Games in School Libraries: A Tool for Teaching Information Literacy Skills

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Abstract

• The presentation will discuss how schools in the United States are using games to teach information literacy skills to students.

• KEYWORDS: INFORMATION LITERACY EDUCATION; INFORMATION SKILLS; GAMING IN LIBRARIES

TRACK: KEYNOTE
A profile of today’s students & their gaming habits
• 97% of teens play games (computer, web, portable, or console)
• 50% played a game yesterday
• 48% use a cell phone or handheld device to play games
• 80% of teens play 5 or more different game genres

• Girls play an average of 6 different genres

• Boys play an average of 8 different genres
“Social game play is thought to offer the possibility for youth to have collaborative and interactive experiences, experiences that potentially parallel may real-world political and civic activities.”
Why use games to teach information literacy skills?
• games are fun & highly interactive
• games are cognitively engaging
• games motivating & challenging
• games are a welcome break from traditional library instruction (or classroom) activities

• games help students to make and sustain the effort of learning

• games enhance problem solving skills
Gaming teaches kids:
-information literacy skills
-reading
-keyboarding
-social skills
-eye hand coordination
-multitasking skills
Games in the Library
Information Literacy Standards Applied to Board Games
AASL Standards for the 21st Century Learner

1. Inquire, think critically, and gain knowledge.

2. Draw conclusions, make informed decisions, apply knowledge to new situations, and create new knowledge.

3. Share knowledge and participate ethically and productively as members of our democratic society.

4. Pursue personal and aesthetic growth.
AASL Standards for the 21st Century Learner

Applying the standards to board games
AASL Standard 1
Inquire, think critically, and gain knowledge.
AASL Standard 2

- Draw conclusions, make informed decisions, apply knowledge to new situations, and create new knowledge.
AASL Standard 3

• Share knowledge and participate ethically and productively as members of our democratic society.
AASL Standard 4

Pursue personal and aesthetic growth.
Incorporating Games into your Library Collection

• Align games with state/provincial/national curriculum standards

• Describe games as instructional tools that can be used to boost student achievement
Guidelines for Developing a Games Collection

- Select games that are authentic and fun
- Align games with curriculum
- Factor in time it takes to play the game
- Consider return on investment
Resources

• American Association of School Librarians Standards for the 21st Century Learners
  http://www.ala.org/ala/mgrps/divs/aasl/guidelinesandstandards/learningstandards/standards.cfm
Additional Resources

• American Library Association’s Games & Gaming Resources
  http://gaming.ala.org/resources/index.php?title=Main_Page

• The Librarian's Guide to Gaming: An Online Toolkit for Building Gaming at your library
  http://www.librarygamingtoolkit.org/
Resources for Board Games

• Games for Educators
  http://www.g4ed.com/

• Board Game Geek
  http://www.boardgamegeek.com/
Questions?

Thank you for coming today!

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