

Game-based Learning 101



This hands-on course will be tailored to your organization to provide all teachers and school leaders the resources and knowledge to use our games and supplementary activities in their home programs. Instructors from the Filament Learning team will work diligently with educators to prepare them for a successful games rollout. After this course, your teachers will have the skills, knowledge, and confidence to leverage game-based learning in their schools.

In this course, teachers will:

- Be introduced to games as learning tools and see how many games can be useful for teaching and learning
- Learn what makes a great learning game and how to evaluate learning games
- Learn best practices in using game-based learning in their classrooms, including suggestions on how to support student learning
- Be given the opportunity to play our learning games in a supportive environment
- Learn how to use progress dashboards and curricula in conjunction with the games if desired
- Learn how to rollout our Learning Games Program at their school
- Receive certification as a Filament Learning Educator and given access to our Hive Learning Community



The professional development course is traditionally run as a half-day course with a maximum of 20 educators at a time. We can accommodate larger groups by booking multiple instructors at one time. Additionally, we can hold concurrent workshops with teachers during one of your national conferences. This course will be molded to best fit your needs.

Cost Breakdown

| Item | Price |
|--|-------------------------------------|
| Learning Games Package <i>These games are included with the purchase of GBL 101 with unlimited accounts to Prisoner of Echo, Molecubes, Bongo Balance Planet Mechanic, Motion Force, Backyard Engineers, Reach for the</i> | Included with GBL 101 Course |

Sun, Crazy Plant Shop, Cell Command, Fossil Forensics, You Make Me Sick!, Dr. Guts, Counting Kingdom, Diffission, BrainQuake Math LetterQuest, Sleep Furiously, and Human Resource Machine per school site for the lifetime of the product.

Game-based Learning 101 PD Course **\$5,800**

Per session of 20 educators per school or combined.

Educators receive access to the Learning Games Package.

Technical Support **Included**

Marketing Team Collaboration **Included**

Studio Training Room Rentals **Included**

Based on availability.

Total per school:

\$5,800