

# INVENT BUILD SHARE

Thousands of students across the nation are taking Globaloria courses this year!

Globaloria courses make computing and STEM learning fun through game design and coding





Globaloria is integrated into the curriculum at The Young Women's Leadership Schools across New York, advancing computing education for hundreds of middle and high school students.



Middle School students from EAPrep in Texas use Globaloria to excel in subject areas such as equivalent fractions, the focus of *House Fixers 2* (screen shot above), a math game by 6th graders.

"I see problem solving taking place along with collaboration and I love it when students say I can't believe the class period is over already. That tells me that they are engaged in learning."



Michelle Nielsen, Educator, Tongue River Middle School, WY

**Globaloria** provides groundbreaking online game-design courses that are empowering students to become thoughtful producers, not just consumers, of complex digital content using industry-standard tools.

#### **Engaging Students Through Game Design**

More than 18,500 students and educators nationwide have learned through Globaloria courses how to design, program and create video games on topics in science, math, social studies and other content areas. Globaloria's standards-aligned and unique curriculum uses the appeal of video games to inspire student learning and interest in STEM and computing subjects and careers.

#### A Results-Proven, Scalable Model

Globaloria has been implemented successfully in over 180 schools in 14 states. Research and results demonstrate improved cognitive skills and increased student achievement on math, science and social studies assessments. Globaloria leverages the most cutting-edge tools to help students master the skills they need for college and career—and they have fun doing it!



# **Educational Benefits of Globaloria**



With Globaloria, students develop the STEM & 21st century skills needed for success in today's digital knowledge economy.

photo by Mary McHenry Photography

## **Award Winning**









































# Preparing ALL students for college and career success by teaching them to:

- Engage in self-directed, self-paced learning
- Participate in constructive teamwork
- Develop organizational abilities, time management skills, and collaboration and presentation skills
- Develop computational thinking practices, problem decomposition and pattern recognition
- Develop industry-standard media production and programming tools and skills (coding)
- Master Web2.o and social networking skills

# Engaging and challenging students through game play and design, including:

- Learning by analyzing and building video games
- Taking an original project from conceptualization to publication
- Mastering STEM content by constructing a STEM-focused educational game

## Guiding students toward effective digital citizenship by empowering them to:

- Express themselves professionally, both verbally and in writing
- Navigate and participate online safely and ethically
- Find and discern good sources and content on the web

#### Standards-infused curriculum







