Greeting and Happy New Year! We hope you and your students had a relaxing winter break. Virginia has seen some very winter weather recently, and we hope you are safe and well.

As ever, please feel free to reach out to us via TCEP@odu.edu.

The ARCS Team

Recent developments and innovations in computer science don't only impact our lives by solving large problems, making tasks faster, and getting more us connected — they also bring new forms of entertainment. One form of this entertainment that has made one of the largest societal and cultural impacts is gaming. The gaming industry was valued at over $178 billion globally in 2021, with 2.9 billion gamers, which accounts for 2 in 5 people in the world! Whether played on a personal computer (PC) or a PlayStation, Xbox, or Nintendo console, video games have become a thriving and immersive pastime for many of us.

Games can be an effective instructional tool for a variety of content areas and is a great way to engage and promote social and emotional learning among students across Kindergarten through 12th grade. Video games connect to coding languages like Python and Scratch. Parallels to language arts are drawn throughout the lesson to help students understand how coding is a language. Aligns with CS K-1, 1-2, 2-3, 3-4, 3-4.1, 4-5, and 5-6.

Gaming can be an effective instructional tool for a variety of content areas and is a great way to engage and promote social and emotional learning among students across K-12. With increased observations of problem solving and critical thinking skills as well as improved academic achievement overall. However, before we introduce strategies such as gaming into our classroom, we need to ensure that the games are appropriate for all learners. For example, the games you select should be available in multiple languages and should offer differentiated support.

This month, our theme is gaming. What is your favorite game to play with a computing device? How have games changed since you first played? What games do your students play? Scroll down for some interesting facts about gaming as well as some game related resources that align with the SOLs.

Video: MIT explains provides a student-friendly video lesson to help students understand how games connect to coding languages like Python and Scratch. Parallels to language arts are drawn throughout the lesson to help students understand how coding is a language. Aligns with CS K-1, 1-2, 2-3, 3-4, 3-4.1, 4-5, and 5-6.

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MIT explains how games are made

Computer Science in the Commonwealth

CS in Your Neighborhood

CodeVA's state-wide CS In Your Neighborhood competition invites students from Kindergarten through 12th grade to submit creative “Data Selfies” representing their data footprint. Submissions can be individual, a small group, or class, and can take any form of shareable media including: visual art, music, video, or code/web content. Two winners from each of the eight Virginia Superintendent Regions will be part of a total of sixteen winners from across the state. Student Deadline: April 1, 2022

Submissions should address the following prompt:

In a digital world, data is not only something that we collect and use to understand meaning but also something that we ‘leave behind’ or give away. We create data each morning when we determine what to wear, which route to take to school/work, and what we need to do each day. Our digital footprint can allow others to learn more about us. This data is a reflection of the choices we make when we use technology.

For all details on submission criteria and submission, please visit https://www.codevirginia.org/event/csedweek2021/

Video Game Industry Statistics, Trends and Data In 2021 | WePC

WePC

Have a question or feedback for us? Email TCEP@odu.edu.

Website: https://www.codevirginia.org

Tel: 757-683-6949

Click here to visit the WIDA site to learn more about creating an inclusive elementary class-room, whether you are teaching in a face-to-face or virtual/hybrid environment.

Engaging All Learners

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