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Let the Games Begin: Engaging Students with Field-Tested Interactive Information Literacy Instruction

By -

Neal-Schuman Publishers Inc. Paperback. Book Condition: New. Paperback. 150 pages. Dimensions: 10.9in. x 8.5in. x 0.6in. Information literacy instruction is often deadly dull; this book will change that. The value of games in teaching and learning has been well-documented in research in education. Here are sixty field-tested games that teach information literacy skills using fun, interactive activities at a variety of skill and knowledge levels. You'll find card games and Jeopardy games, games that involve individual and group work, clickers, white boards, chalk boards, running around the library, and moving around the classroom. Editor Theresa McDervit has picked 60 of the absolute best ones, all field-tested, from colleges and universities across the country. Examples include: Lets Play Information Jeopardy Library Mystery Scavenger Hunt Name that LCSH! Biggest Researcher Competition YouTube Detectives Twitter and Tagging Your Research Paper Quality Counts Pick a Periodical Details for each game are provided, including: objectives; information literacy standards addressed; audience (size, educational level); time required; materials and equipment including prize suggestions; area setup; preparation; game instructions and processes. With this step-by-step creative guide, instructors will be able to confidently create information literacy instruction sessions that will break the mold, engaging students in learning that is...



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