playful learning

Game Review Tool

This tool is designed to be a quick and easy way to explore whether a given game is appropriate for your classroom. Once you've identified a potential game to use in your classroom, review and reflect on each of these elements. If that element meets your needs, you can check the ☐, if it doesn't then circle the **!** and you may jot additional notes there to help you find other possible ways to address that element for that element, if appropriate.

Game Title: _____

Age Appropriate?   ☐   **!**   **3** ———————————————— **18**
Map out the age ranges that are appropriate for the game.

Content appropriate?   ☐   **!**
Is the content appropriate for your school, your classroom needs, and your students?

Content motivating?   ☐   **!**
Will your students be motivated and engaged by the themes and ideas of the game?

Learning Goals /   _____
Content target of the game: _____

Quality experience?   ☐   **!**
Is the game well-designed and offer a meaningful experience to players?

☐ **Cost** _____
What will purchasing the game cost?

☐ **Platform** _____
Does the game run on your devices?

☐ **Technology-Needed** _____
Do you need to install additional technology
to make the game work?

☐ **Assessment** _____
Does the game run on your devices?
Or can you find/create an assessment for it?

☐ **Supports** _____
What supports would you like to have to help you use this in the classroom?
What supports are available that you will use?