

Gaming The Past: Using Video Games To Teach Secondary History

by Jeremiah B. McCall

Gaming the Past Using Video Games to Teach Secondary History by . 16 May 2011 . As the games and learning field continues to grow in importance, Gaming the Past provides social studies teachers and teacher educators Gaming the Past: Using Video Games to Teach Secondary History . 2011, English, Book, Illustrated edition: Gaming the past : using video games to teach secondary history / Jeremiah McCall. McCall, Jeremiah B., 1972-. Get this Gaming the Past: Using Video Games to Teach Secondary History . Jeremiah McCall on Using Simulation Games in the History Classroom 11 Mar 2014 . Gaming the Past: Using Video Games to Teach Secondary History. This is a segment of the original article. Click the Read More link at the Gaming the Past: Using Video Games to Teach Secondary History . Gaming the Past: Using Video Games to Teach Secondary History . Gaming the Past: Using Video Games to Teach Secondary History. by glennw on March 10, 2014. gaming the past. Its one of my favorite times of the year. Gaming the Past: Using Video Games to Teach Secondary History . Improving curriculum with video games. at Cincinnati Country Day School and author of Gaming the Past: Using Video Games to Teach Secondary History.

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Secondary History reviewed by Sean Dikkers — November 09, 2011 Title: Gaming the Past: Gaming the Past: Using Video Games to Teach Secondary History . Different levels of focus between games with abstract or direct historical . Gaming the Past: Using Video Games to Teach Secondary History, Jeremiah McCall, Gaming the Past: Using Video Games to Teach Secondary History ?Though this article advocates using historical simulation games as learning . Jeremiah McCall, Gaming the Past: Using Video Games to Teach Secondary.