

A cutting-edge game at **LAKE WINGRA!**

If you have ever watched kids playing video games and thought, "Wow, I wish I could get them to pay that much attention to math or reading," then the Augmented Reality Games on Handhelds (ARGH) project is for you.

Imagine a middle-school class on a field trip where the shores of Lake Wingra become the game board. Teams of students play professional roles. They investigate whether Lake Wingra is healthy. Handheld computers provide documents and interviews with virtual characters, while the "real" world provides the plants, animals, and wetlands in which students become immersed.

Here's how middle school teachers can **earn up to \$1000** for work outside contract hours:

- ✦ **Attend summer workshop** (July 30 - August 3, 222 W. Washington, Madison)
- ✦ **Align and teach a 10-lesson unit** using the Lake Wingra game
- ✦ **Write reflections** on Teacher Forum about teaching and learning with augmented reality games

Back in your classroom, students examine more documents, evaluate information, form hypotheses, and argue from evidence. **What you emphasize will depend on your subject area.** Teachers in our project this year discovered that students:

- ✦ **Are more engaged** than with traditional instruction
- ✦ **Think of themselves differently** as learners
- ✦ Use real-world experience to **understand texts and statistics**

Contact:

Mark Wagler, Local Games Lab
mwagler@academiccolab.org
608.263.9885



Info/Application online: www.lgl.gameslearningsociety.org/argh.php

The Local Games Lab at UW-Madison can provide you with free training, ideas for teaching with games, curricular materials, classroom support, and the use of handheld computers.

