

Game-based Learning

PCS GAMING

Cape Fear Middle
Students in
WoWinSchool: A
Hero's Journey



LEARNING THROUGH VIDEO GAMES

Students in Pender County Schools, NC, are learning language arts, digital media, digital citizenship and leadership through popular video games.



Building on research and writings of great thinkers like James Gee, Marc Prensky, Constance Steinkhueler, and Kurt Squire, Pender County Schools in rural southeastern North Carolina has launched two innovative programs aimed at capitalizing on popular video games as vehicles for learning. Now in its second year, the WoWinSchool Project uses the popular online game, World of Warcraft in an exciting language arts enrichment elective at Cape Fear Middle School.

At Topsail Elementary and Cape Fear Elementary, 5th graders are exploring social studies and writing concepts using the popular sandbox game, Minecraft.

Both programs are seeing extreme student engagement and demonstrate that games can be more than just fun, but offer opportunities for meaningful, deep learning experiences.

Want to get your learners involved?

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