

Education Support Materials

At EdGE, we believe that even the best educational games are only part of a complete learning experience. The learning that takes place while playing games is often implicit and does not ensure transfer to more explicit (formalized) knowledge or skills that students are expected to demonstrate in class. Research shows us that the connection between implicit learning from experience (i.e., playing a game) and explicit classroom learning must be facilitated, typically through social interactions with a teacher and other learners. That connection is what we call *bridging*.

Post-game debriefing, discussions, and additional related activities connecting gameplay with classroom learning objectives are critical in helping students apply and transfer learning that takes place in games. To exploit learning that happens in games, teachers need to build bridges to help students see connections between their “aha” moments while playing a game and content being covered in the classroom. Bridge activities, like those linked from the next page, are classroom materials designed to help teachers build those bridges between gameplay and formal instruction.

Below are bridging materials created for EdGE's research studies but made available here to support use of the games by teachers.



[Impulse Teacher Discussion Guide \(PDF\)](#)

[Impulse Teacher Play Guide \(PDF\)](#)



[Ravenous Support Materials \(PDF\)](#)