

EDUCATIONAL GAME REVIEW

Summer School 2007

Sullivan Middle School – Jeff Young

Course Objective: Students will use critical thinking skills to play and evaluate a variety of educational computer games, then produce a written game review, several of which will be published on Mr. Young's web page.

Criteria: Student reviews will rate a different game every day based on the following criteria:

- Difficulty (Very Easy, Easy, Medium, Difficult, Very Difficult)
- Graphics (rated A, B, C, D, or F) plus individual comments
- Sound – optional as some computers will not have headphones/speakers (rated A, B, C, D, or F) plus individual comments
- Educational Value (rated A, B, C, D, or F) plus individual comments
- Entertainment Value (rated A, B, C, D, or F) plus individual comments
- Overall Impression (rated A, B, C, D, or F) plus individual comments

Games to Be Reviewed:

- Carmen Sandiego's Great Chase Through Time
- Chess Mates
- Crazy Machines: The Wacky Contraptions
- Diner Dash 2
- I Spy Spooky Mansion
- I Spy Treasure Hunt
- The Incredible Machine: Even More Contraptions
- Lego Racers 2
- Lemonade Tycoon 2
- Marble Drop
- Myst
- Oregon Trail 5th Edition
- Risk II
- Rollercoaster Tycoon 2
- SimCity 3000 Unlimited
- Super Scattergories
- Ultimate Yahtzee
- Upwords
- Video Game Tycoon
- Where in the USA/World is Carmen Sandiego?
- Who Wants to Be a Millionaire? Kids Edition
- Zoombini's Logical Journey

Assessment: Students will write approximately 20 reviews. About 8-10 randomly selected reviews for each will be formally evaluated based on content, thoughtfulness, originality and general quality. Of these reviews, those which achieve average to high marks will be posted on my website. All other reviews will be informally evaluated with verbal feedback given to students.