

MOLLOY UNIVERSITY
School of Education and Human Services
Department of Teacher Education

EDU 5900-63 (3 credits)

Engaging the Learner with Games 2.0!!

Semester Summer 2026

Instructor: Melissa Torre

Email: mtorre@levittownschools.com

Office hours: Monday - Thursday 3:00 pm - 3:30 pm or by appointment

Course Description:

This class has been created for teachers to maximize teaching and learning, by making it an engaging and exciting experience. Explore a variety of classic games, such as card games and board games, in non-electronic form, as well as online and other electronic games. Who doesn't love games? Games spark interest, enthusiasm for learning and help students to remember what was learned. The overall objective should be to help each child to understand concepts, enabling them to become more confident with the material. What better way to do that than through educational games (**This class is applicable to all disciplines & grade levels**).

Shared Vision

The Molloy University Teacher Education faculty has derived its vision for the exemplary teacher from the University's mission statement, the four pillars of the Dominican tradition, comments and input from the Professional Education Unit's Advisory Board and degree candidates as well as numerous faculty discussions rooted in the department's knowledge base which undergirds the initial and advanced programs' curriculum, pedagogy, and values.

The teaching professionals who complete Molloy's teacher preparation programs are distinguished by their ability to exemplify and promote core values in their own teaching. These values include:

Belief that all children can learn

Learner-centered and value-centered curriculum and pedagogy

Ethics and spirituality

Intellectual curiosity

Independence and risk-taking, while promoting collective identity and responsibility

Diversity, multiculturalism, and pluralism, including divergent thinking

Passion for teaching

Commitment to students and their communities

Civic responsibility through the promotion of social justice and interdependence

Commitment to democracy

Course Objectives:

- Make teaching and learning, an engaging and exciting experience.
- Be exposed to classic games, such as card, dice and board games, in non-electronic form.
- Be exposed to online and other electronic games.
- The end goal is to help each child to understand concepts, enabling them to become more confident with the material.

Course Format:

Day 1: *No Tech Review Games*

- Hot Seat Game
- Triangle Game
- Don't wreck the train or Don't cut the caterpillar
- I have... Who has...
- Jenga
- Taboo
- Headbands
- Simon says
- Fly swatter game
- Stinky feet game
- Climb the ladder
- Trashketball
- Where do you stand
- BINGO

Day 2: *Tech Review Games*

- Blended play
- Flippity
- Deck Toys
- Socrative

- GooseChase
- Escape the classroom
- GimKit
- Zzish.com
- Quizalize
- Arcademics

Day 3:

- Quizizz
- Kahoot
- Quizlet
- Desmos - Math
- Superteacher tools
- Classtools
- Blooket
- Create your own games

Day 4:

- Pictionary
- Scatagories
- Scavenger Hunt
- Speed dating
- 4 corners
- Scattergories
- Wisc-online.com/arcade
- Bamboozle
- Project presentations

Required Readings, Videos, and Other Materials:

All materials will be provided throughout the course.

Course Requirements and Evaluation:

Students will be graded on class participation and the final project. Students taking the course for graduate credits will be required to create and teach a lesson/ activity to the class on the last day for a final grade.

Molloy University and School of Education and Human Services Policies and Supports:

Expectations of Academic Integrity for All Students

[Honor Pledge and Academic Honesty Policy](#)

Course Withdrawals

View [Withdrawal Policy](#) for potential financial implications

View [the Academic Calendar](#) and/or the course syllabus for the last day to withdraw dates

Incompletes

[Incompletes Policy](#)

Health and Wellness

[Student Health Services](#)

[Student Counseling Center \(SCC\)](#)

Center for Access and Disability (Access)

[Center for Access and Disability](#)

Technical Support

[Student Account, Technology and Canvas](#)

Ally for Canvas

[Supportive Tools and Resources/ Ally](#)

Use of Proctorio for Exams/Quizzes (if applicable)

[Proctorio Resources for Students](#)

Email Accounts

Students are to communicate via their Molloy e-mail account or via Canvas throughout the semester. Those who use a non-Molloy account may miss important messages. Students are responsible for responding to all methods of communication relating to this course in a timely fashion. Instructors will respond to emails from students within 24 hours. When/ if you email the instructor(s), please indicate what course you are in with the course number and section.

APA Manuscript Style

All manuscripts in the field of education are written in the style format of the American Psychological Association. Candidates in the Graduate Education Programs are required to purchase the Publication Manual of the American Psychological Association (7th ed.). (2010). Washington, DC: American Psychological Association.

All papers written in every course must adhere to the manuscript prescriptions defined in this manual.