



EPISODE GUIDE

EPISODE 96: LANGUAGE LEARNING THROUGH DIGITAL GAMES

WITH JONATHON REINHARDT

Use this worksheet to take notes before, during, and after you listen and reflect on the ideas presented in the episode.

Before Listening

What do you already know about digital games, video games, or gaming in general?

Have you ever seen digital games successfully incorporated the language classroom? When?

Episode Contents

Take notes as you listen to Episode 96!

Interviewer: Meghan McGinley

Guest: Jonathon Reinhardt

Check out the Show Notes for all the links, resources, guest bios, and contact info:
<https://weteachlang.com/2019/03/22/ep-96-with-jonathon-reinhardt/>

After Listening

How would you **summarize** this episode in 10 words? (We hope you'll post this on Twitter or Facebook and tag @weteachlang and @MeghanKMcGinley!)

What **questions** do you have for Jonathon Reinhardt?

What are some **points of connection** between what you heard in this episode and your own work?

What **action steps** will you take based on what you heard in this episode?

A few additional resources



To get a sense of Jon's new book, *Gameful Second and Foreign Language Teaching and Learning* (2019), check out the first chapter here:

https://www.academia.edu/38353388/Reinhardt_J._2019_._.Gameful_Second_and_Foreign_Language_Teaching_and_Learning._Chapter_1_Introduction._Palgrave-Macmillan



Take a look at Yuko Goto Butler's article, *Motivational elements of digital instructional games: A study of young L2 learners' game designs*. *Language Teaching Research*, 1-16. Available at <http://journals.sagepub.com/doi/abs/10.1177/1362168816683560>

Be sure to check out Meghan McGinley's response to this episode in Issue #50 of the Midweek News & Updates:

<https://weteachlang.com/2019/03/27/news50/>

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