



If you want to create more than 2 archives and want faster archiving... [\[click here\]](#)

[search for an archive](#)
[create #hashtag archive](#)
[create keyword archive](#)
[create @person archive](#)

START DATE	END DATE	ORDER	VIEW LIMIT	FROM USER	TWEET TEXT	LANGUAGE
March 21 2011	March 23 2011	ascending	10000			

remove RTs

HTML Permalink = http://twapperkeeper.com/hashtag/engchat?sm=3&sd=21&sy=2011&em=3&ed=23&ey=2011&o=a&l=10000&from_user=&text=&lang=

RSS Permalink = http://twapperkeeper.com/rss.php?type=hashtag&name=engchat&sm=3&sd=21&sy=2011&em=3&ed=23&ey=2011&o=a&l=10000&from_user=&text=&lang=

Hashtag archive - #engchat

English teachers chat Mondays at 7 PM EST


[tags = English, education]

Created by @CBethM on Sat Aug 7 11:49:07 GMT 2010. Contains a total of 17180 tweets.

(View limited to 10000 tweets)

Important note: Export and Download capability will be removed on March 20, 2011 - [see here for more info](#)

[View archive stats \(powered by eduserv Summarizr\)](#) | [Share on Twitter](#) | | [export and download](#)

 **@francesblo** Why badges work better than grades <http://bit.ly/esESNz> #midleved #engchat #edtech #edchat

Mon Mar 21 22:07:47 +0000 2011 - tweet id 49955388036091905 - #1 [tweet details](#)

 **@lizstrauss** RT @francesblo: Why badges work better than grades <http://bit.ly/esESNz> #midleved #engchat #edtech #edchat

Mon Mar 21 22:10:35 +0000 2011 - tweet id 49956095279628288 - #2 [tweet details](#)

 **@astekweb** RT @lizstrauss: RT @francesblo: Why badges work better than grades <http://bit.ly/esESNz> #midleved #engchat #edtech #edchat

Mon Mar 21 22:10:59 +0000 2011 - tweet id 49956195221504000 - #3

[tweet details](#)



@amoyal RT @lizstrauss: RT @francesblo: Why badges work better than grades
<http://bit.ly/esESNz> #midleved #engchat #edtech #edchat

Mon Mar 21 22:15:23 +0000 2011 - tweet id 49957302467432449 - #4

[tweet details](#)



@mrami2 in 40 minutes #engchat w/ @chadsansing - gamification of language arts, games-based learning

Mon Mar 21 22:20:54 +0000 2011 - tweet id 49958690102587392 - #5

[tweet details](#)



@poh RT @mrami2: in 40 minutes #engchat w/ @chadsansing - gamification of language arts, games-based learning

Mon Mar 21 22:21:31 +0000 2011 - tweet id 49958846768230400 - #6

[tweet details](#)



@classroom_tech RT @francesblo: Why badges work better than grades
<http://bit.ly/esESNz> #midleved #engchat #edtech #edchat

Mon Mar 21 22:35:51 +0000 2011 - tweet id 49962451785097216 - #7

[tweet details](#)



@mrami2 @savasavasava the archive of #engchat can be found here:
engchat.pbworks.com

Mon Mar 21 22:42:01 +0000 2011 - tweet id 49964006072528897 - #8

[tweet details](#)



@savasavasava @mrami2 thanks! #engchat

Mon Mar 21 22:42:34 +0000 2011 - tweet id 49964141481426944 - #9

[tweet details](#)



@MaryAnnReilly what time does #engchat begin?

Mon Mar 21 22:49:53 +0000 2011 - tweet id 49965984915791875 - #10

[tweet details](#)



@klbz RT @mrami2: in 40 minutes #engchat w/ @chadsansing - gamification of language arts, games-based learning

Mon Mar 21 22:50:29 +0000 2011 - tweet id 49966134010716160 - #11

[tweet details](#)



@chadsansing @maryannreilly #engchat is at 7PM EST; hope to see you there!

Mon Mar 21 22:51:20 +0000 2011 - tweet id 49966349816045568 - #12

[tweet details](#)



@grayseawhite RT @klbz: RT @mrami2: in 40 minutes #engchat w/
@chadsansing - gamification of language arts, games-based learning

Mon Mar 21 22:52:57 +0000 2011 - tweet id 49966753530392576 - #13

[tweet details](#)



@chadsansing 10 minutes until our games-based #engchat; tonight's anticipation guide can be found here ;) <http://bit.ly/fku4aW>

Mon Mar 21 22:53:13 +0000 2011 - tweet id 49966822304382976 - #14

[tweet details](#)



@chadsansing @klbz come play games w/ #engchat first!

Mon Mar 21 22:55:32 +0000 2011 - tweet id 49967404528312321 - #15

[tweet details](#)



@KimMcCollum @chadsansing @Klbz Get a jump start on the work with [#engchat](#), Karen!

Mon Mar 21 22:57:38 +0000 2011 - tweet id 49967935812419584 - #16

[tweet details](#)



@mrami2 Thank you for joining [#engchat](#) tonight w/ @chadsansing - he's been busy w/ [#blog4nwp](#) and you can see his efforts here: <http://ow.ly/4j9hb>

Mon Mar 21 22:59:25 +0000 2011 - tweet id 49968384615530496 - #17

[tweet details](#)



@gmfunk @klbz You have your marching orders--[#engchat](#) and then writing. You need inspiration from tweeps!

Mon Mar 21 22:59:35 +0000 2011 - tweet id 49968423123423232 - #18

[tweet details](#)



@chadsansing hello, [#engchat](#) - thanks for joining us tonight! our topic: gamification & games-based learning in the English/LA class

Mon Mar 21 23:00:25 +0000 2011 - tweet id 49968636038873088 - #19

[tweet details](#)



@KimMcCollum Woot! [#engchat](#) is in the house! Awesome to hang with @chadsansing and buds

Mon Mar 21 23:01:06 +0000 2011 - tweet id 49968807728521217 - #20

[tweet details](#)



@mrami2 [#engchat](#) share your insights and questions re: game-based learning in Eng class to @chadsansing

Mon Mar 21 23:01:33 +0000 2011 - tweet id 49968917845778432 - #21

[tweet details](#)



@AndreaZellner RT @chadsansing: 10 minutes until our games-based [#engchat](#); tonight's anticipation guide can be found here ;) <http://bit.ly/fku4aW>

Mon Mar 21 23:02:05 +0000 2011 - tweet id 49969052445184000 - #22

[tweet details](#)



@chadsansing @gmfunk the house always wins - true in our classrooms or not? [#engchat](#) ;)

Mon Mar 21 23:02:22 +0000 2011 - tweet id 49969123211493376 - #23

[tweet details](#)



@KimMcCollum Hey @gmfunk @mrami2 [#engchat](#) rules

Mon Mar 21 23:02:31 +0000 2011 - tweet id 49969163317428224 - #24

[tweet details](#)



@gmfunk @chadsansing Get your game on [#engchat](#) SCORE!

Mon Mar 21 23:02:37 +0000 2011 - tweet id 49969186092482560 - #25

[tweet details](#)



@chadsansing here we go w/ our [#gbl #engchat](#) questions; 1) what games belong in our class libraries? which shld we teach? which shld we use to teach?

Mon Mar 21 23:03:27 +0000 2011 - tweet id 49969399481905152 - #26

[tweet details](#)



@chadsansing which of course begs the [#gbl](#) [#engchat](#) question, do you think games belong in our class libraries?

Mon Mar 21 23:04:02 +0000 2011 - tweet id 49969543275229184 - #27

[tweet details](#)



@gmfunk @chadsansing Never thought about games in the library. Our librarian is a geezer, like me. I can say that because we're friends. [#engchat](#)

Mon Mar 21 23:05:16 +0000 2011 - tweet id 49969853204938752 - #28

[tweet details](#)



@TeachMoore Tonight's topic: RT @mrami2: [#engchat](#) share your insights and questions re: game-based learning in Eng class to @chadsansing

Mon Mar 21 23:05:37 +0000 2011 - tweet id 49969943889973248 - #29

[tweet details](#)



@cybraryman1 Games are a fun and challenging way to engage students in learning [#engchat](#)

Mon Mar 21 23:05:37 +0000 2011 - tweet id 49969944326189056 - #30

[tweet details](#)



@gmfunk RT @KimMcCollum: [#engchat](#) And there's the rub: I'm not enough of a gamer to suggest any good ones. Sad but true

Mon Mar 21 23:05:50 +0000 2011 - tweet id 4996998873108480 - #31

[tweet details](#)



@TeachMoore @chadsansing which ones? [#gbl](#) [#engchat](#)

Mon Mar 21 23:05:59 +0000 2011 - tweet id 49970034570833920 - #32

[tweet details](#)



@chadsansing @KimMcCollum [#gbl](#) [#engchat](#) i like to take a broad look; like, would you use Monopoly to teach historical background for muckracker texts? labor?

Mon Mar 21 23:06:01 +0000 2011 - tweet id 49970045417291778 - #33

[tweet details](#)



@cybraryman1 Have students create their own games (Cooperative Learning activity): <http://bit.ly/CHk42P> [#engchat](#)

Mon Mar 21 23:06:56 +0000 2011 - tweet id 49970275663613952 - #34

[tweet details](#)



@chadsansing @TeachMoore [#gbl](#) [#engchat](#) any games: board games, video games, sports, card games, the question game from R&G Are Dead :)

Mon Mar 21 23:06:57 +0000 2011 - tweet id 49970278385729536 - #35

[tweet details](#)



@KimMcCollum [#engchat](#) Sadly I don't even play Monopoly any more. :(

Mon Mar 21 23:07:11 +0000 2011 - tweet id 49970336061587456 - #36

[tweet details](#)



@gmfunk @chadsansing So should students be able to use computers in library for gaming. I think that happens in ours during lunch. Crowded. [#engchat](#)

Mon Mar 21 23:07:12 +0000 2011 - tweet id 49970342558564352 - #37

[tweet details](#)



@KimMcCollum @gmfunk [#engchat](#) I would say crowded library with gamers = a

good thing. How to broker that social aspect?

Mon Mar 21 23:07:57 +0000 2011 - tweet id 49970530010406912 - #38

[tweet details](#)



@chadsansing for @mrami2 #gbl #engchat question 3)how do we use game design & production w/ stdnts in the classrm ? prgraming & design as composition?

Mon Mar 21 23:08:17 +0000 2011 - tweet id 49970612483002368 - #39

[tweet details](#)



@cybraryman1 @mrami2 My Game making sites: <http://bit.ly/dah1F2> #engchat

Mon Mar 21 23:08:39 +0000 2011 - tweet id 49970706280226816 - #40

[tweet details](#)



@JenniferBarnett My Favorite Language Games <http://fhswolvesden.wikispaces.com/Language> #engchat

Mon Mar 21 23:08:50 +0000 2011 - tweet id 49970751004090368 - #41

[tweet details](#)



@mrami2 RT @cybraryman1: My Game making sites: <http://bit.ly/dah1F2> #engchat

Mon Mar 21 23:09:02 +0000 2011 - tweet id 49970802522730496 - #42

[tweet details](#)



@KimMcCollum #engchat @chadsansing Q 3 is very cool. DEFINITELY composing. anything that makes design visible helps sts learn to write

Mon Mar 21 23:09:36 +0000 2011 - tweet id 49970944206311424 - #43

[tweet details](#)



@chadsansing and #gbl #engchat question 4)what systems shld we have in classrms & media centers for curating, lending, playing, designing games?

Mon Mar 21 23:10:09 +0000 2011 - tweet id 49971082219892739 - #44

[tweet details](#)



@gmfunk @chadsansing @mrami2 I don't have a clue about how to design computer games. Use GoAnimate, and such. Is that gaming? #engchat

Mon Mar 21 23:10:09 +0000 2011 - tweet id 49971084115718146 - #45

[tweet details](#)



@CBethM @chadsansing I have had this convo with students about creating games. Either have ideas & no know-how or no time. #engchat

Mon Mar 21 23:10:47 +0000 2011 - tweet id 49971243763507200 - #46

[tweet details](#)



@CBethM @chadsansing That being said, they can point out flaws with games to help make them better. VERY savvy consumers. #engchat

Mon Mar 21 23:11:33 +0000 2011 - tweet id 49971437435494400 - #47

[tweet details](#)



@spedgeek RT @cybraryman1: Have students create their own games (Cooperative Learning activity): <http://bit.ly/CHK42P> #engchat

Mon Mar 21 23:11:33 +0000 2011 - tweet id 49971436328198144 - #48

[tweet details](#)



@gmfunk @KimMcCollum @chadsansing I use to give a game-making assignment when stds read Amy Tan's "Rules of the Game" from Joy Luck Club. #engchat

Mon Mar 21 23:11:39 +0000 2011 - tweet id 49971461947002882 - #49

[tweet details](#)



@chadsansing [#gbl](#) [#engchat](#) animation is a good place to start w/ stdnt-designed games; Scratch <http://bit.ly/ewTvAn> has a strong, helpful user community

Mon Mar 21 23:12:09 +0000 2011 - tweet id 49971586614300672 - #50

[tweet details](#)



@irasocol @chadsansing would you rather have "games" or "simulations" in language classes? [#engchat](#)

Mon Mar 21 23:12:09 +0000 2011 - tweet id 49971587239260160 - #51

[tweet details](#)



@lingnet RT @TheConsultantsE: Best Digital Storytelling Resources <http://bit.ly/b0auJG> [#edtech](#) [#digitalstorytelling](#) [#engchat](#) [#lchat](#) via @Larryfe ...

Mon Mar 21 23:12:18 +0000 2011 - tweet id 49971625097048064 - #52

[tweet details](#)



@CBethM @chadsansing Likewise, our acceptable use policy keeps students (and teachers) from using games on computers at school. [#engchat](#)

Mon Mar 21 23:12:19 +0000 2011 - tweet id 49971628616069120 - #53

[tweet details](#)



@irasocol Perhaps you need to begin with Google Lit Trips, move toward augmented reality ideas [#engchat](#)

Mon Mar 21 23:12:38 +0000 2011 - tweet id 49971708299460609 - #54

[tweet details](#)



@OptimistPanda @chadsansing Sorry to miss [#engchat](#), but chained to the wall at work. Hope to catch up after the fact!

Mon Mar 21 23:12:39 +0000 2011 - tweet id 49971713403912192 - #55

[tweet details](#)



@chadsansing @CBethM what about game-authoring tools? [#gbl](#) [#engchat](#)

Mon Mar 21 23:12:43 +0000 2011 - tweet id 49971728515989504 - #56

[tweet details](#)



@katrocada RT @cybraryman1: Games are a fun and challenging way to engage students in learning [#engchat](#)

Mon Mar 21 23:12:51 +0000 2011 - tweet id 49971765325209600 - #57

[tweet details](#)



@CBethM @gmfunk LOVE "Rules of the Game" - we talked a lot about games when we read that. Students really responded well to that. [#engchat](#)

Mon Mar 21 23:12:54 +0000 2011 - tweet id 49971775311851520 - #58

[tweet details](#)



@gmfunk @CBethM @chadsansing Std last tri did research project on gaming w/ focus on reviews. Great idea not well executed [#engchat](#)

Mon Mar 21 23:12:55 +0000 2011 - tweet id 49971779837501441 - #59

[tweet details](#)



@teachingfriends I [#readaloud](#) Tsunami by Kimiko Kajikawa for both [#engchat](#) & [#sschat](#) <http://t.co/LQC9VCo> Folk story of courage & sacrifice set in Japan.

Mon Mar 21 23:13:02 +0000 2011 - tweet id 49971811517087745 - #60

[tweet details](#)

@chadsansing @OptimistPanda thank you! i'll send you the archive link for browsing, too [#gbl](#) [#engchat](#)



Mon Mar 21 23:13:10 +0000 2011 - tweet id 49971844320739328 - #61

[tweet details](#)

@CBethM @chadsansing For all the links I have shared with you, I don't know of any game authoring tools. Any you can share? I'm open! :) [#engchat](#)

Mon Mar 21 23:13:34 +0000 2011 - tweet id 49971945051127808 - #62

[tweet details](#)

@gmfunk RT @irasocol: Perhaps you need to begin with Google Lit Trips, move toward augmented reality ideas [#engchat](#)



Mon Mar 21 23:13:37 +0000 2011 - tweet id 49971954391846913 - #63

[tweet details](#)

@chadsansing @gmfunk @CBethM reading & writing game reviews can be useful to practice info text comprehension/composition for interested students [#engchat](#)



Mon Mar 21 23:13:52 +0000 2011 - tweet id 4997202653461505 - #64

[tweet details](#)

@KimMcCollum [#engchat](#) @CBethM @chadsansing more than consumers==they are analytic and they don't even know it. It's "natural" to them to critique



Mon Mar 21 23:13:59 +0000 2011 - tweet id 49972049594167296 - #65

[tweet details](#)

@mrami2 Have you ever challenged students to creating a game? How did it go? Share your story. [#engchat](#)



Mon Mar 21 23:14:11 +0000 2011 - tweet id 49972100961804288 - #66

[tweet details](#)

@ausframework RT @cybraryman1: Have students create their own games (Cooperative Learning activity): <http://bit.ly/cHk42P> [#engchat](#)



Mon Mar 21 23:14:27 +0000 2011 - tweet id 49972168074858496 - #67

[tweet details](#)

@chadsansing @irasocol both for different purposes & student choice; the more open a simulation is to user goal-setting, the more versatile it is [#engchat](#)



Mon Mar 21 23:14:31 +0000 2011 - tweet id 49972182687817728 - #68

[tweet details](#)

@chadsansing @CBethM [#engchat](#) game authoring tools: check the bottom of the list here: <http://bit.ly/fThugR>; i recommend starting w/ Scratch



Mon Mar 21 23:16:02 +0000 2011 - tweet id 49972566294675456 - #69

[tweet details](#)

@CBethM @KimMcCollum @chadsansing It is VERY analytical. Capitalizes off of their prior knowledge & areas of expertise. Good idea to link. [#engchat](#)



Mon Mar 21 23:16:22 +0000 2011 - tweet id 49972650012975104 - #70

[tweet details](#)

@gmfunk @chadsansing @CBethM Games prevalent in elem school so why not in high school? [#engchat](#)



Mon Mar 21 23:16:47 +0000 2011 - tweet id 49972755180961792 - #71

[tweet details](#)

@CBethM Maybe I'm missing something w/all the fuss over AR. It's got promise, but I haven't seen any AR that has me too excited just yet. [#engchat](#)



Mon Mar 21 23:17:34 +0000 2011 - tweet id 49972950396448769 - #72

[tweet details](#)



@teachingfriends I've been thinking a lot about cultural literacy and our lack of it in the United States. What do you think? [#engchat](#)

Mon Mar 21 23:17:43 +0000 2011 - tweet id 49972987444723712 - #73

[tweet details](#)



@clix Whoo! Made it. Belatedly, but I'm here! :D [#engchat](#)

Mon Mar 21 23:18:00 +0000 2011 - tweet id 49973060983472128 - #74

[tweet details](#)



@chadsansing [#engchat](#) @melaniemcbride writes wonderfully on [#gbl](#); she brings up great questions about games as texts & which are/can/shld be taught

Mon Mar 21 23:18:16 +0000 2011 - tweet id 49973128591454208 - #75

[tweet details](#)



@gmfunk @chadsansing @CBethM I've tried to learn Scratch, but I'm too dumb. Seriously difficult for me [#engchat](#)

Mon Mar 21 23:18:17 +0000 2011 - tweet id 49973129908469760 - #76

[tweet details](#)



@CBethM @gmfunk I think it's out there, but, again, most of it is digital and we're at the mercy of our acceptable use policies. *sigh* [#engchat](#)

Mon Mar 21 23:18:34 +0000 2011 - tweet id 49973203392667648 - #77

[tweet details](#)



@welivetoplay @CBethM [#engchat](#) game authoring tools: check the bottom of the list here: <http://bit.ly/fThugR>; i recommend star... <http://bit.ly/esXUuR>

Mon Mar 21 23:20:39 +0000 2011 - tweet id 49973724799176704 - #78

[tweet details](#)



@chadsansing @gmfunk @CBethM games shld definitely be used in secondary sch!; there is a culture that sees games as childish or too mature [#engchat](#)

Mon Mar 21 23:20:40 +0000 2011 - tweet id 49973728980910080 - #79

[tweet details](#)



@gmfunk @chadsansing No one would try it last tri. I've had stds use ToonDoo, Glogster, Photo Story, GoAnimate [#engchat](#)

Mon Mar 21 23:20:51 +0000 2011 - tweet id 49973778125570048 - #80

[tweet details](#)



@CBethM @KimMcCollum AR = augmented reality. Scan a code and it shows a picture in 3-D on the computer. Cool, but doesn't add much. [#engchat](#)

Mon Mar 21 23:21:21 +0000 2011 - tweet id 49973901580697600 - #81

[tweet details](#)



@chadsansing @teachingfriends stdnts cultural literacy of what we value, or our cultural literacy of what stdnts value? [#engchat](#)

Mon Mar 21 23:21:24 +0000 2011 - tweet id 49973916667621376 - #82

[tweet details](#)



@KimMcCollum @CBethM [#engchat](#) shows you how out of it I am!

Mon Mar 21 23:22:41 +0000 2011 - tweet id 49974239876493314 - #83

[tweet details](#)



@chadsansing @CBethM @KimMcCollum @gmfunk what we need & i expect are more intuitive tools for game, AR authoring; more tools 4 tchrs, stdnts [#engchat](#)

Mon Mar 21 23:22:43 +0000 2011 - tweet id 49974245043879936 - #84

[tweet details](#)



@gmfunk @chadsansing Do you consider Wordle and/or Wall Wisher games? [#engchat](#)

Mon Mar 21 23:22:52 +0000 2011 - tweet id 49974284445155328 - #85

[tweet details](#)



@JenniferBarnett Like iPad app for Medieval history -authentic, good @MaryAnnReilly: how others feel abt vid games (entertainment) English/socstudi [#engchat](#)

Mon Mar 21 23:23:24 +0000 2011 - tweet id 49974418096660481 - #86

[tweet details](#)



@CBethM @chadsansing Definitely don't think games are childish. I'm w/Jane McGonigal - they have the potential to harness energy for good. [#engchat](#)

Mon Mar 21 23:23:34 +0000 2011 - tweet id 49974460673036289 - #87

[tweet details](#)



@mrmi2 How about seeing performance in the classroom as play? [#engchat](#)

Mon Mar 21 23:23:49 +0000 2011 - tweet id 49974523948318721 - #88

[tweet details](#)



@chadsansing @gmfunk the game part comes from how well we design frameworks for play & feedback around any tool, including textual ones [#engchat](#)

Mon Mar 21 23:23:53 +0000 2011 - tweet id 49974538565455872 - #89

[tweet details](#)



@MaryAnnReilly @JenniferBarnett is the app called, medieval history? [#engchat](#)

Mon Mar 21 23:24:35 +0000 2011 - tweet id 49974716181651457 - #90

[tweet details](#)



@cybraryman1 @DoremiGirl How about musical games? [#engchat](#)

Mon Mar 21 23:24:53 +0000 2011 - tweet id 49974793759490048 - #91

[tweet details](#)



@clix @DoremiGirl Hopefully more than ok; I'd think that story-gaming would be particularly suited to an ELA class. [#engchat](#)

Mon Mar 21 23:24:56 +0000 2011 - tweet id 4997480303104384 - #92

[tweet details](#)



@CBethM @DoremiGirl Butt in!!! Welcome! I think that RPG and storytelling games fit right in. Any you had in mind? [#engchat](#)

Mon Mar 21 23:25:15 +0000 2011 - tweet id 49974885543444480 - #93

[tweet details](#)



@jrwolfe @jenniferbarnett Do you find students to be more engaged using iPad apps or distracted by the "cool" factor? [#engchat](#)

Mon Mar 21 23:25:25 +0000 2011 - tweet id 4997492405560193 - #94

[tweet details](#)



@chadsansing [#gbl](#) [#engchat](#) an early aughts text-based game in interpretive

authorship 4 kids of all ages: <http://bit.ly/fkVq8k> re: the Ivanhoe Game

Mon Mar 21 23:25:33 +0000 2011 - tweet id 49974957463183361 - #95

[tweet details](#)



@gmfunk @mrmi2 Performance as play gets into what I'll bring in part on 4-4
[#engchat](#)

Mon Mar 21 23:25:54 +0000 2011 - tweet id 49975049616244736 - #96

[tweet details](#)



@clix @CBethM @DoremiGirl SEVENTH SEA!!!! E>E>sigh<3<3 [#engchat](#)

Mon Mar 21 23:26:07 +0000 2011 - tweet id 49975102950998017 - #97

[tweet details](#)



@MaryAnnReilly @CBethM @kimmccollum AR is used in magazines or if u watch football on TV & u see the down line. That is AR [#engchat](#)

Mon Mar 21 23:26:42 +0000 2011 - tweet id 49975250984775680 - #98

[tweet details](#)



@chadsansing [#qbl](#) [#engchat](#) game authoring tools can require time upfront to learn that may not seem like play to some users...

Mon Mar 21 23:26:44 +0000 2011 - tweet id 49975259167854593 - #99

[tweet details](#)



@padgets [#engchat](#) Sorry I am late I am Sharon and I am a HS science teacher lurking and learning!

Mon Mar 21 23:26:48 +0000 2011 - tweet id 49975274154106880 - #100

[tweet details](#)



@DoremiGirl @cybraryman1 Hi Jerry! What kind of music games r u talking about? [#engchat](#)

Mon Mar 21 23:27:29 +0000 2011 - tweet id 49975447907336192 - #101

[tweet details](#)



@jrwolfe @maryannreilly How do ou feel? [#engchat](#)

Mon Mar 21 23:28:02 +0000 2011 - tweet id 49975583114928128 - #102

[tweet details](#)



@chadsansing [#qbl](#) [#engchat](#) ...i love sandbox games that let tchrs & stdnts use a game engine to set & achive their own goals... (cont) <http://deck.ly/~Xluwc>

Mon Mar 21 23:28:07 +0000 2011 - tweet id 49975604396834817 - #103

[tweet details](#)



@MaryAnnReilly @jrwolfe @jenniferbarnett we have several iPad projects happening at our HS. Kids use the iPad, especially in humanities. [#engchat](#)

Mon Mar 21 23:28:38 +0000 2011 - tweet id 49975734223126528 - #104

[tweet details](#)



@chadsansing [#qbl](#) [#engchat](#) we can also make games/simulations 4 the clrrsm based on role-play from books, social dynamics, semantic relationships

Mon Mar 21 23:29:16 +0000 2011 - tweet id 49975896886620160 - #105

[tweet details](#)



@cybraryman1 @DoremiGirl You are the expert on music. Any good music games that would be good for Language Arts? [#engchat](#)

Mon Mar 21 23:29:25 +0000 2011 - tweet id 49975932311715840 - #106

[tweet details](#)



@jrwolfe @MaryAnnReilly @jenniferbarnett Very interesting - would love to hear about the program/feedback after [#engchat](#) if you don't mind sharing

Mon Mar 21 23:30:18 +0000 2011 - tweet id 49976154542718976 - #107

[tweet details](#)



@KimMcCollum @CBethM [#engchat](#) True. But I am thinking MOST tchrs would /will think this at some point. Sad but true

Mon Mar 21 23:30:38 +0000 2011 - tweet id 49976238596567040 - #108

[tweet details](#)



@chadsansing [#gbl](#) [#engchat](#) this weekend's [#gametolearn](#) conference produced some wonderful links re: games like WoW & Little Big Planet in schls

Mon Mar 21 23:32:19 +0000 2011 - tweet id 49976663588618241 - #109

[tweet details](#)



@CBethM @KimMcCollum You're probably right. It can be a lot of work. Just like using any new tech requires a lot of prep work. [#engchat](#)

Mon Mar 21 23:32:28 +0000 2011 - tweet id 49976698569113600 - #110

[tweet details](#)



@gmfunk @chadsansing For me, the essential question has to be "How do games support reading and writing?" [#engchat](#) I worry about time away from...

Mon Mar 21 23:32:46 +0000 2011 - tweet id 49976775165489152 - #111

[tweet details](#)



@padgets @gmfunk [#engchat](#) we mostly use the science stuff the physics stuff is amazing, but mostly for enrichment

Mon Mar 21 23:32:49 +0000 2011 - tweet id 4997678838924288 - #112

[tweet details](#)



@AmyMtnMama @teachingfriends How would you define cultural literacy, please? [#engchat](#)

Mon Mar 21 23:33:24 +0000 2011 - tweet id 49976935576641536 - #113

[tweet details](#)



@padgets [#engchat](#) here is my diigo games page if anyone is interested <http://tinyurl.com/45dwtl4>

Mon Mar 21 23:35:21 +0000 2011 - tweet id 49977426142437376 - #114

[tweet details](#)



@jrwolfe @padgets @gmfunk So you use games to complement instruction? [#engchat](#)

Mon Mar 21 23:35:28 +0000 2011 - tweet id 49977454013591552 - #115

[tweet details](#)



@chadsansing @gmfunk your point brings up great ?s; we can't lose reading/writing, but as media like film/gaming grow, how do they fit in schl? [#engchat](#)

Mon Mar 21 23:35:33 +0000 2011 - tweet id 49977477157765120 - #116

[tweet details](#)



@chadsansing RT @padgets: [#engchat](#) here is my diigo games page if anyone is interested <http://tinyurl.com/45dwtl4>

Mon Mar 21 23:35:39 +0000 2011 - tweet id 49977501820272640 - #117

[tweet details](#)



@MaryAnnReilly I see gaming as impt composition.my 12 year old is composing narratives as he plays. The challenge is that it is not our discourse [#engchat](#)

Mon Mar 21 23:35:56 +0000 2011 - tweet id 49977571969994752 - #118

[tweet details](#)



@padgets [#engchat](#) most kids do not know they are learning something new if it is a good game

Mon Mar 21 23:36:29 +0000 2011 - tweet id 49977711447384064 - #119

[tweet details](#)



@chadsansing [#gbl](#) [#engchat](#) programming/game design is an iterative design task w/ its own grammar, like writers workshop

Mon Mar 21 23:36:48 +0000 2011 - tweet id 4997789599850496 - #120

[tweet details](#)



@gmfunk @AmyMtnMama "knowledge of history, contributions, and perspectives of different cultural groups, including one's own group".[#engchat](#)

Mon Mar 21 23:36:57 +0000 2011 - tweet id 49977827579269120 - #121

[tweet details](#)



@DoremiGirl @chadsansing Creating film scores is something my Ss do in music class. Great for integrating multiple disciplines (LA, Arts, SS) [#engchat](#)

Mon Mar 21 23:37:02 +0000 2011 - tweet id 49977848378818560 - #122

[tweet details](#)



@acshipper Leadership in [#edu](#) - we'll see chaos before the calm <http://tinyurl.com/63vb7ms> [#edchat](#) [#engchat](#) [#mathchat](#) [#edtech](#) [#cpchat](#)

Mon Mar 21 23:37:24 +0000 2011 - tweet id 49977943329472512 - #123

[tweet details](#)



@CBethM @maryannreilly It isn't our discourse, but if we can make efforts to understand it, we can make some important links for our Ss. [#engchat](#)

Mon Mar 21 23:37:31 +0000 2011 - tweet id 49977970563100672 - #124

[tweet details](#)



@chadsansing [#gbl](#) [#engchat](#) i also ask kids working in sandbox games to research what they want 2 make (reading) & to write design docs w/ fdbck mechanics

Mon Mar 21 23:37:38 +0000 2011 - tweet id 49978000778666688 - #125

[tweet details](#)



@MaryAnnReilly RT @chadsansing: [#gbl](#) [#engchat](#) programming/game design is an iterative design task w/ its own grammar, like writers workshop

Mon Mar 21 23:38:13 +0000 2011 - tweet id 49978147348811776 - #126

[tweet details](#)



@gmfunk @chadsansing Precisely. Texts aren't just written. [#engchat](#)

Mon Mar 21 23:38:25 +0000 2011 - tweet id 49978197449785345 - #127

[tweet details](#)



@jrwolfe @padgets How do you decide which resources are most effective? Crowdsourced apps? Peer-reviewed games? [#engchat](#)

Mon Mar 21 23:38:32 +0000 2011 - tweet id 49978228168863744 - #128

[tweet details](#)



@cybraryman1 Many of your students are very adept with computer programming & can create games for your class [#engchat](#)

Mon Mar 21 23:39:39 +0000 2011 - tweet id 49978508423864320 - #129

[tweet details](#)



@CBethM @chadsansing Just like w/writing, game designer needs to consider audience & purpose - and how they will intuit to use it. [#engchat](#)

Mon Mar 21 23:39:42 +0000 2011 - tweet id 49978520004337664 - #130

[tweet details](#)



@padgets @jrwolfe [#engchat](#) I also read reviews and talk to fellow teachers

Mon Mar 21 23:39:45 +0000 2011 - tweet id 49978532918599680 - #131

[tweet details](#)



@MaryAnnReilly @CBethM I agree completely. We need to better understand new literacies, power of Web 2.0 & how both alter def of being literate [#engchat](#)

Mon Mar 21 23:39:45 +0000 2011 - tweet id 49978534059458560 - #132

[tweet details](#)



@jrwolfe @padgets personal learning network [#FTW](#) :) [#engchat](#)

Mon Mar 21 23:40:03 +0000 2011 - tweet id 49978608156016640 - #133

[tweet details](#)



@DoremiGirl As for gaming music - there are some great compositions! Civilization IV just won a grammy (Baba Yetu) = awesome! [#engchat](#)

Mon Mar 21 23:40:53 +0000 2011 - tweet id 49978818160631808 - #134

[tweet details](#)



@gmfunk RT @cybraryman1: Many of your students are very adept with computer programming & can create games for your class [#engchat](#)

Mon Mar 21 23:40:54 +0000 2011 - tweet id 49978823328010240 - #135

[tweet details](#)



@padgets @jrwolfe [#engchat](#) yes, PLN :)

Mon Mar 21 23:40:55 +0000 2011 - tweet id 49978828390535168 - #136

[tweet details](#)



@CBethM @maryannreilly Just listening to my 5 year old talking about his games and his "levels" makes me realize I need to learn. FAST! [#engchat](#)

Mon Mar 21 23:40:57 +0000 2011 - tweet id 49978835659259905 - #137

[tweet details](#)



@AmyMtnMama @gmfunk I agree w/ that definition. Most people seem grossly under-educated on such things, which weakens society as a whole. [#engchat](#)

Mon Mar 21 23:41:23 +0000 2011 - tweet id 49978942496583680 - #138

[tweet details](#)



@chadsansing [#qbl](#) [#engchat](#) game-design is an authentic interdisciplinary, collaborative task for those interested: art, music, writing, programming

Mon Mar 21 23:41:46 +0000 2011 - tweet id 49979038923624448 - #139

[tweet details](#)



@DoremiGirl @mrmi2 Interesting connection - kinda like creating a FB page for characters... NEAT!!! [#engchat](#)

Mon Mar 21 23:42:11 +0000 2011 - tweet id 49979145261826048 - #140

[tweet details](#)



@CBethM @mrami2 @doremigirl My students also appreciate making playlists. Music is so much a part of gaming now - clues you into so much! [#engchat](#)

Mon Mar 21 23:42:26 +0000 2011 - tweet id 4997920948500704 - #141

[tweet details](#)



@KimMcCollum RT @chadsansing: [#gbl #engchat](#) game-design is an authentic interdisciplinary, collaborative task for those interested: art, music, writi ...

Mon Mar 21 23:42:26 +0000 2011 - tweet id 49979209078149120 - #142

[tweet details](#)



@MaryAnnReilly @CBethM I hear u. There shd be a mom course for gaming. I tried playing Halo & it wasn't pretty. [#engchat](#)

Mon Mar 21 23:42:43 +0000 2011 - tweet id 49979279248850945 - #143

[tweet details](#)



@CBethM @chadsansing Hmmmm...gaming = the new humanities? ;) [#engchat](#)

Mon Mar 21 23:42:43 +0000 2011 - tweet id 49979281526358016 - #144

[tweet details](#)



@KimMcCollum RT @CBethM: @chadsansing Hmmmm...gaming = the new humanities? ;) [#engchat](#)

Mon Mar 21 23:43:00 +0000 2011 - tweet id 49979349562171392 - #145

[tweet details](#)



@padgets [#engchat](#) we use geniquest to introduce genetics, makes a very dry science topic much more fun to learn

Mon Mar 21 23:43:46 +0000 2011 - tweet id 49979544324673536 - #146

[tweet details](#)



@CBethM @maryannreilly Thank goodness I have a while before Halo-type games. I can follow Lego-Batman & Mario vs. Donkey Kong...for now. :) [#engchat](#)

Mon Mar 21 23:43:56 +0000 2011 - tweet id 4997958475772289 - #147

[tweet details](#)



@CBethM @padgets Have you seen this yet? I just stumbled upon it - CSI Web Adventures. <http://forensics.rice.edu/> [#engchat](#)

Mon Mar 21 23:45:10 +0000 2011 - tweet id 49979896897875969 - #148

[tweet details](#)



@gmfunk @padgets Have you used Switch Zoo? [#engchat](#) in your science classes?

Mon Mar 21 23:45:20 +0000 2011 - tweet id 49979936072679424 - #149

[tweet details](#)



@chadsansing @CBethM gaming is new humanities, & complexity of plots & designs in narrative games attracts excellent stdnts, provides audience [#engchat](#)

Mon Mar 21 23:45:25 +0000 2011 - tweet id 49979960991031296 - #150

[tweet details](#)



@dogtrax I wonder: When we talk about games, are we only focused on video/computer/screen games? [#engchat](#)

Mon Mar 21 23:45:53 +0000 2011 - tweet id 49980075784941569 - #151

[tweet details](#)



@CBethM @dogtrax I don't think we have to talk about video/computer/screen games. I have seen resurgence of interest in board games lately. [#engchat](#)

Mon Mar 21 23:46:50 +0000 2011 - tweet id 49980317548806144 - #152

[tweet details](#)



@chadsansing love it; like the playlist prjct RT @gmfunk: What games wld certain characters play? Might be fun to consider from analytical PoV [#engchat](#)

Mon Mar 21 23:47:11 +0000 2011 - tweet id 49980401661386753 - #153

[tweet details](#)



@gmfunk @chadsansing @CBethM Games seem very postmodern to me. [#engchat](#)

Mon Mar 21 23:47:19 +0000 2011 - tweet id 49980438411886592 - #154

[tweet details](#)



@teachingfriends Cultural Literacy - General cultural knowledge of literature and history. There is a huge discussion going on about it on Tnet. [#engchat](#)

Mon Mar 21 23:47:25 +0000 2011 - tweet id 49980463338627072 - #155

[tweet details](#)



@JenniferBarnett @MaryAnnReilly @jrwolfe Wow! That is great. Who manages updates for the students? [#sschat](#) [#engchat](#)

Mon Mar 21 23:47:46 +0000 2011 - tweet id 49980552257875968 - #156

[tweet details](#)



@clix @dogtrax It often seems that way, but I don't think it has to be. [#engchat](#)

Mon Mar 21 23:48:08 +0000 2011 - tweet id 49980644192813056 - #157

[tweet details](#)



@MaryAnnReilly @chadsansing I think I wd lean in & watch as s/he played & then discuss the narrative if the game as a way to ease into story. [#engchat](#)

Mon Mar 21 23:48:22 +0000 2011 - tweet id 49980699498909696 - #158

[tweet details](#)



@chadsansing @gmfunk @CBethM yet at the user end video games largely rely on archetypes & trdtnl narrative/cinematic techniques; young medium [#engchat](#)

Mon Mar 21 23:48:34 +0000 2011 - tweet id 49980752129040384 - #159

[tweet details](#)



@teachingfriends @dogtrax [#engchat](#) I think old fashioned board games are great for listening, speaking, and strategizing.

Mon Mar 21 23:48:54 +0000 2011 - tweet id 49980834022834176 - #160

[tweet details](#)



@gmfunk @chadsansing Gaming might be good way to teach stds about instability of text. [#engchat](#)

Mon Mar 21 23:49:06 +0000 2011 - tweet id 49980884375453696 - #161

[tweet details](#)



@dogtrax [#engchat](#) I am most fascinated by the story development aspect of gaming, but feel as if I haven't done my time to know the idea well enough

Mon Mar 21 23:49:08 +0000 2011 - tweet id 49980893053468673 - #162

[tweet details](#)

@CBethM @chadsansing I whole-heartedly agree. Much to be gained from working w/games - many links + higher order thinking and DOING. [#engchat](#)



Mon Mar 21 23:49:09 +0000 2011 - tweet id 49980900666122240 - #163

[tweet details](#)

@padgets [#engchat](#) since I have used more games, less kids are late, still struggle with homework but it has gotten better

Mon Mar 21 23:49:22 +0000 2011 - tweet id 49980954688765952 - #164

[tweet details](#)



@chadsansing [#gbl](#) [#engchat](#) inspired by @gmfunk: what games or character classes w/d Holden Caulfield play if he was in our schls today?

Mon Mar 21 23:49:23 +0000 2011 - tweet id 49980956974649344 - #165

[tweet details](#)



@dogtrax @clix [#engchat](#) I think, as a teacher, I sometimes want to see more in gaming than is there. Or I don't have enough exposure

Mon Mar 21 23:50:39 +0000 2011 - tweet id 49981275854995456 - #166

[tweet details](#)



@chadsansing [#gbl](#) [#engchat](#) @dingstweets makes an excellent point: games aren't fun; well-designed games are fun...

Mon Mar 21 23:51:14 +0000 2011 - tweet id 49981422416568321 - #167

[tweet details](#)



@dogtrax Ack -- I keep forgetting the [#engchat](#) tag!

Mon Mar 21 23:51:15 +0000 2011 - tweet id 49981426787041280 - #168

[tweet details](#)



@gmfunk @chadsansing @CBethM Many postmodern texts based in archetypal elements w/ a twist. Allusions abound. e.g. Cassandra by C. Wolfe. [#engchat](#)

Mon Mar 21 23:51:37 +0000 2011 - tweet id 49981519187542016 - #169

[tweet details](#)



@CBethM @dogtrax I think the immersion part depends on the game. Same w/story development. [#engchat](#)

Mon Mar 21 23:52:23 +0000 2011 - tweet id 49981713979416577 - #170

[tweet details](#)



@msbayles Students succeed in games because they choose to play. They succeed in school when they choose what they study... [#engchat](#)

Mon Mar 21 23:52:23 +0000 2011 - tweet id 49981714105241601 - #171

[tweet details](#)



@padgets [#engchat](#) here is another FREEEEEE site for games all ages and grades <http://tinyurl.com/8z28z>

Mon Mar 21 23:52:30 +0000 2011 - tweet id 49981743339544576 - #172

[tweet details](#)



@clix @dogtrax So when you refer to "story development aspect of gaming" are you talking abt the narr structure w/o regards to medium? [#engchat](#)

Mon Mar 21 23:52:32 +0000 2011 - tweet id 49981748053934080 - #173

[tweet details](#)



@dogtrax @clix [#engchat](#) But I am very intrigued by the possibilities of narrative in an immersive environment, and how kids can create that

Mon Mar 21 23:52:49 +0000 2011 - tweet id 49981820577656832 - #174

[tweet details](#)



@chadsansing #gbl #engchat ...fun lessons, like games, rely on giving learners opps to master new tasks w/ freedom of choice, help of effective feedback

Mon Mar 21 23:53:10 +0000 2011 - tweet id 49981911321419776 - #175

[tweet details](#)



@TimothyPShea @gmfunk @chadsansing @CBethM It seems a lot of our mysteries have the elements of gaming for keen observation skills #engchat

Mon Mar 21 23:53:31 +0000 2011 - tweet id 49981995601764352 - #176

[tweet details](#)



@chadsansing @TimothyPShea which simulations did you use? #gbl #engchat

Mon Mar 21 23:53:41 +0000 2011 - tweet id 49982041516810241 - #177

[tweet details](#)



@clix @dogtrax *grin* I'd say that choice is a HUGE element in that immersion, though; ppl are immersed in the types of games they like #engchat

Mon Mar 21 23:53:55 +0000 2011 - tweet id 49982097493983232 - #178

[tweet details](#)



@TimothyPShea @chadsansing I think of how my toddler learns through his own games and wonder how it applies to high schoolers #engchat

Mon Mar 21 23:54:42 +0000 2011 - tweet id 49982296517906433 - #179

[tweet details](#)



@clix @dogtrax for example, I don't get immersed in Halo. But others do. Likewise, ppl get immersed in texts that are right for them. #engchat

Mon Mar 21 23:54:45 +0000 2011 - tweet id 49982307943202816 - #180

[tweet details](#)



@chadsansing @TimothyPShea situational awareness is huge in games, but we, as system, crush it by insisting stdnts focus on work in front of'em #engchat

Mon Mar 21 23:54:52 +0000 2011 - tweet id 49982338234462208 - #181

[tweet details](#)



@clix @teachingfriends what sort of gaming does he tend to prefer? #engchat

Mon Mar 21 23:55:06 +0000 2011 - tweet id 49982395134377984 - #182

[tweet details](#)



@gmfunk RT @chadsansing: #gbl #engchat ...fun lessons, like games, rely on giving learners opps to master new tasks w/ freedom of choice, help of ...

Mon Mar 21 23:55:17 +0000 2011 - tweet id 49982440474804224 - #183

[tweet details](#)



@padgets @chadsansing #engchat yep, I get some flack for it :)

Mon Mar 21 23:55:18 +0000 2011 - tweet id 49982444677505024 - #184

[tweet details](#)



@dogtrax @clix #engchat Hmmmm. So what brings one person into one & another person into another. I suppose some shrink somewhere has it figured out

Mon Mar 21 23:55:32 +0000 2011 - tweet id 49982506778365952 - #185

[tweet details](#)



@chadsansing #qbl #engchat something else to consider: we don't want kids tied to desks playing games or doing worksheets forever...



Mon Mar 21 23:55:43 +0000 2011 - tweet id 49982550784999424 - #186

[tweet details](#)

@TimothyPShea @chadsansing in SS I used a range from Interact and I found an AWESOME sim of the Arab-Israeli conflict that stds still talk about! [#engchat](#)

Mon Mar 21 23:56:03 +0000 2011 - tweet id 49982633303736320 - #187

[tweet details](#)



@CBethM @chadsansing @TimothyPShea Games that teach well rarely feel like work. Built in reinforcement. [#engchat](#)

Mon Mar 21 23:56:05 +0000 2011 - tweet id 49982644900990976 - #188

[tweet details](#)



@chadsansing #qbl #engchat ...how we pair games & texts w/ real world purpose, audience, & opps for service always matters

Mon Mar 21 23:56:20 +0000 2011 - tweet id 49982704866963456 - #189

[tweet details](#)



@teachingfriends @clix #engchat DS plays Xbox. He socializes with his friends through gaming.

Mon Mar 21 23:56:29 +0000 2011 - tweet id 49982744746393600 - #190

[tweet details](#)



@dogtrax @chadsansing [#engchat](#) Can you imagine a teacher using games as babysitter?

Mon Mar 21 23:56:35 +0000 2011 - tweet id 49982768230301696 - #191

[tweet details](#)



@clix @dogtrax heck no; there's more money to be made in debating it endlessly than in actually figuring anything out... /cynic ;) [#engchat](#)

Mon Mar 21 23:56:39 +0000 2011 - tweet id 49982784546160640 - #192

[tweet details](#)



@dogtrax @clix #engchat Ha. (Check can be made out to Dogtrax, c/o)

Mon Mar 21 23:57:02 +0000 2011 - tweet id 49982881338114048 - #193

[tweet details](#)



@DoremiGirl @CBethM @mrami2 Making playlists for characters is like role-playing, isn't it? Really like that activity! [#fun #engchat](#)

Mon Mar 21 23:57:42 +0000 2011 - tweet id 49983049894600704 - #194

[tweet details](#)



@gmfunk @teachingfriends @clix Games r pop way to socialize for my sons, too. [#engchat](#)

Mon Mar 21 23:57:42 +0000 2011 - tweet id 49983052411174912 - #195

[tweet details](#)



@TimothyPShea @CBethM @chadsansing and stds learn in interdisciplinary ways that makes them think critically [#engchat](#)

Mon Mar 21 23:57:45 +0000 2011 - tweet id 49983061223424000 - #196

[tweet details](#)



@chadsansing @teachingfriends @clix @monk51295 makes a point in new Coöp post that all this connectivity reinforces our humanity, socialization [#engchat](#)

Mon Mar 21 23:57:45 +0000 2011 - tweet id 49983064176205824 - #197

[tweet details](#)



@teachingfriends [#engchat](#) I like to integrate technology with the best of teachers, but the idea of using gaming in ELA bothers me a great deal.

Mon Mar 21 23:57:48 +0000 2011 - tweet id 49983074909437952 - #198

[tweet details](#)



@clix [@dogtrax](#) more srsly? prior experiences, I'd say, both RL/personal and with other texts. [#engchat](#)

Mon Mar 21 23:57:57 +0000 2011 - tweet id 49983112347783168 - #199

[tweet details](#)



@msbayles RT [@chadsansing](#): [#gbl](#) [#engchat](#) something else to consider: we don't want kids tied to desks playing games or doing worksheets forever

Mon Mar 21 23:58:21 +0000 2011 - tweet id 49983213615071232 - #200

[tweet details](#)



@dogtrax [@clix](#) [#engchat](#) Yeah. Agreed. Is there a similar connection to what we choose to read? to write about? to watch on the screen?

Mon Mar 21 23:58:39 +0000 2011 - tweet id 4998328822334400 - #201

[tweet details](#)



@clix [@teachingfriends](#) [@gmfunk](#) so mebbe combine choice-books with book-circles to integrate choice & socialization in reading & writing? [#engchat](#)

Mon Mar 21 23:58:40 +0000 2011 - tweet id 49983292077903874 - #202

[tweet details](#)



@TimothyPShea [@teachingfriends](#) why is that? shouldn't learning be FUN? [#engchat](#)

Mon Mar 21 23:58:51 +0000 2011 - tweet id 49983338127175680 - #203

[tweet details](#)



@chadsansing [@dogtrax](#) yes; tchrs can use games as baby-sitters; kids can use'em as distractions; like crosswords & toys; purpose/design matter [#engchat](#)

Mon Mar 21 23:58:55 +0000 2011 - tweet id 49983355197997056 - #204

[tweet details](#)



@cybraryman1 Let the games begin (as long as they are geared to learning) Great chat tonight [#engchat](#)

Mon Mar 21 23:59:13 +0000 2011 - tweet id 49983432700342272 - #205

[tweet details](#)



@mrami2 RT [@cybraryman1](#): Let the games begin (as long as they are geared to learning) Great chat tonight [#engchat](#)

Mon Mar 21 23:59:34 +0000 2011 - tweet id 49983519677628416 - #206

[tweet details](#)



@dogtrax [@chadsansing](#) [#engchat](#) And our goal is try to tap into learning. Does that suck the fun out of games for kids, I wonder?

Mon Mar 21 23:59:39 +0000 2011 - tweet id 49983542209421312 - #207

[tweet details](#)



@padgets [#engchat](#) thanks for letting me lurk and learn :0)

Mon Mar 21 23:59:48 +0000 2011 - tweet id 49983578490142720 - #208

[tweet details](#)



@gmfunk @msbayles @chadsansing Moderation and variety key to most everything. Introducing games isn't all or nothing. [#engchat](#)

Mon Mar 21 23:59:48 +0000 2011 - tweet id 49983579907833856 - #209

[tweet details](#)



@clix @teachingfriends depends on HOW it's used, I'd say; any wonderful method can be incorporated poorly [#engchat](#)

Mon Mar 21 23:59:51 +0000 2011 - tweet id 49983592260046849 - #210

[tweet details](#)



@KimMcCollum @chadsansing games like all kinds of media have different purposes. cursory . . . immersive. . . [#engchat](#)

Tue Mar 22 00:00:08 +0000 2011 - tweet id 49983661038256128 - #211

[tweet details](#)



@chadsansing [#engchat](#) open-mindedness is key; as we consider games that we cld use badly, we shld look 4 those we can use well & look 2 kids 4 that, too

Tue Mar 22 00:00:16 +0000 2011 - tweet id 49983698292047872 - #212

[tweet details](#)



@clix @dogtrax I'd say definitely. The games I like best tend to be like the books I like best. [#engchat](#)

Tue Mar 22 00:00:17 +0000 2011 - tweet id 49983701232263169 - #213

[tweet details](#)



@mrami2 Thank you to @chadsansing for a thought-provoking [#engchat](#) tonight - hope you'll join us again next Monday at 7EST.

Tue Mar 22 00:00:20 +0000 2011 - tweet id 49983711655104514 - #214

[tweet details](#)



@JenniferBarnett Great chat tonight! [#engchat](#) [#sschat](#)

Tue Mar 22 00:00:27 +0000 2011 - tweet id 49983740604186624 - #215

[tweet details](#)



@CBethM @dogtrax @clix I think there is a connection between what I choose to play, to read, to write. So I'm guessing same is true for Ss. [#engchat](#)

Tue Mar 22 00:00:28 +0000 2011 - tweet id 49983746920820736 - #216

[tweet details](#)



@TimothyPShea @gmfunk @msbayles @chadsansing so true! [#engchat](#)

Tue Mar 22 00:00:44 +0000 2011 - tweet id 49983814038065152 - #217

[tweet details](#)



@chadsansing yes; & to begin! RT @gmfunk: Moderation and variety key to most everything. Introducing games isn't all or nothing. [#engchat](#)

Tue Mar 22 00:00:46 +0000 2011 - tweet id 49983821638156288 - #218

[tweet details](#)



@dogtrax @chadsansing Thanks hostman!!! [#engchat](#)

Tue Mar 22 00:00:49 +0000 2011 - tweet id 49983833914867712 - #219

[tweet details](#)



@clix I say 'like' too much ;p [#engchat](#)

Tue Mar 22 00:00:59 +0000 2011 - tweet id 49983876470280192 - #220

[tweet details](#)



@teachingfriends @TimothyPShea [#engchat](#) The word "fun" is not in my curriculum. But can learning be fun? Of course. Do we need gaming to make that happen?

Tue Mar 22 00:01:01 +0000 2011 - tweet id 49983884527550464 - #221

[tweet details](#)



@TimothyPShea @clix @dogtrax How do your games resemble your books? [#engchat](#)

Tue Mar 22 00:01:21 +0000 2011 - tweet id 49983970116505600 - #222

[tweet details](#)



@dogtrax @teachingfriends [#engchat](#) We don't NEED gaming to make that happen, but it will reach some kids we might not otherwise reach

Tue Mar 22 00:01:38 +0000 2011 - tweet id 49984039129579520 - #223

[tweet details](#)



@chadsansing [#qbl](#) [#engchat](#) thank you all for joining in tonight's exploration of gaming in the class! i'll stick around a bit, & you can always find me

Tue Mar 22 00:01:59 +0000 2011 - tweet id 49984127440666624 - #224

[tweet details](#)



@clix @teachingfriends *impish grin* definitely not; but games can be something of a 'lure' to reel in the learners. ;D [#engchat](#)

Tue Mar 22 00:02:00 +0000 2011 - tweet id 49984131102281729 - #225

[tweet details](#)



@dogtrax @TimothyPShea @clix [#engchat](#) I don't game enough to be able to answer that. Or least, not anymore. (that's my problem)

Tue Mar 22 00:02:23 +0000 2011 - tweet id 49984230037524480 - #226

[tweet details](#)



@gmfunk @chadsansing Thanks for hosting a great and inspirational chat. I'm off to Vegas for some adult gaming! Woot. Wish me luck. [#engchat](#)

Tue Mar 22 00:02:46 +0000 2011 - tweet id 49984326661709824 - #227

[tweet details](#)



@mrami2 [#engchat](#) w/ @joelmalley 3/28 at 7 EST - writing and filmmaking and multimodal composition in your class. Pls RT.

Tue Mar 22 00:03:09 +0000 2011 - tweet id 49984422468005888 - #228

[tweet details](#)



@dogtrax RT @mrami2: [#engchat](#) w/ @joelmalley 3/28 at 7 EST - writing and filmmaking and multimodal composition in your class. Pls RT.

Tue Mar 22 00:03:17 +0000 2011 - tweet id 49984454390857729 - #229

[tweet details](#)



@chadsansing [#qbl](#) [#engchat](#) gaming is another way 2 reach kids, as @dogtrax notes; does no good 2 force/rush non-gamers, but game literacy is important

Tue Mar 22 00:03:23 +0000 2011 - tweet id 49984480382959619 - #230

[tweet details](#)



@CBethM @teachingfriends @TimothyPShea I think that games are just one more tool in our teaching toolbox to teach material. [#engchat](#)

Tue Mar 22 00:03:26 +0000 2011 - tweet id 49984491091001344 - #231

[tweet details](#)



@teachingfriends @dogtrax #engchat Does gaming teach kids to be critical readers & culturally literate? Can they push them to a higher level of discourse?

Tue Mar 22 00:03:29 +0000 2011 - tweet id 49984505469075456 - #232

[tweet details](#)



@TimothyPShea @dogtrax @teachingfriends #engchat like media, film, and technology, we need to teach our stds to engage with these visual txts not be psv

Tue Mar 22 00:03:36 +0000 2011 - tweet id 49984535424802816 - #233

[tweet details](#)



@clix @TimothyPShea current fave is Seventh Sea - swashbuckling adventures! much like my fave series (Bloody Jack, Kingkiller Chron, etc) #engchat

Tue Mar 22 00:03:41 +0000 2011 - tweet id 499845576577344 - #234

[tweet details](#)



@teachingfriends RT @mrami2: #engchat w/ @joelmalley 3/28 at 7 EST - writing and filmmaking and multimodal composition in your class. Pls RT.

Tue Mar 22 00:04:15 +0000 2011 - tweet id 49984700130918400 - #235

[tweet details](#)



@gmfunk RT @mrami2: #engchat w/ @joelmalley 3/28 at 7 EST - writing and filmmaking and multimodal composition in your class. Pls RT.

Tue Mar 22 00:04:18 +0000 2011 - tweet id 49984710637666304 - #236

[tweet details](#)



@dogtrax @teachingfriends #engchat Now that is the question, isn't it? I lean towards "yes" but have not done enough study

Tue Mar 22 00:04:28 +0000 2011 - tweet id 49984754245844992 - #237

[tweet details](#)



@clix @TimothyPShea I'd say games are less passive than most visual media; they REQUIRE interaction to move forward. #engchat

Tue Mar 22 00:04:38 +0000 2011 - tweet id 49984794460827648 - #238

[tweet details](#)



@dogtrax #engchat Good night folks sorry gotta run

Tue Mar 22 00:04:41 +0000 2011 - tweet id 49984808352362496 - #239

[tweet details](#)



@chadsansing @teachingfriends neither books nor games teach kids 2 be critically/culturally literate w/o design/feedback around'em; hence, us :) #engchat

Tue Mar 22 00:04:52 +0000 2011 - tweet id 49984853386596352 - #240

[tweet details](#)



@teachingfriends @TimothyPShea @dogtrax #engchat My teen son is engaging with the Xbox as we tweet! LOL!

Tue Mar 22 00:05:10 +0000 2011 - tweet id 49984928070381568 - #241

[tweet details](#)



@clix @teachingfriends Absolutely. Games, like literature, are about making choices. Make the 'right' choices & you win. #engchat

Tue Mar 22 00:05:27 +0000 2011 - tweet id 49984999008632833 - #242

[tweet details](#)



@mrami2 Thank you to everyone who joined tonight's [#engchat](#) - thanks again @chadsansing

Tue Mar 22 00:05:32 +0000 2011 - tweet id 49985019887886336 - #243

[tweet details](#)



@clix RT @mrami2: [#engchat](#) w/ @joelmalley 3/28 at 7 EST - writing and filmmaking and multimodal composition in your class. Pls RT. [#engchat](#)

Tue Mar 22 00:05:49 +0000 2011 - tweet id 49985094051573760 - #244

[tweet details](#)



@CBethM I don't know how necessary the media of games are for students to be literate in, but they can learn valuable skills from them. [#engchat](#)

Tue Mar 22 00:05:50 +0000 2011 - tweet id 49985097587376128 - #245

[tweet details](#)



@TimothyPShea @clix very good point but there are levels of involvement that are often untapped. [#engchat](#)

Tue Mar 22 00:05:57 +0000 2011 - tweet id 49985127803133952 - #246

[tweet details](#)



@KimMcCollum Way to go, Chad! Thnx for provoking thought RT @mrami2: Thank you to everyone who joined tonight's [#engchat](#) - thanks again @chadsansing

Tue Mar 22 00:05:59 +0000 2011 - tweet id 49985134212022272 - #247

[tweet details](#)



@chadsansing @clix @TimothyPShea sandbox games, in particular, require goal-setting in addition 2 choosing/testing strategies, as games require [#engchat](#)

Tue Mar 22 00:06:08 +0000 2011 - tweet id 49985171033821184 - #248

[tweet details](#)



@DoremiGirl @chadsansing @mrami2 Thanks for letting me stop by! Lots to think about! [#engchat](#)

Tue Mar 22 00:07:41 +0000 2011 - tweet id 49985563230601216 - #249

[tweet details](#)



@CBethM @chadsansing Thank you for heading this conversation tonight. Lots to think about & continue to explore! [#engchat](#)

Tue Mar 22 00:07:46 +0000 2011 - tweet id 49985584877408256 - #250

[tweet details](#)



@chadsansing @TimothyPShea as in case of soc media, i think we can help stdnts use what they know 2 master higher communications/thinking skills [#engchat](#)

Tue Mar 22 00:07:47 +0000 2011 - tweet id 49985587599511552 - #251

[tweet details](#)



@clix @chadsansing @TimothyPShea and thus even more variety in ways of achieving success :) [#engchat](#)

Tue Mar 22 00:07:48 +0000 2011 - tweet id 49985593094053888 - #252

[tweet details](#)



@TimothyPShea @KimMcCollum @mrami2 @chadsansing [#engchat](#) Chad's the man! I need to stop by and see your new digs when I'm in Cville next.

Tue Mar 22 00:07:54 +0000 2011 - tweet id 49985615575531520 - #253

[tweet details](#)



@chadsansing [#qbl](#) [#engchat](#) as you game on, let us know how we can help from our class; read from [@melaniemcbride](#), [@pcstech](#), [@deangroom](#) et al. thank you!

Tue Mar 22 00:10:24 +0000 2011 - tweet id 49986245295747072 - #254

[tweet details](#)



@jrwolfe RT [@acshipper](#): Leadership in [#edu](#) - we'll see chaos before the calm <http://tinyurl.com/63vb7ms> [#edchat](#) [#engchat](#) [#mathchat](#) [#edtech](#) [#cpchat](#)

Tue Mar 22 00:13:46 +0000 2011 - tweet id 49987094646501376 - #255

[tweet details](#)

© 2010 TWAPPERKEEPER.COM
for direct inquiries contact us at
info@twapperkeeper.com
[SERVER = parabola / 14558 / 619]