

# Process for Implementing Games

- 1** Review objectives and standards and figure out what your students need to get out of the digital game.
- 2** Determine how the game can be used inclusively with equitable pathways for access and completion.
- 3** Identify the key vocabulary, skills, and prior knowledge necessary for successful implementation of the game.
- 4** Decide if this game is an assessment or a form of instruction.
- 5** As for any tool, consider the needs of your students, time, resources, and more.
- 6** Identify what kind of closing you will use for the game. For example, will students reflect in an exit ticket, reflective journal, or online blog?
- 7** Try to identify known concerns re: implementation as early as possible and then try the game in the classroom.
- 8** Afterwards, evaluate the game to determine what was successful and what was a challenge. Develop a plan to improve the game the next time you use it.