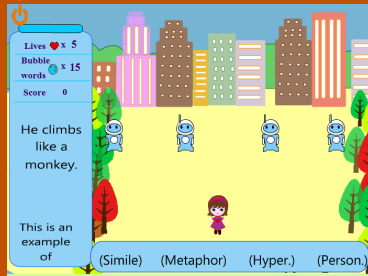


## Alignment to Common Core Standards

Globaloria is an award-winning, K-12, blended-learning network with courses for learning to design, prototype and code educational games using industry tools and practices.

*English in Action,*  
High school student-produced game



*Globaloria supports the principles and goals of the CCSS for ELA and Math by teaching computing, higher-order thinking, literacy and digital citizenship skills through hands-on learning.*

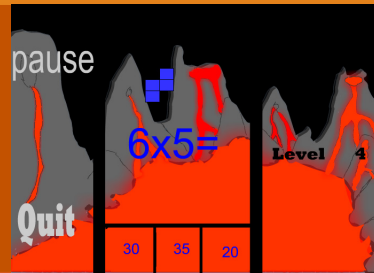
### Common Core State Standards for English Language Arts (ELA)\*

Reading, Writing, Speaking & Listening, and Language Skills...	How Globaloria Students Demonstrate ELA Mastery...
Demonstrate independence	<ul style="list-style-type: none"> <li>Design, prototype and program original video games</li> <li>Conduct self-directed research</li> <li>Independently build on ideas for game development</li> </ul>
Build strong content knowledge	<ul style="list-style-type: none"> <li>Construct pedagogical video games for others</li> <li>Research open-ended design tasks</li> <li>Incorporate content knowledge into video game design</li> </ul>
Respond to varying demands of audience, task, purpose, and discipline	<ul style="list-style-type: none"> <li>Collaborate with teammates, peers, educators and experts</li> <li>Engage in social network discussions on game projects and design, social issues and curriculum content</li> </ul>
Comprehend as well as critique	<ul style="list-style-type: none"> <li>Publish work online with supportive research</li> <li>Provide and receive feedback, critiques and support</li> </ul>
Value evidence	<ul style="list-style-type: none"> <li>Present research, game design and content to others</li> <li>Question and critique the games of others</li> </ul>
Use technology and digital media strategically and capably	<ul style="list-style-type: none"> <li>Learn through programming and computational design</li> <li>Use wikis, blogs, online helpdesk and social learning network to complete game project</li> </ul>
Come to understand other perspectives and cultures	<ul style="list-style-type: none"> <li>Participate in a global network of peers, educators and experts</li> </ul>

\*From the ELA Standards Introduction - <http://www.corestandards.org/ELA-Literacy/introduction/students-who-are-college-and-career-ready-in-reading-writing-speaking-listening-language>

Globaloria CA middle-school students from *Team The IDK's* created a math game, *Math Blocks*, to improve algebra skills.

*Math Blocks*,  
Middle school student-produced game



## Common Core State Standards for Mathematics\*

Mathematical Practices	How Globaloria Students Demonstrate Math Mastery...
Make sense of problems and persevere in solving them (CCSS.Math.Practice.MP1)	<ul style="list-style-type: none"> <li>Analyze and find solutions to programming problems</li> <li>Research and refine learning goals and content for their educational games</li> </ul>
Reason abstractly and quantitatively (CCSS.Math.Practice.MP2)	<ul style="list-style-type: none"> <li>Use programming and computational design to code a game</li> <li>Represent learning game symbolically with prototyping and quantitatively as code</li> </ul>
Construct viable arguments and critique the reasoning of others (CCSS.Math.Practice.MP3)	<ul style="list-style-type: none"> <li>Present and support ideas on game plan</li> <li>Provide constructive feedback and support in online community</li> <li>Collaborate with peers to create and share work</li> </ul>
Model with mathematics (CCSS.Math.Practice.MP4)	<ul style="list-style-type: none"> <li>Solve real-world problems with video games</li> <li>Model video games with coding, logic, mathematical functions and paper prototypes</li> </ul>
Use appropriate tools strategically (CCSS.Math.Practice.MP5)	<ul style="list-style-type: none"> <li>Use multiple modalities to learn game design</li> <li>Use a variety of technology as appropriate to the designing task</li> </ul>
Attend to precision (CCSS.Math.Practice.MP6)	<ul style="list-style-type: none"> <li>Use precise language to communicate with teammates, peers, educators and experts about game design in the online social learning network</li> </ul>
Look for and make use of structure (CCSS.Math.Practice.MP7)	<ul style="list-style-type: none"> <li>Identify patterns and structures within game code</li> <li>Identify functions and expressions that work together</li> <li>Develop and create new code</li> </ul>
Look for and express regularity in repeated reasoning (CCSS.Math.Practice.MP8)	<ul style="list-style-type: none"> <li>Develop coding shortcuts through repeated use of functions and coding structures</li> <li>Develop general coding methods for game design</li> </ul>

\*From the Common Core Standards for Mathematical Practice <http://www.corestandards.org/Math/Practice>