Education Arcade](#) for inspiration.

## GAMIFICATION

On the topic of fully integrating gaming into your classroom, we will begin to discuss gamification.

While game-based learning is teaching your class with games, gamification is turning the learning environment into the game itself. It helps prevent learning bottlenecks, because all players can aid each other. This may include:



- **Gamification Software**—Some options include [Classcraft](#), [Rezzly](#), and [The Virtual Locker](#).
- **Gamify Homework**—Use brief treasure hunt or quest-based assignments.
- **Gamify Grading**—Use experience points for grades or use GBL assessments like [Quizizz](#) or [Kahoot!](#).
- **Provide Choice/Modding**
- **Award Badges**
- **Include Easter Eggs** (surprises)
- **Integrate Video Games**
- **Make It Cooperative**

If you're feeling especially ambitious you can attempt [educational LARPing](#). [Aaron Vanek](#) has successfully had his classes reenact ancient Egypt and other civilizations using sites like [NationStates](#) and tools like [Breakout Edu](#). Use this [gamification graphic](#) as a reference. You can check into a [complete overview](#) of GBL.



NATIONSTATES

# App of the Month

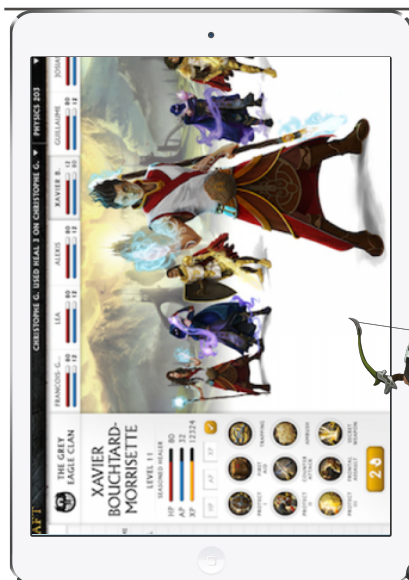
**Classcraft** By using conventions typically found in games and applying them to the classroom, Classcraft allows students to level up for being good learners, unlock real-life benefits as they progress, and work in teams to overcome common challenges.

Set it all up on [Classcraft](#) and use the app during class to update student data. It's linked to Google Classroom to make set up easy and get into quest-based learning.

Learn the basics with [Classcraft 101](#), and look into further [tutorials](#) & [webinars](#).

Connect with other Classcraft users on [Twitter](#), [Facebook](#), & the [Classcraft Blog](#).

Find it on [iOS](#) & [Android](#).



## Special Events



### CS4ALL

Date: Jan. 5

Location: Teachers College

[CS4ALL](#) is partnering with NYC Men Teach for the event Why Computer Science Matters in Communities of Color. It is an event for students, teachers, and parents to explore coding and engage in meaningful conversations on how we can fight bias and positively impact the lives of students of color through CS education. You can see [all the details](#), [register](#), or contact [Christy Crawford](#).

### STEM

#### *Designing Urban*

#### *Transportation Solutions for HS Teachers*

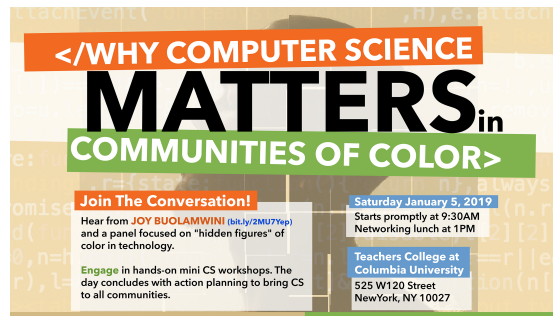
Dates: Jan. 24 & Feb. 28

Explore the principles of art and automotive design while becoming immersed in the birth of a car. They'll kick off the design of their futuristic car prototype and explore branding, consumer trends, function, and market research. This workshop is facilitated by the National Inventors Hall of Fame and FCA car designers. [Register](#) by January 11th.

#### *Exploring Minecraft for Educators- Level II*

Dates: Jan. 11, Feb. 12, Mar. 15

The institute will focus on game design utilizing Minecraft: Education Edition. Additionally teachers will engage in learning the more advanced features of



the program such as Redstone, Command Blocks, and Non-Player Characters (NPC). The culminating portion of this Professional Learning Institute will be the development of artifacts to be shared during the best practices session hosted at one of the participating schools. [Register](#) by January 4th.

< CS4ALL >

### YOUTH CLIMATE SUMMIT

Date: Jan. 18

Location: UFT

In partnership with the Wild Center, the Office of Sustainability will host its first-ever DOE Youth Climate Summit (YCS) a daylong sustainability event for public and charter high school students. Through a series of keynotes, workshops, and expos, students will develop critical leadership and problem-solving skills through experiential learning. Participants will gain climate action knowledge and build peer networks to expand sustainability in their schools and communities. [Register](#) If you would like to bring a group/team of students or view [this flyer](#) for more information.



### District 75 STEM Calendar

December 27<sup>th</sup>  
[Maker Ed Edcamp](#)

December 28<sup>th</sup>  
[#NYCSchoolsTech Partner Cert.](#)

January 4<sup>th</sup>  
[Robotics in the Classroom](#)

January 5<sup>th</sup>  
[Why Computer Science Matters in Communities of Color](#)

January 8<sup>th</sup>  
[Digital Storytelling For All](#)

January 8<sup>th</sup>  
[Integrating iPads](#)

January 8<sup>th</sup>  
[Access Abilities](#)

January 15<sup>th</sup>  
[Intro to G Suite Admin](#)

January 17<sup>th</sup>  
[Hydroponics 101](#)

January 22<sup>nd</sup>  
[Filmmaker @ D75 Productions](#)

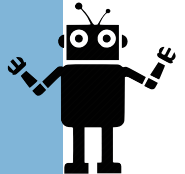
January 23<sup>rd</sup>  
[AR You Ready For This?](#)

January 24<sup>th</sup> & February 28<sup>th</sup>  
[Designing Urban Transportation](#)

January 25<sup>th</sup>  
[SMART Board for Math](#)

January 25<sup>th</sup>  
[Modern Classroom Display Tech](#)

January 25<sup>th</sup>  
[Deploying iOS and Mac](#)



## EdTech Gift Collection

Educational technology can empower student activities in the classroom and beyond. So we scoured resources for student creativity, work exploration, and general classroom use and offer them here. Whether you want to

hop into Hyperdoc happiness or just need ready to go lessons, we have you covered. Here we share a variety of our favorite resources as a gift to you for the holidays.



### District 75 Next Issue STEM

#### APP/SKILL OF THE MONTH

We'll give an overview of an app and teach you about a basic tech skill.

#### PECS

Find a number of alternative means to integrate PECS resources.

### Student Creativity

- [Learn Google Drawings & Soundtrap](#)
- [GSuite and the Writing Process](#)
- [Sketchnoting with Google Keep](#)
- [Design It Digitally](#)
- [Storytelling with Twine](#)
- [Graphic Organizers](#)
- [Creative Thinking & Problem-Solving](#)
- [Good Things Come in Hyperdocs](#)



### Beyond the Classroom

- [Google Mashup: Importing Data Into Google MyMaps](#)
- [Level Up your GEO Skills](#)
- [BreakoutEDU](#)
- [Create Your Own AR/VR](#)
- [Design Thinking Interactive Notebook](#)
- [Water for South Sudan](#)
- [Around the World](#)
- [More Now](#)



### Mix 'n Match

- [Posters for your Classroom](#)
- [The Gift of Reading](#)
- [Little Learner Activities](#)
- [Discussion Diamonds](#)
- [Ready To Go Lessons](#)
- [Create Your Own Question Trail](#)
- [Sub Plans with Style](#)
- [Surprise Bag of Learning](#)





