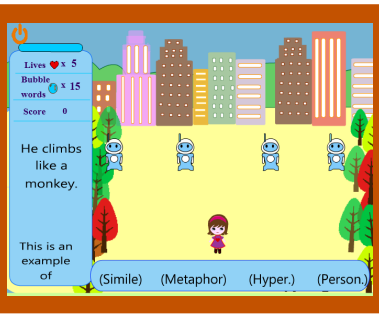
GLOBALORIA™ INVENT ▸ BUILD ▸ SHARE™

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	• Design, prototype and program original video games • Conduct self-directed research • Independently build on ideas for game development
Build strong content knowledge	• Construct pedagogical video games for others • Research open-ended design tasks • Incorporate content knowledge into video game design
Respond to varying demands of audience, task, purpose, and discipline	• Collaborate with teammates, peers, educators and experts • Engage in social network discussions on game projects and design, social issues and curriculum content
Comprehend as well as critique	• Publish work online with supportive research • Provide and receive feedback, critiques and support
Value evidence	• Present research, game design and content to others • Question and critique the games of others
Use technology and digital media strategically and capably	• Learn through programming and computational design • Use wikis, blogs, online helpdesk and social learning network to complete game project
Come to understand other perspectives and cultures	• Participate in a global network of peers, educators and experts

**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*

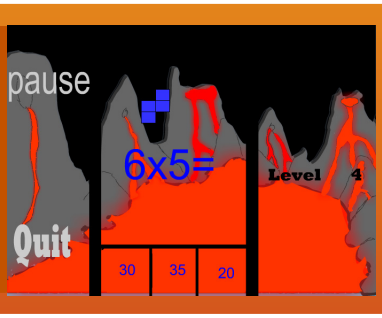
Free Trial: **www.Globaloria.com/TestDrive**

Contact **info@globaloria.com** to bring Globaloria to your school!

GLOBALORIA™ INVENT ▸ BUILD ▸ SHARE™

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)*	• Analyze and find solutions to programming problems • Research and refine learning goals and content for their educational games
Reason abstractly and quantitatively *(CCSS.Math.Practice.MP2)*	• Use programming and computational design to code a game • Represent learning game symbolically with prototyping and quantitatively as code
Construct viable arguments and critique the reasoning of others *(CCSS.Math.Practice.MP3)*	• Present and support ideas on game plan • Provide constructive feedback and support in online community • Collaborate with peers to create and share work
Model with mathematics *(CCSS.Math.Practice.MP4)*	• Solve real-world problems with video games • Model video games with coding, logic, mathematical functions and paper prototypes
Use appropriate tools strategically *(CCSS.Math.Practice.MP5)*	• Use multiple modalities to learn game design • Use a variety of technology as appropriate to the designing task
Attend to precision *(CCSS.Math.Practice.MP6)*	• Use precise language to communicate with teammates, peers, educators and experts about game design in the online social learning network
Look for and make use of structure *(CCSS.Math.Practice.MP7)*	• Identify patterns and structures within game code • Identify functions and expressions that work together • Develop and create new code
Look for and express regularity in repeated reasoning *(CCSS.Math.Practice.MP8)*	• Develop coding shortcuts through repeated use of functions and coding structures • Develop general coding methods for game design

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