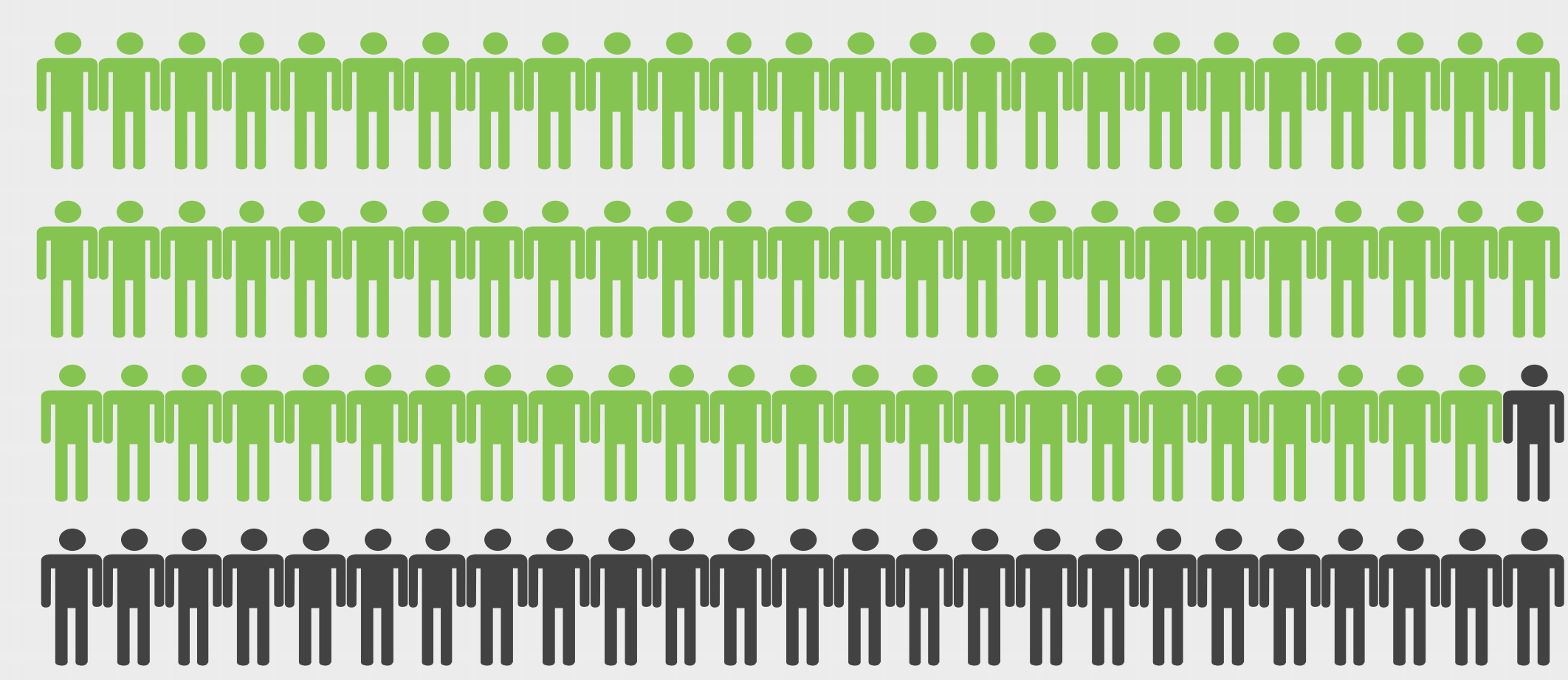
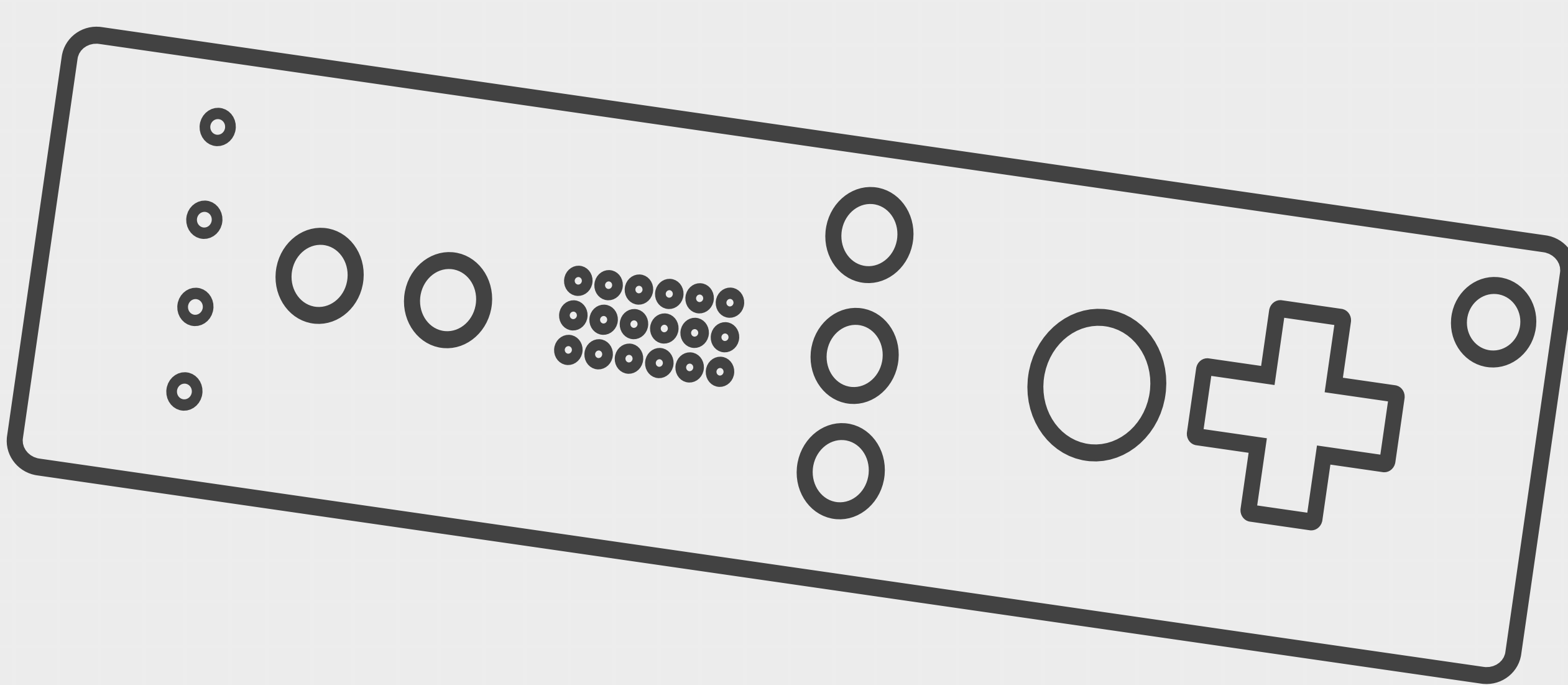
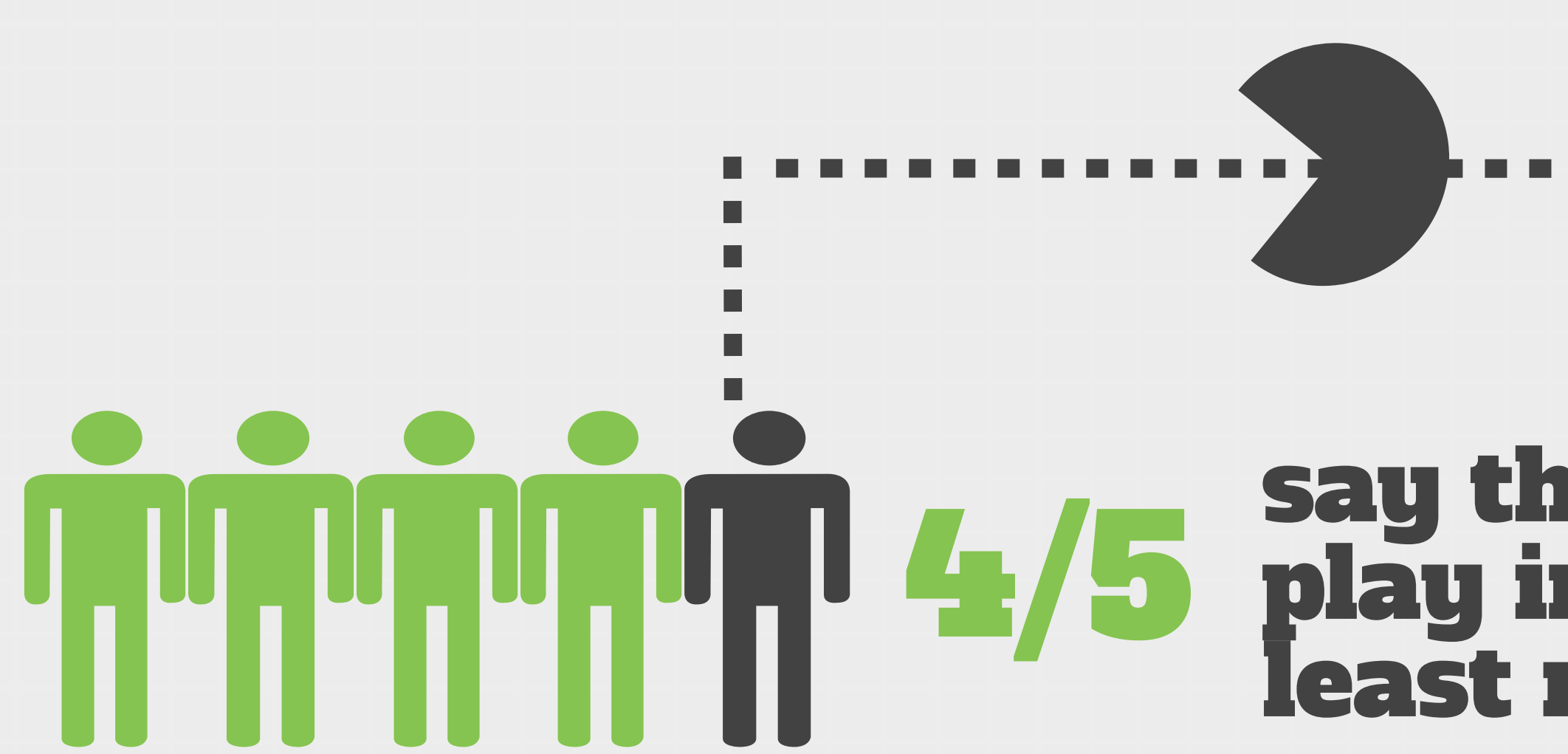


Video Games in the classroom

A US survey has explored how teachers use digital games in K-8 classrooms

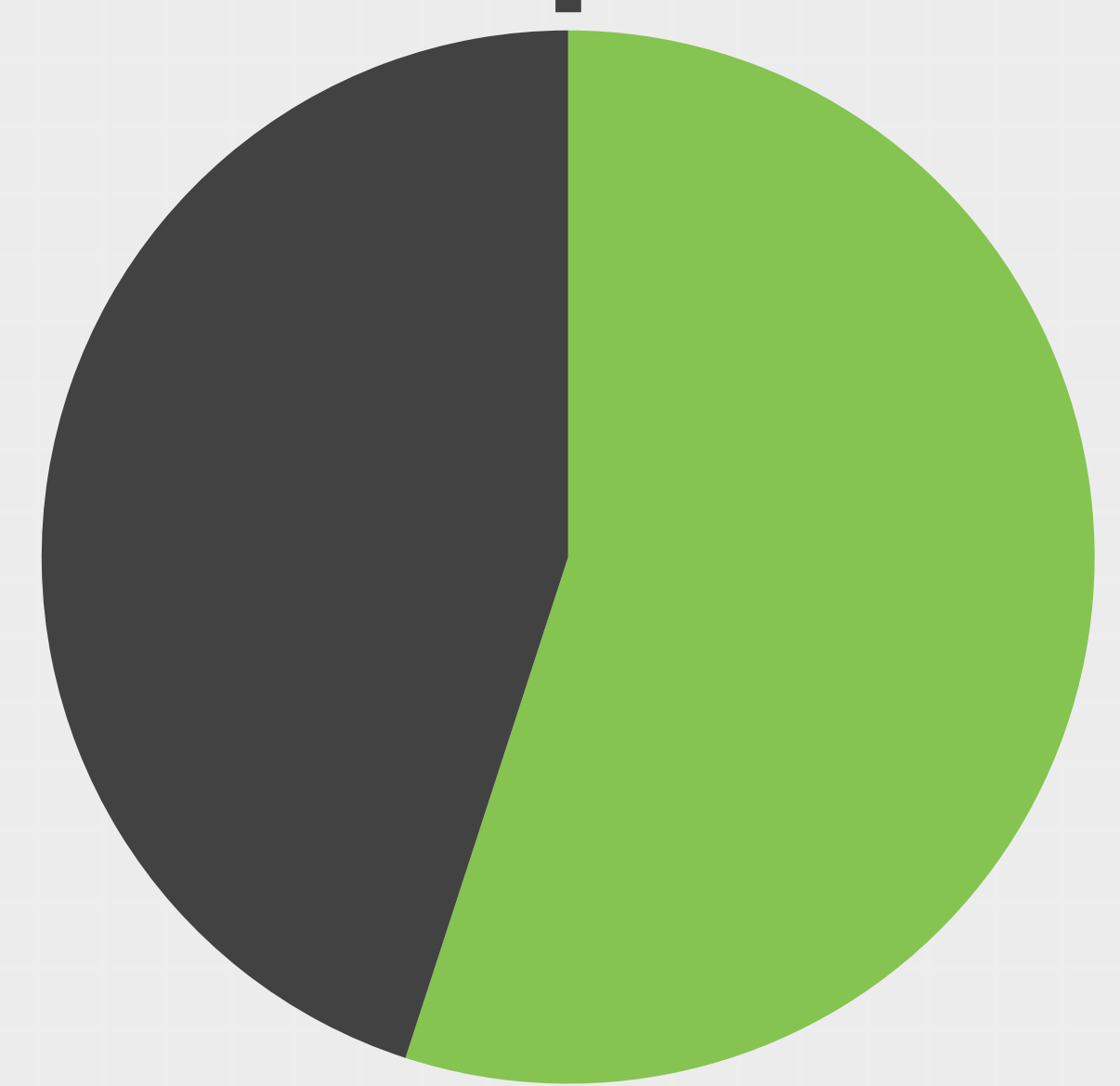


74% of surveyed teachers report using digital games for instruction



4/5 say their students play in class at least monthly

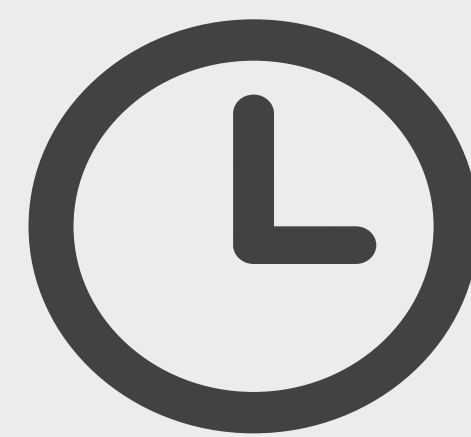
55% say their students play in class at least weekly



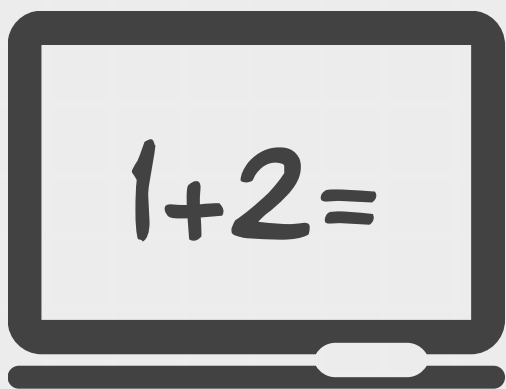
What are teachers* primarily using digital console game devices for?



25% to teach new material



18% to pass time between assignments or tasks



20% to practice material already learned



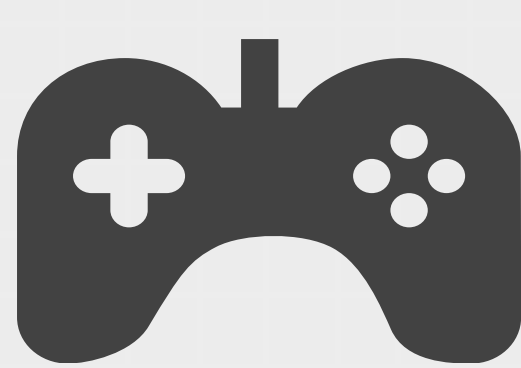
7% to communicate with others



54% to motivate or reward students



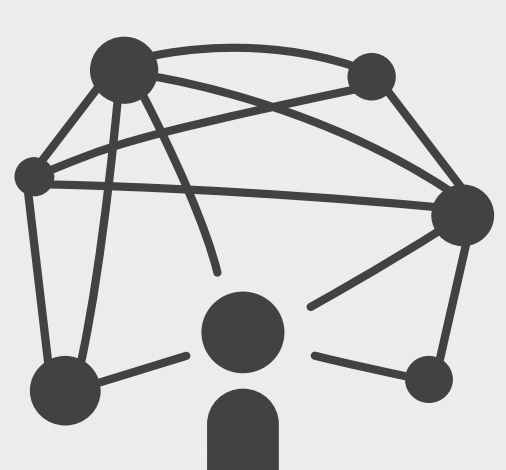
4% to conduct formative assessments



43% to give students a break activity



7% to conduct summative assessments



15% to connect students to one another



6% to manage the classroom

*Based on the responses of the 27 per cent of game-using teachers who have TV console game devices (e.g. Xbox 360, Nintendo Wii, PS3) in their classrooms.