



## Lighthouse Project 2012

<b>Title</b>	Academic Games League of America
<b>Created By</b>	<a href="http://www.academicgames.org/">http://www.academicgames.org/</a>
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<b>Purpose and goals</b>	To familiarize people with Academic Games and the opportunity they offer gifted students
<b>Project Description or Outline</b>	AGLOA provides a series of Academic Games competitions throughout the nation resulting in a National Championship Tournament in late April each year. Students who excel academically have a chance to compete and be rewarded for their accomplishments. Academic Games tournaments challenge students to use higher order thinking skills in the subjects of Language Arts, English, History and Mathematics. Players receive recognition and awards in the same way that sports champions are honored. (from Academic Games website, <a href="http://www.academicgames.org/">http://www.academicgames.org/</a> )  This session will focus on one Language Arts and one math game. Participants will learn about one of the games during the session.
<b>Assessment/Evaluation</b>	Local and national competition  In the first 3 years of implementation, St. Vrain showed an increase in student achievement in math in all schools implementing the math game Equations
<b>Subject(s)</b>	Language Arts and Math
<b>Grade Level(s)</b>	Grades 4-12
<b>Audience</b>	
<b>Cost/Participants needed for project:</b>	Teacher materials are \$30/classroom/game. Math games are \$30/game. One game needed for every 3 students.

