



# Change the Game with Interactive Learning

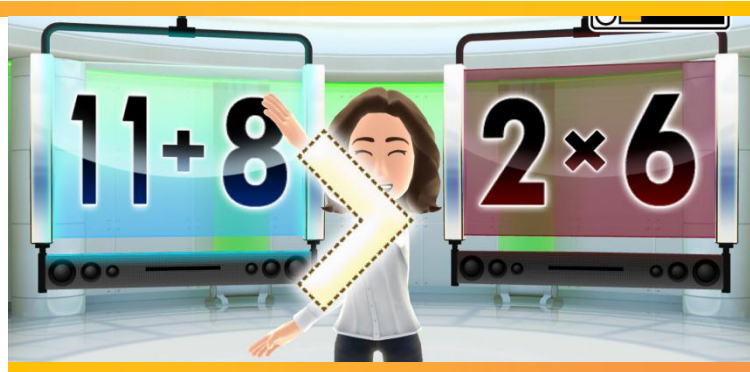


Teachers work hard to make their classroom a place where kids are actively involved in learning, instead of watching the clock and waiting for the bell to ring.

They know that **engagement is the key** to unlocking the magic that lies within each student. With **Kinect for Xbox 360** from Microsoft, educators are enhancing traditional lesson plans and after-school programs with **attention-grabbing, body-moving** experiences that help students get engaged and stay on task—while keeping instruction fun and rewarding for everyone.

## Let Students Take Center Stage

Of all the challenges teachers face, motivating students to learn—truly capturing their attention and interest—ranks at the top of the list. With Kinect, which applies full body play to standards-based content, **teachers can put students in the center of the learning experience to make concepts come alive.**



In *Body and Brain Connection*, students use their whole body to answer quiz questions in a series of fast-paced, action-packed mini games.

## Discover How Kinect is Different

There are no keyboards or gadgets to operate with Kinect. Students simply move their body and use their voice to interact with the content. This design supports a **kinesthetic approach to education**, which may contribute to **improved learning outcomes**. Equally as important, it means that anyone can jump in the game and start having fun right away.

“When I used Kinect in my Algebra class, students began asking questions that went far beyond the curriculum requirements. **This was a huge success**, as it got students thinking about applying the content in a real-world context.”

-- Johnny Kissko  
Teacher, Secondary Math,  
Frenship High School,  
Texas

“**Kinect motivates children** to increase proficiency, as the task changes from schoolwork to an action-packed game that students want to win.”

-- Cheryl Arnett  
Teacher, First Grade,  
Sunset Elementary,  
Colorado

“With its gesture interface, and by offering well-designed virtual contexts, Kinect has the potential to transform classrooms into engaging places for learning.”

-- Dr. Chris Dede, Ed.D.  
Timothy E. Wirth Professor in Learning Technologies,  
Graduate School of Education, Harvard University



Microsoft

“The kinds of things we want to teach—values, good sportsmanship, cooperation—are the very things that are the building blocks of the Kinect games. I also love having mentoring opportunities, such as when a third-grader wants to ‘beat the next level’ and will ask a junior high school student for advice and tips!”

-- **Brad Lewis**  
*Independent Consultant,  
After-School and Community-Based Learning*



## Activate Learning—In the Classroom and Beyond

Kinect is a highly **versatile, mobile, and accessible learning tool with numerous applications**. Teachers and program coordinators can tap a fast-growing portfolio of games that span academic disciplines, sports, and adventure scenarios to energize classroom and after-school activities. Educators can also take advantage of **Avatar Kinect\*** to pursue unique opportunities for intra-school competitions, distance learning, and collaboration with colleagues, students, and parents. And, because Kinect works with existing audio-visual equipment, such as televisions, projectors, and smartboard systems, setup is fast and easy.

## Find Ready-to-Use Resources and Join the Growing Community

Microsoft has made it easy to start using Kinect right away to transform ordinary classroom lessons into **extraordinary immersive experiences**.

In a matter of clicks, teachers can access scores of **prebuilt activities** for Kinect that have been designed by pedagogy experts to align with Common Core State Standards. By choosing to incorporate Kinect into their classrooms and extracurricular programs, educators can access a complete set of resources that extend its value as an educational tool, including:



- A continuously expanding **portfolio of game titles**
- More than **100 ready-to-use** classroom activities
- Kinect for Education community on **Facebook: [facebook.com/KinectForEducation](https://www.facebook.com/KinectForEducation)**

“My kids are excited to use the power of Kinect to create games and applications to help people interact with programs in innovative ways.”

-- **Pat Yongpradit**  
*Teacher, Computer Science,  
Springbrook High School,  
Maryland*

## Get in the Game Today!

Learn how Kinect can empower you to create rich, interactive experiences in the classroom and beyond. Visit [microsoft.com/kinectineducation](http://microsoft.com/kinectineducation) to access Kinect activities for your school. Or, contact your Microsoft account representative to find out more today.

