

WEBSTER UNIVERSITY

COURSE SYLLABUS

SOCS5390.15

William S. Emrick Ed.D

Games Simulation

River Heritage

1. **COURSE DESCRIPTION:** Games Simulation focuses on providing students with understanding not only of the history of and rationale for using simulations to teach children, but also provides extensive experiences with these simulations. The scope of this course includes primarily teacher-made simulations and games with emphasis on determining the outcomes from which these simulations and games are constructed. Students are provided throughout this course with instruction in use of the Missouri Show-Me Standards and Missouri Curriculum Frameworks to determine skills and knowledge students will gain from each simulation and game.

Students in this course are actively involved in simulations and games participation along with demonstrating their own classroom games and simulations.

2. **LEARNING OUTCOMES:** Students involved in the Games and Simulations course will meet the following specific goals. They will:
 - a. demonstrate, through class discussion, understanding of the history of and rationale for simulations and games as an effective teaching tool.
 - b. Apply a step-by-step approach to participation in classroom simulations and games in a variety of subject matter and grade levels.
 - c. Share simulations or games that they have found effective in their current teaching situation.

Missouri Show-Me Standards addressed through outcomes are:

Goal 1: Standards 1 (discussion and brainstorming); 2(student research); 3 (student investigation); 5 (student comprehension of information relevant to simulations and games); 6 & 8 (discovery and recognition of patterns, relationships, and organizational factors within simulations and games).

Goal 2: Standards 1 & 2 (planning, revising, and making presentations); 3 (working with others to share information); 4 (reaching conclusions and insights).

Goal 3: Standards 1, 2, and 3 (identify and define problems within simulations and games through research and reflection); 4 & 7 (evaluate strategies and solutions to

problems); 5 (demonstrate understanding of the theory behind simulations and games development through creations and/or demonstration of a classroom product).

Goal 4: Standards 1 (explain theory and interpretation they have); 5 (develop a plan for design); 6 (work well within simulation/game groupings); 8 (relate the theory to the real world).

MISSOURI SHOW-ME CONTENT STANDARDS ADDRESSED WILL VARY ACCORDING TO THE PARTICIPANT'S CHOSEN SUBJECT MATTER AREA FOR DESIGN. COMMUNICATION ARTS STANDARDS WILL BE PRESENT IN ALL STUDENT DESIGN PRODUCTS.

3. Schedule of Required Class Readings, Preparations and Assignments, Lectures, Discussions, Student Participation, Out-Of-Class Assignments and Exams:

-Students will be provided with readings based on the history and theory of games and simulations. Prepared questions will be answered by students in writing and brought to class for discussion each session.

-Each session will involve several simulations and games for student participation, reflection, and discussion.

-Students are required to prepare a notebook containing all classroom simulations and games which are completed and discussed throughout the course

-Students will present a classroom simulation/game used in their classroom during the course. Skills and knowledge contained in the game will be presented and discussed.

4. **RESOURCES:** A textbook is not used for this course.. However, weekly readings, provided by the instructor, are assigned with required questions for student completion. Teacher prepared simulations and games are used by the instructor.

5. **EVALUATION:** Students are evaluated as follows:

Attendance – 50% of grade

Class participation and assignments completion – 50% of grade