



# Homemade PowerPoint Games




**in a Secondary Laptop Environment**

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## The K-12 Classroom



Peoria Christian School  
(circa 1950)




Middle School in Maine  
(circa 2005)

Images from [http://www.peoriachristian.org/index.php?option=com\\_content&view=article&id=123](http://www.peoriachristian.org/index.php?option=com_content&view=article&id=123) and <http://www.maineonline.org/first-classroom.jpg>


## An Exception

- WebQuests - <http://www.webquest.org>
- a creative instructional strategy that guides students through a set of specific tasks, using pre-selected resources, to complete an assignment
- based on what teachers already do
  - design instruction for students
  - use Internet resources
  - make good use of student time
- teachers feel good about integrating technology into their classroom



## Another Exception

- schools typically have access to PowerPoint
- teachers already have some facility with the tool
- students are also familiar with the tool
- everyone would like to be able to use it for more than just another PowerPoint presentation



*It's better because it's homemade!*

## US Studies Project

- 2 classes of approximately 25 students in each
- taught essentially an online course in a laptop supported environment
- worked in groups of three
- created PPT Game on one of seven topics covered by the mid-term exam

## Creating a PPT Game

1. Introduce PPT games
2. Sharing game ideas and stories
3. Different levels of questioning
4. Create prototype of the game
5. Peer review
6. Share games with the class

## Methodology

- the multiple-choice portion of the mid-term exam was divided up into ten questions on each of the seven topic areas
- compared student performance in the topic area that they created their game in, with their performance in the other six areas

## Findings

- from a statistical standpoint, there were no significant difference in student performance (F value = 1.324 /  $\alpha$  = 0.253)

Student Average Scores By Class By Topic On Mid-Term Exam

	Class 1	Class 2	Total
Exam Score in Game Area	5.76	4.72	5.35
Average Exam Score in Non-Game Areas	5.10	4.71	5.01

## Conclusions

- project is still in progress (results of the final exam still being formatted and analyzed)
- PPT Games were as effective as the other methods students used to review for their mid-term exam
- both the teacher and the researchers that they enjoyed this activity

Homemade  
PowerPoint  
Games



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<http://it.coe.uga.edu/wwild/pptgames/index.html>

## Contact Information

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