

Additional Resources & Readings:

Podcast: Dickenson, P. (2019) Bringing Game-Based Learning into your Teaching Practice <https://anchor.fm/teacherprep/episodes/Bringing-Game-Based-Learning-into-your-Teaching-Practice-e9icdb> Dr. Faber shares how the excitement of playing games can be transferred into student's working collaboratively to problem solve and think critically about content. From planning a game in your content area to designing the structure of a game that builds on students' funds of knowledge, learn how you can get started with Game-Based Learning.

How VR is Being Used to Teach SEL

<https://www.edsurge.com/news/2018-05-29-how-ar-and-vr-are-being-used-to-teach-sel>

Schools can use virtual reality to help students develop empathy and the ability to look at life experiences from different perspectives. Learn how one school used google expeditions and other resources through virtual reality to enhance SEL skills.

Social-emotional Learning Get a Boost from Classroom Technology

<https://edtechmagazine.com/k12/article/2018/12/social-emotional-learning-competencies-get-boost-classroom-technology-perfcon>

Learn how social-emotional learning through virtual reality and other technological tools can help students with behavior. Social-emotional learning curriculum is enhanced through classroom technology such as cloud platforms, virtual reality and other strategies engage learners' collaboration and communication