Brainstorming (Practice)

Use these questions as a guide for your brainstorming.

1. How are video games actually used in primary classroom? Are there examples?

2. How will I define "useful" when I talk about video games? Can I find other people who have defined this?

3. What benefits are there to using video games in the classroom?

4. What is the downside of using video games in the classroom?

5. Do I think video games are useful in the primary classroom? Why? Why not? Are there examples to support my thoughts?

Write in your ideas here. You may also prefer to do this exercise on a piece of paper or straight into your word processor. As well, you might want to try online tools.