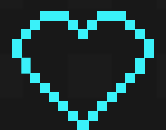
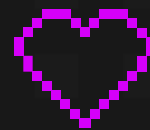
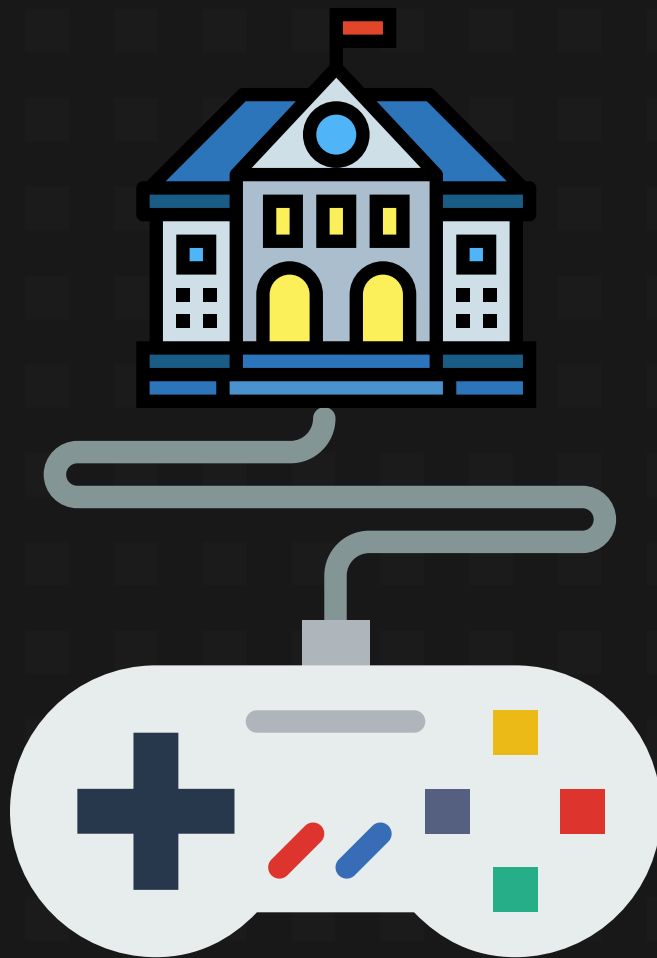


RYAN L. SCHAAF  
KERI ENGEL



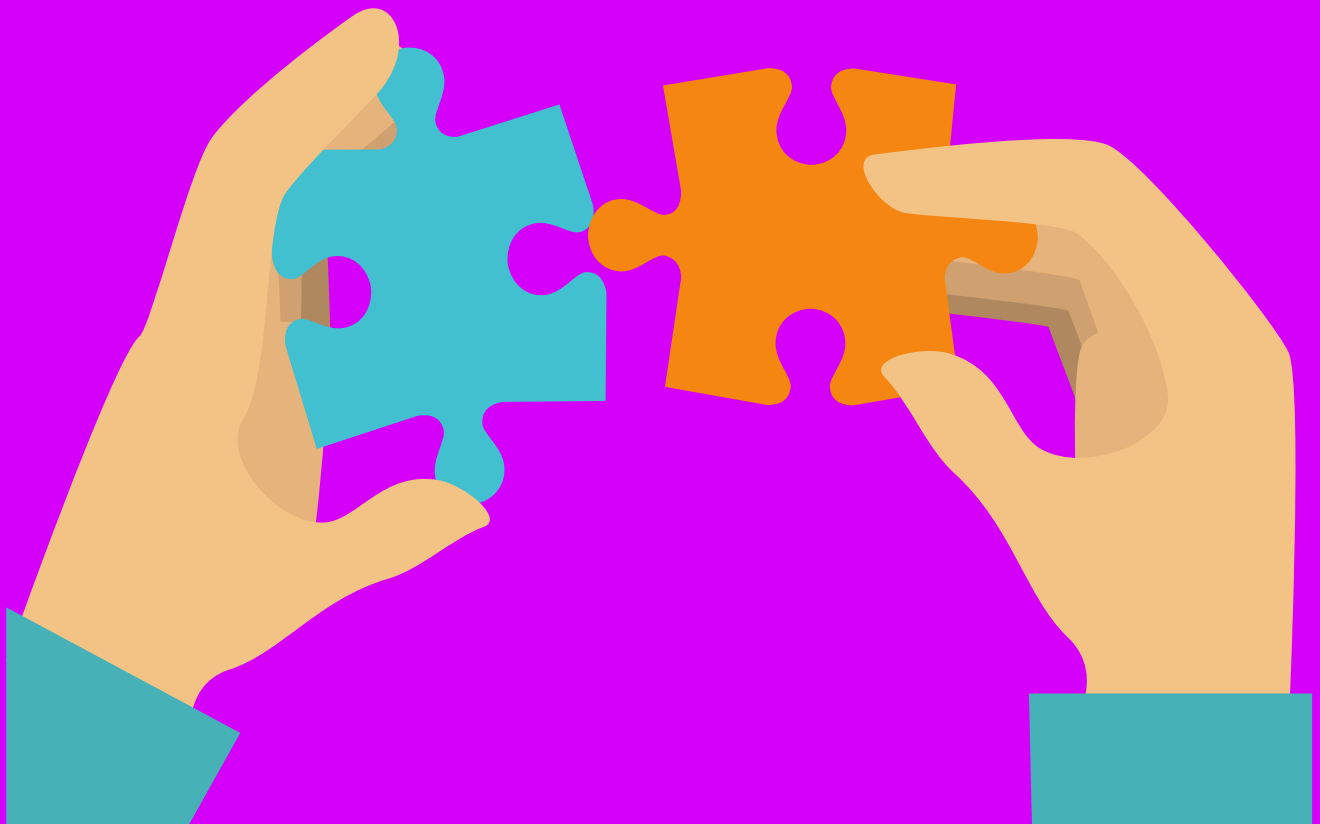
# LEARNING WITH DIGITAL GAMES

A GUIDE FOR EDUCATORS AND PARENTS  
DURING THE COVID-19 CRISIS



*"Play is our brain's favorite way to learn."*

- Diane Ackerman



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# ABOUT THE AUTHORS



Ryan L. Schaaf is Associate Professor of Educational Technology at Notre Dame of Maryland University and graduate faculty at Johns Hopkins University. He is the author of such books as, *Making School a Game Worth Playing: Digital Games in the Classroom*, and *Reinventing Learning for the Always-On Generation: Strategies and Apps That Work*. *Reinventing Learning for the Always-On Generation* received an IPPY Award. His latest book, *Game On: Using Digital Games to Transform Teaching, Learning, and Assessment*, is available online.



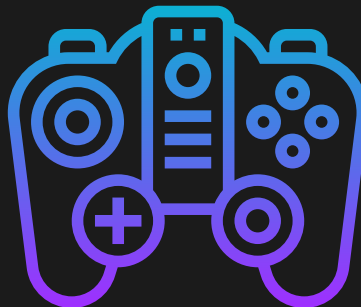
@RyanLSchaaf



Keri Engel is a digital age learning advocate who is passionate about the effective integration of digital gaming in learning environments. She has a master's degree from Johns Hopkins University in Digital Age Learning and Educational Technology. Keri has been an public school educator for over a decade and is currently teaching in Baltimore City Public Schools where she is part of her school's leadership team and guides her colleagues in the meaningful integration of technology.



@keriaengel



# THE PURPOSE OF THIS GUIDE

COVID 19 has disrupted the world. The pandemic has crippled world markets, shuttered businesses, and threatened our very lives. Many countries, states, provinces, and cities have wisely closed their schools to prevent the virus' spread. Unfortunately, it has left teachers and parents struggling to teach the children forced to stay at home. Many learning institutions have published plans to try and reestablish learning with their students.

Called Continuity of Learning plans, these emergency protocols strive to provide students with a way to continue their academic work while remaining safe at home. The plans connect learners with meaningful tools and resources to continue their academics using the philosophy of "something is better than nothing." As schools try to develop remote or distance learning plans to reestablish education with their students, more and more teachers and parents are turning to digital technologies to help fill the learning void.

For years, games have provided learning opportunities to the digital generation. Educators and parents have seen the popularity of games such as [Fortnite](#), [Pokemon Go](#), and [Minecraft](#) gain the attention of today's children. Globally, over 2 billion people play digital games because they are highly - interactive, engaging, and fun. There is also a growing body of research that supports that players can learn through gameplay.

The purpose of this guide is to provide some relief for the educators and parents of K-12 learners trying to provide learning resources for the digital generation. This resource is not a comprehensive solution - just a free guide created by passionate educators working to help quarantined learners. This guide is free to you - please use it, or share it with an educator or parent you feel might find it useful. If you share the resource on Twitter, please include us in a mention ([@RyanLSchaaf](#) & [@keriaengel](#)). If you are interested in more teaching resources, please visit <https://www.ryanschaaf.com>.



# HOW THIS GUIDE WORKS

The digital games showcased in this guide have been vetted for educational content and player experience. As authors and gamers, we tried to select good, quality games with a proven track record to showcase in our guide. We also attempted to choose games that were free or relatively affordable for players. In all, we have highlighted almost 40 games and 10 learning hubs exploring various subject areas, age levels, and gaming platforms.

## Column Headings

**Who:** *This column shares the suggested age range of learners.*

**What:** *This column provides the title along with a screen capture of the game.*

**When:** *This column identifies the subjects and concepts present in gameplay.*

**Where:** *This column provides the available platforms for gameplay.*

**Why:** *This column provides a brief game description and learning connection.*

**How:** *This column indicates the suggested gameplay, as described below.*

## Suggested Play

**Supported Play:** *The game can be played by both parents and children together. The parent offers direct support during gameplay.*

**Guided Play:** *The child can play the game. However, it may require parental guidance.*

**Independent Play:** *The child can play the game on their own.*

## Age Ranges

**Primary:** *Pre-K-2 (Ages 3-7)*

**Intermediate:** *Grades 3-8 (Ages 8-13)*

**Secondary:** *Grades 9-12 (Ages 14-Up)*



**Who:** Primary

**When:** Language Arts, Math, letters, numbers, geometry, literacy, songs

**Where:** [Web](#), [iOS](#), [Google Play](#), [Amazon Apps](#)

**Why:** Starfall is a stunning, interactive game site for your learners. It features English Language Arts, Math, Social-Emotional Development and Anti-Bullying activities for K-3. Starfall also includes seasonal activities.

**How:** Independent Play



# COMMUNITY HELPERS



**Who:** Primary

**When:** Social Studies, community helpers

**Where:** [Web](#)

**Why:** In preschool, your child is just beginning to get to know the world through early literacy concepts. Help them meet the neighbors with this community helpers quiz. In this picture comprehension game full of friendly faces, kids will find the figure that performs the task mentioned in the narration.

**How:** Independent Play



# DREAMBOX LEARNING



**Who:** Primary

**When:** Mathematics, Common Core

**Where:** [iOS](#), [Web](#)

**Why:** DreamBox combines a fun and engaging game-like environment with a rigorous, standards-based, math curriculum. DreamBox promotes active learning and independent critical thinking by responding to each student's strategies and decisions in the moment. Because DreamBox adapts lessons and recommendations based on the needs of each learner, students always have just the right level of support.

**How:** Independent Play



# SLICE FRACTIONS



**Who:** Primary

**When:** Mathematics, Fractions

**Where:** [Google Play](#), [iOS](#), [Windows](#), [XBox One](#)

**Why:** In Slice Fractions, players take control of a woolly mammoth during the ice age and need to help slice apart blocks of lava and ice by matching the correct answers. Players may need to destroy 4 blocks of ice with only one block of lava, leading students to slice the given block into 4 parts. The game helps learners progress from numerator and denominator notation, to equivalent fractions, and eventually addition and subtraction.

**How:** Independent Play



# CONTRACTION ACTION



**Who:** Primary

**When:** Language Arts, Grammar, Contractions

**Where:** [Web](#)

**Why:** Learners will burst into action while practicing contractions! They can join the fiesta in "Arcade" mode by tapping/clicking on the correct contraction spelling and using the slingshot to make the piñata burst open, or play "Practice" mode to test their knowledge on contractions..

**How:** Guided Play





## COMMA CHAMELEON



**Who:** Primary

**When:** Language Arts, punctuation

**Where:** [Web](#)

**Why:** Far, far away, there lives a rare species of chameleon: the Comma Chameleon. Most chameleons eat insects; but...insects don't interest Comma Chameleon. This chameleon eats punctuation. Help the Comma Chameleon punctuate some sentences!

**How:** Independent Play



# ALIEN ADDITION



**Who:** Primary

**When:** Mathematics, addition

**Where:** [Web](#)

**Why:** Alien Addition is a simple timed-test addition game to improve the memorization of addition facts. The player is provided with a sum and alien ships descending down. The player must click a problem with the indicated sum.

**How:** Independent Play





# MAGICAL CAPITALS



**Who:** Primary

**When:** Language Arts, capitalization

**Where:** [Web](#)

**Why:** In Magical Capitals, players help the fairy capitalize the sentence by clicking on the letters that should be capitalized.

**How:** Independent Play



# COCONUT VOWELS



**Who:** Primary

**When:** Language Arts, spelling, vowels

**Where:** [Web](#)

**Why:** Coconut Vowels provides practice in spelling. Coconuts with words on them fall to the beach. The student must match missing letters to the correct word coconut.

**How:** Independent Play





**Who:** Primary

**When:** Mathematics, geometry, tangrams

**Where:** [iOS](#)

**Why:** Players use tangram shapes to construct different houses. In the easier levels, the specific shapes needed are given to the player. In more challenging levels, the players need to determine which shapes are needed to build the houses and determine how they are arranged.

**How:** Independent Play



# ADDIMAL ADVENTURE



**Who:** Primary

**When:** Mathematics, addition, strategies, math fluency

**Where:** [iOS](#), [Web](#)

**Why:** Addimal Adventure is an excellent tool for teaching kids strategies they need to master single-digit addition. The game is bright, colorful, and engaging for young learners to stay motivated in learning their math skills.

**How:** Independent Play



# POWER UP!



**Who:** Intermediate

**When:** Science, Social Studies, resources, sustainability, climate

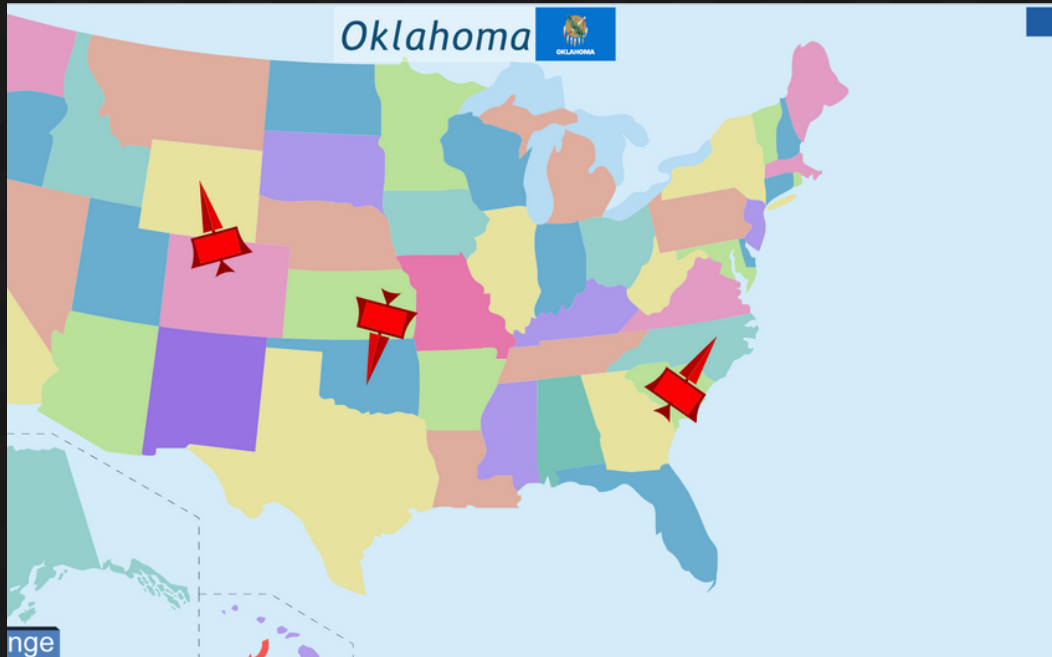
**Where:** [Web](#)

**Why:** In Power Up!, players must make important decisions to power a fictitious city while being environmentally - friendly. Using a limited budget, players observe the outcomes of their decisions and learn why different power sources have their pros and cons.

**How:** Independent Play



# US STATES GEOGRAPHY QUIZ



**Who:** Intermediate

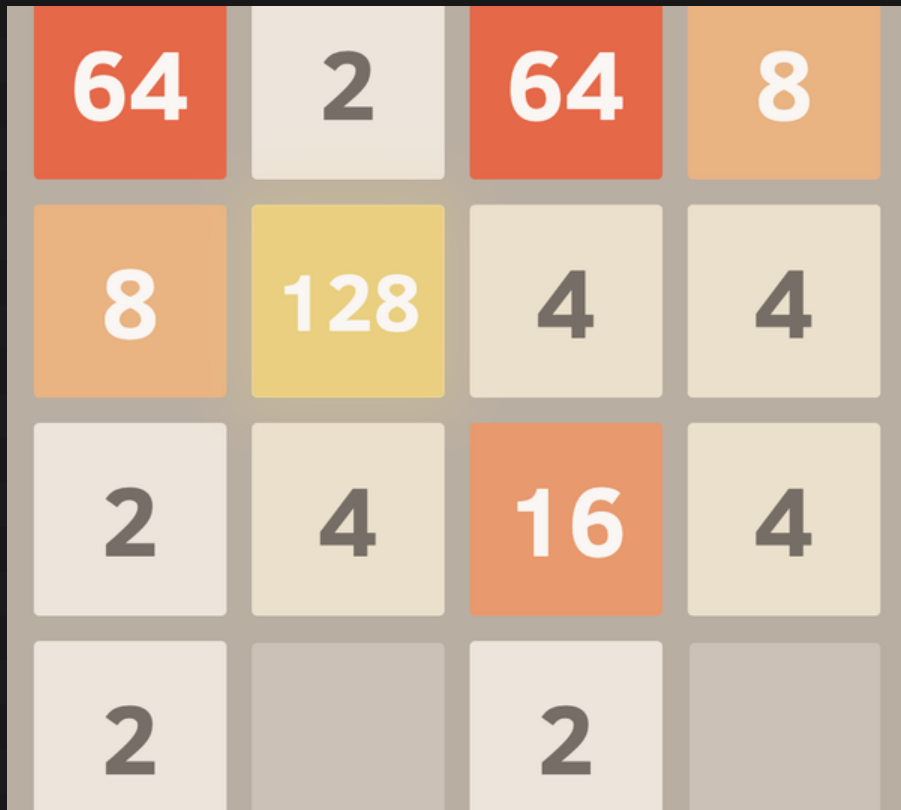
**When:** Social Studies, States, Maps

**Where:** [Web](#)

**Why:** United States of America is a game for testing learner knowledge of the 50 states of the U.S.A. Ideal for school students learning U.S. geography of the United States, the game tracks the player's correct choices.

**How:** Independent Play





**Who:** Intermediate

**When:** Math, Addition, doubles, strategy

**Where:** [iOS](#), [Google Play](#), [Web](#), [Amazon Apps](#)

**Why:** 2048 is a single-player sliding block puzzle game. The game's objective is to slide numbered tiles on a grid to combine them to create a tile with the number 2048. Players must work with doubles and strategize how to build the tiles up without running out of moves.

**How:** Independent Practice





# FACTOR FEEDER

1	6	1	4	3	1	6	4	4	3
8		6			4		8		4
1					4	6	2	2	2
						6		6	
					2	3		3	
					3	2	2	6	
			2			3		6	
3	4	2	4	4		6	2	1	4
5		1		2			1		9
1	2	1	4	1	2	6	1	4	3

level: 1

Factors of  
**12**

Time Bonus  
**502**

Lives  


Score  
**130**

**Who:** Intermediate

**When:** Mathematics, factors, multiplication, division

**Where:** [Web](#)

**Why:** Players will eat factors of the given multiple and avoid numbers that are not factors of the multiple.

**How:** Independent Play





# BATTLESHIP NUMBERLINE



**Who:** Intermediate

**When:** Mathematics, numbers lines, decimals, fractions

**Where:** [Web](#)

**Why:** Students collect stars and explode paper ships by estimating a number, fraction, or decimal's correct location on a number line.

**How:** Independent Play



# THE OREGON TRAIL: SETTLER



**Who:** Intermediate

**When:** Social Studies, US history, civics, economics

**Where:** [iOS](#), [Google Play](#), [Amazon Apps](#)

**Why:** The Oregon Trail: Settler allows learners to create their own personalized frontier village by adding buildings, livestock and crops, and taking care of townspeople's happiness. Players must meet up with some of the most important figures in history, or have a quick chat with townsfolk to uncover new quests and some fascinating concepts of history.

**How:** Independent Play



# SCRIBBLENAUTS: UNLIMITED



**Who:** Intermediate

**When:** Language Arts, nouns, adjectives

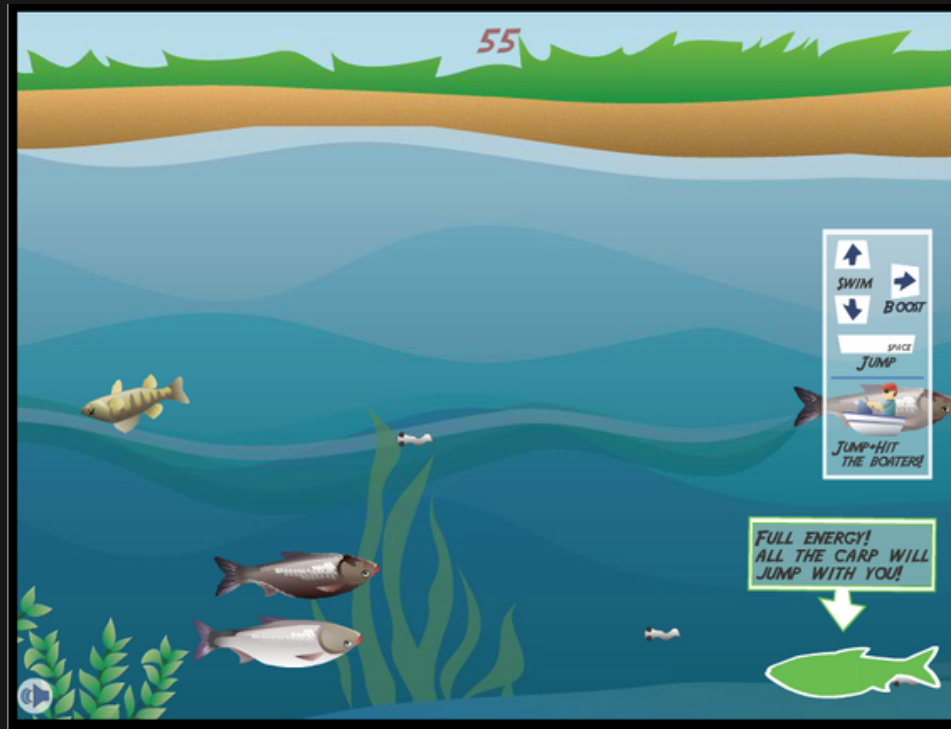
**Where:** [Google Play](#), [iOS](#), [Nintendo Switch](#), [Nintendo WiiU](#), [Nintendo 3DS](#), [PlayStation 4](#), [XboxOne](#), [STEAM](#), [Amazon Apps](#)

**Why:** In this puzzle game series, players are confronted with a series of obstacles that must be solved by creating objects (nouns) or changing the properties of an existing object (adjectives). Each puzzle has dozens of ways to solve it!

**How:** Independent Play



# INVASION!!



**Who:** Intermediate

**When:** Science, food chains, invasive species

**Where:** [Web](#)

**Why:** Learners will start as an Asian carp and eat plankton for energy to fight for survival. In this simulation game, learners will then have to prevent this invasive species from entering Lake Michigan.

**How:** Independent Play



# PRODIGY



**Who:** Intermediate

**When:** Mathematics, Common Core

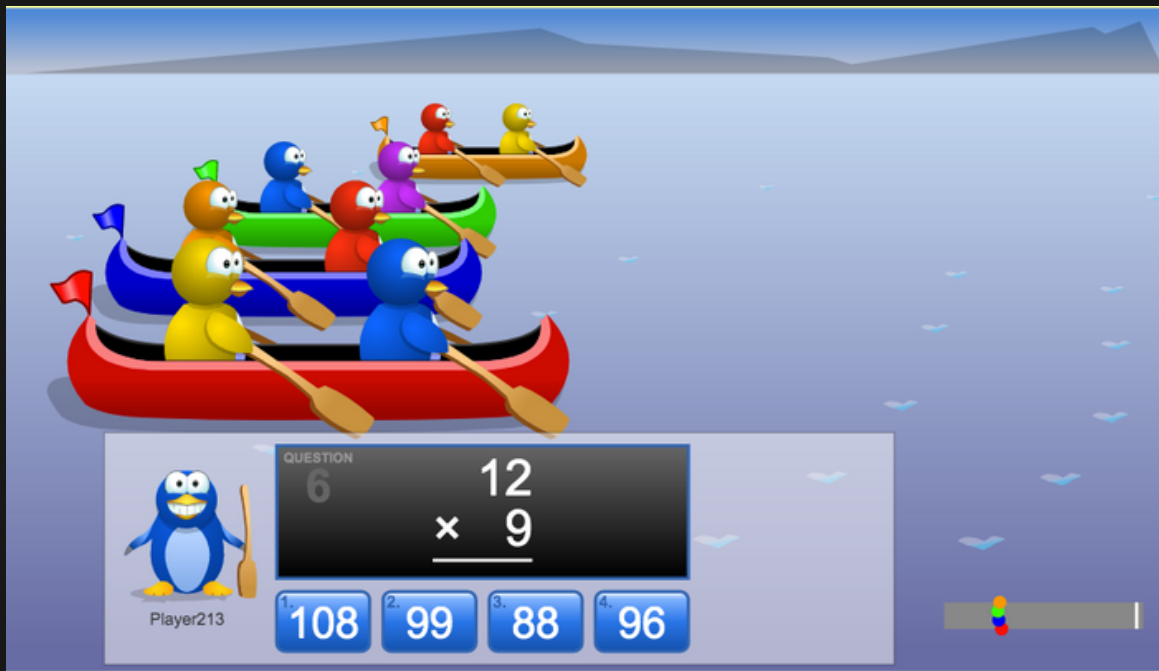
**Where:** [iOS](#), [Google Play](#), [Web](#), [Amazon Apps](#)

**Why:** Prodigy is a role playing game that allows players to take on the role of a wizard as they travel through lands, meet characters, collect creatures, and take on quests. This game seamlessly integrates standards-based math questions by including turn-based battles against enemies where the player must answer correctly in order to attack. Players stay engaged as they traverse the land, engage in stories, and collect new creatures and gear.

**How:** Independent Play



# CANOE PENGUINS



**Who:** Intermediate

**When:** Math, multiplication, 2-Digit

**Where:** [Web](#)

**Why:** Canoe Penguins is a multiplayer racing game that allows students from anywhere in the world to compete against one another while practicing multiplying two-digit numbers.

**How:** Independent Practice



# LIGHTBOT



**Who:** Intermediate

**When:** Computer Science, programming, procedures

**Where:** [Web](#), [iOS](#), [Google Play](#), [Amazon Apps](#)

**Why:** Lightbot is a level progression game that teaches players to program. Players must move Lightbot to light up the blue squares by issuing him simple commands. The levels begin to increase difficulty by requiring the player to shorten their commands with the use of procedures. (Lightbot Jr. version available for primary ages.)

**How:** Guided Play



# MT. MULTIPLIS



**Who:** Intermediate

**When:** Mathematics, multiplication, area model, distributive property

**Where:** [iOS](#), [Web](#)

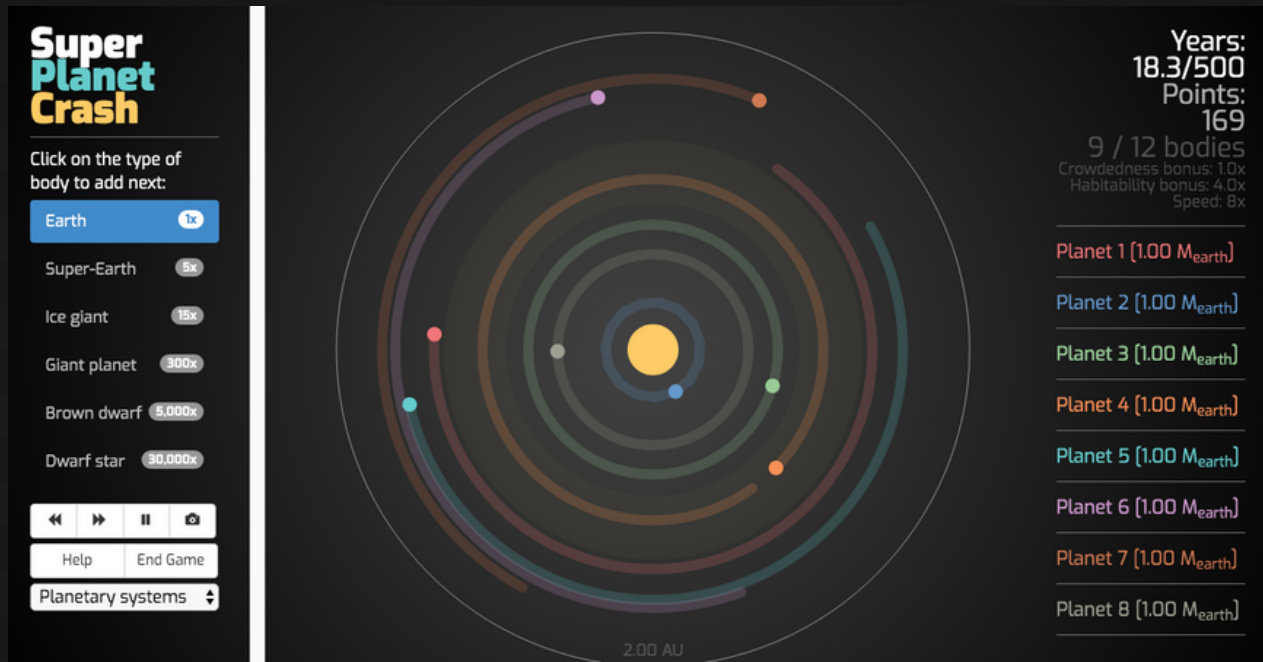
**Why:** Mt. Multiplis allows children to use properties of multiplication to think flexibly about solving problems using the area model method.

**How:** Independent Play





# SUPER PLANET CRASH



**Who:** Secondary

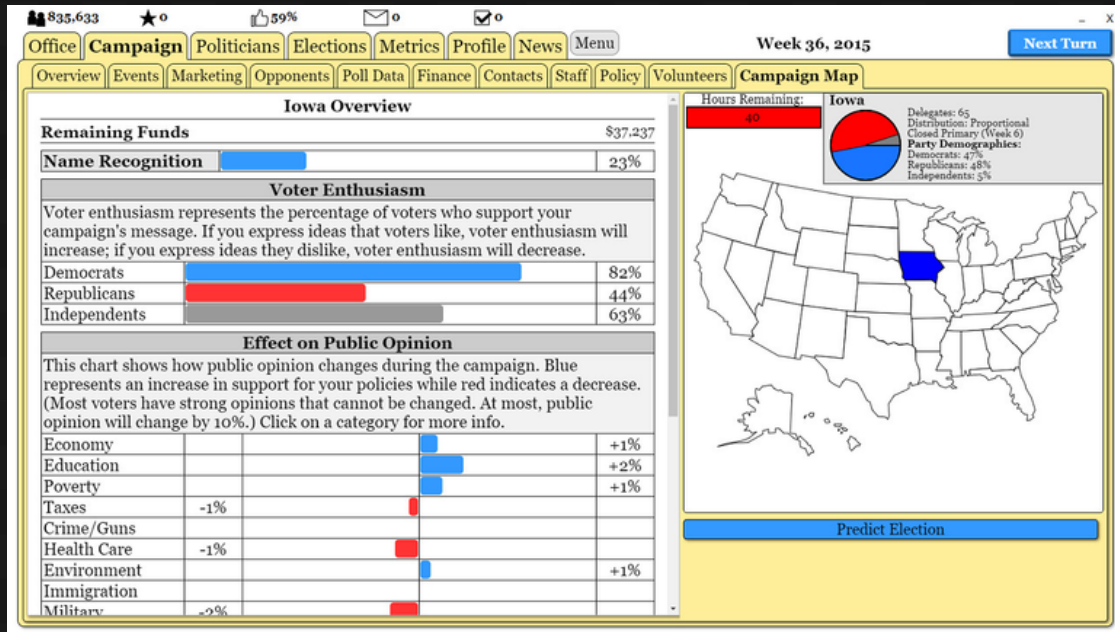
**When:** Science, physics, space, gravity

**Where:** [Web](#)

**Why:** Players learn and use physics to balance a solar system by choosing planets, asteroids, and other objects to include. Players earn points based on how long they can grow their solar system while still keeping it stable.

**How:** Independent Practice





**Who:** Secondary

**When:** Social Studies, U.S. politics, campaigns

**Where:** [STEAM](#)

**Why:** The Political Process is a simulation game where players create a politician and run for office! After choosing what position they want to run for and what district they will represent, the player's campaign begins. As they play, the world is impacted by trends in the decisions made as a politician.

**How:** Guided Practice



# LURE OF THE LABYRINTH



**Who:** Secondary

**When:** Mathematics, pre-algebra, puzzle

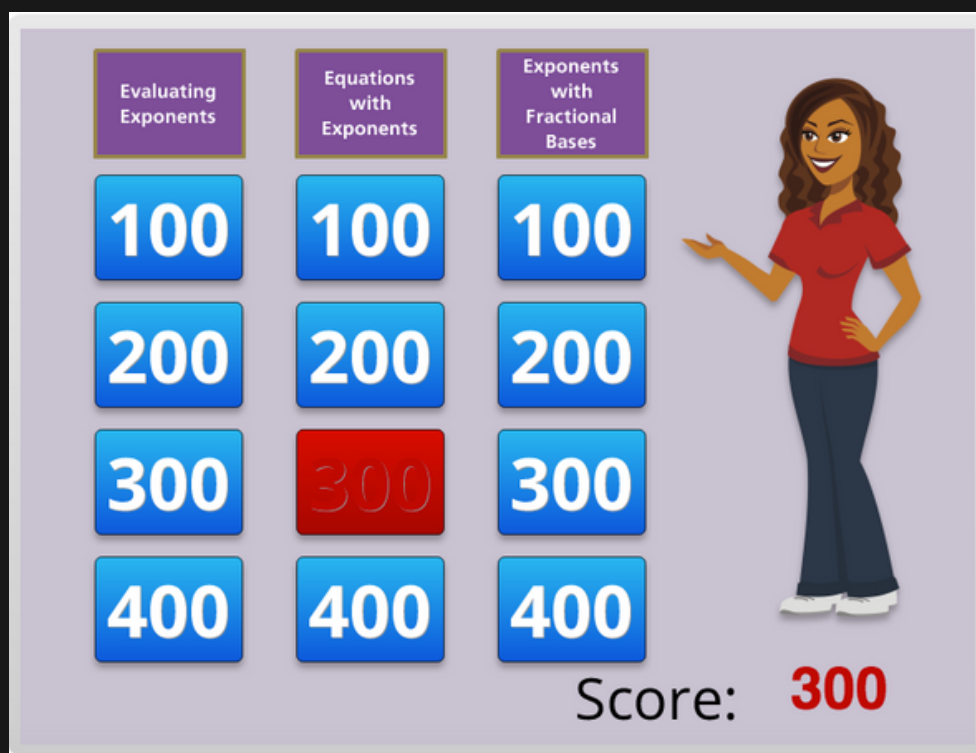
**Where:** [Web](#)

**Why:** Lure of the Labyrinth is a digital game for middle-school pre-algebra students. It includes a wealth of intriguing math-based puzzles wrapped into an exciting narrative game in which students work to find their lost pet - and save the world from monsters!

**How:** Guided Play



# EXPONENTS JEOPARDY



**Who:** Secondary

**When:** Mathematics, exponents

**Where:** [Web](#)

**Why:** Exponents Jeopardy Game is a fun way to review basic facts about exponents and powers. The game has both a single-player and multiplayer mode.

**How:** Independent Practice



# 3RD WORLD FARMER



**Who:** Secondary

**When:** Social Studies, agriculture, economics

**Where:** [Web](#), [Google Play](#)

**Why:** 3rd World Farmer is a serious-thought-provoking online game and business strategy simulation activity where players have to manage an impoverished farm. Players must make tough moral and survival decisions in order to provide for their underprivileged family, while enduring droughts, disease, poverty, corruption, and war.


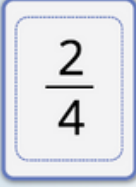
**How:** Independent Play



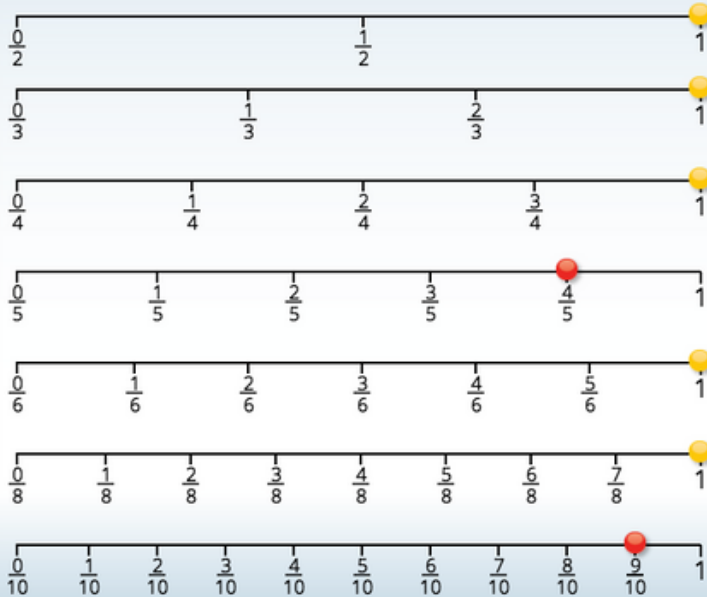
# FRACTION GAME

Tap the deck to turn over a fraction card.

The object of the game is to get all of the markers to the right side of the game board, using as few cards as possible.

Cards Played: 17



**Who:** Secondary

**When:** Mathematics, equivalent fractions, fraction number lines

**Where:** [Web](#)

**Why:** Students draw a fraction card and then move that amount on one or more fraction lines. The goal is to move all of the markers to the right side of the line (1).

**How:** Guided Play





# ARGUMENT WARS



**Who:** Secondary

**When:** Social Studies, constitutional law

**Where:** [Web](#) [iOS](#) [Google Play](#)

**Why:** In this game, the learner takes on the role of a lawyer who is defending either in favor for, or against, famous cases in history. The learner must hear all sides of the case and then decide which points in the constitution they want to use in their defense. In a battle of cards, the learner will argue against the other side to defend their case!

**How:** Guided Play



## CELLCRAFT



**Who:** Secondary

**When:** Science, biology, cells

**Where:** [Web](#)

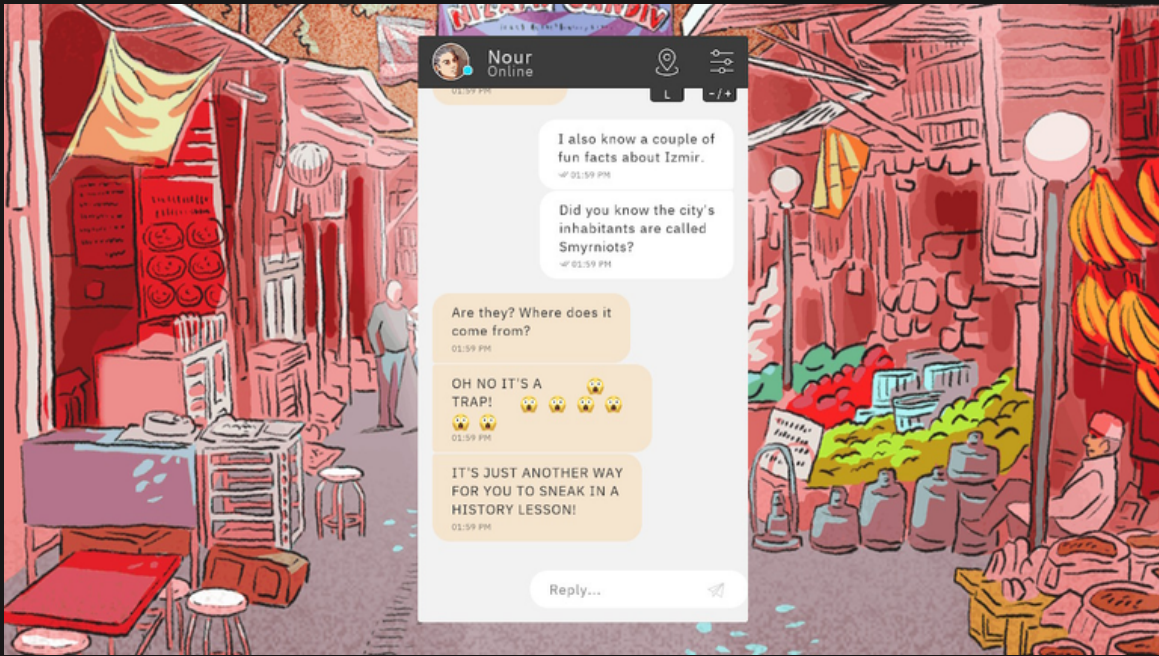
**Why:** CellCraft is a learning game that invites players to delve into the world of the cell, learning about how a cell functions while helping it survive in hostile environments.

**How:** Guided Practice





# BURY ME, MY LOVE



**Who:** Secondary

**When:** Social Studies, refugees, migration

**Where:** [iOS](#), [Google Play](#), [Steam](#), [Nintendo Switch](#)

**Why:** Bury Me, My Love is a gripping tale of a husband and wife from Syria. The game is told through an instant messaging app where you play as the husband guiding his wife to find Europe. There are multiple paths you can lead her through and 19 possible endings.

**How:** Guided Play



# IMMUNE DEFENSE



**Who:** Secondary

**When:** Science, Biology, immune system

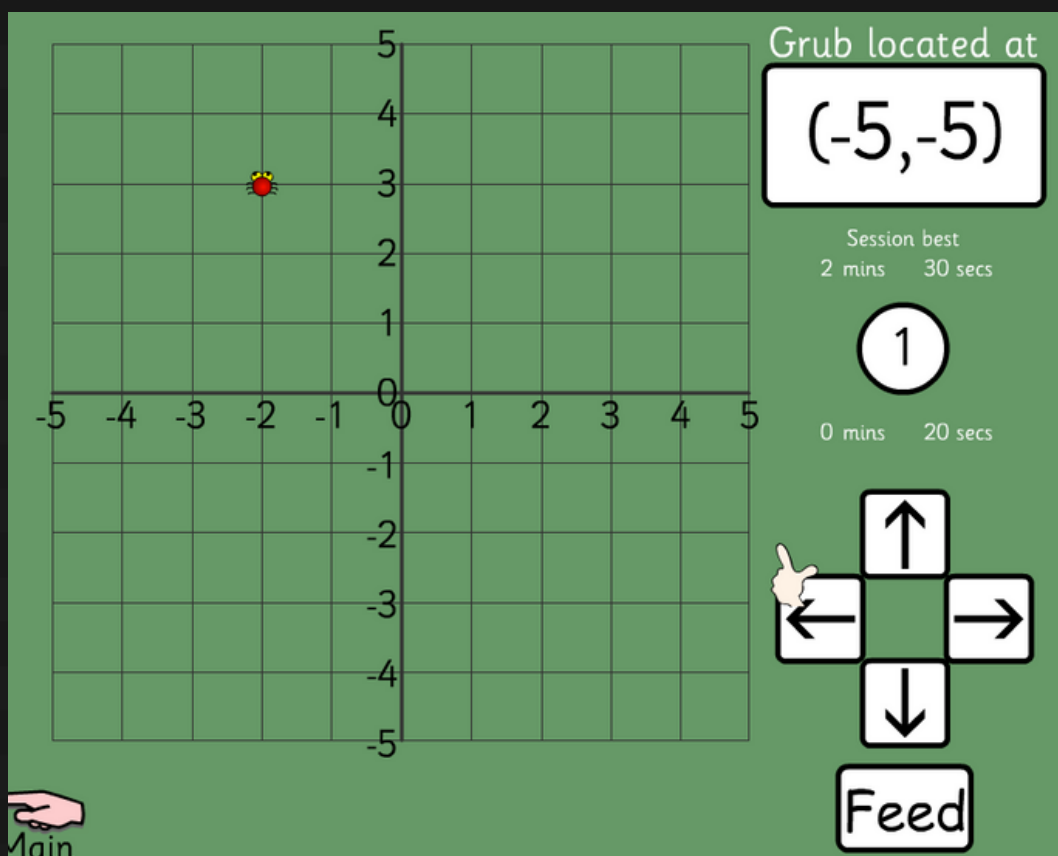
**Where:** [PC](#)

**Why:** In this game players must protect their bodies against disease by "purchasing" move cells and job cells to defeat the E. coli virus that has appeared. The players receive informational tutorials that help them advance through the game, while also learning how the human body fights off unwanted disease.

**How:** Supported Play



# BILLY BUG 2



**Who:** Secondary

**When:** Mathematics, locating coordinates with negative numbers

**Where:** [Web](#)

**Why:** Learners try to move a bug to a given point on a coordinate grid using both positive and negative numbers.. Learners are timed to see how long it takes them to find 10 coordinates.

**How:** Independent Play



# HUMAN RESOURCE MACHINE



**Who:** Secondary

**When:** Computer Science, programming, loops, jumps

**Where:** [Windows](#), [OS X](#), [STEAM](#), [iOS](#), [Google Play](#), [Nintendo Wii U](#), [Nintendo Switch](#), [Free Hour of Code Edition](#)

**Why:** Human Resource Machine is a programming puzzle-based game where players are hired as a new employee and must work their way up the ranks by writing programs to complete tasks given to them. Each floor of the building is a new job and required task. Levels are clear and progress in difficulty, requiring the player to use program loops, jumps, and other commands to complete the level.

**How:** Independent Practice



## EXOTREX 2



**Who:** Secondary

**When:** Science, space, physics, chemistry

**Where:** [Web](#)

**Why:** Exotrex 2 is a beautifully rendered, STEM focused game that will challenge and engage Secondary science learners. From the start, players must explore an in-depth solar system map to learn about the planets, moons, and asteroids, as well as their relative distances from each other. Only by demonstrating resourcefulness will the player be able to find a new home for humanity.

**How:** Independent Play



# ELEGY FOR A DEAD WORLD



**Who:** Secondary

**When:** Language Arts, creative fictional writing

**Where:** [STEAM](#)

**Why:** In *Elegy for a Dead World*, players travel to three worlds and write stories about their long-dead societies in settings inspired by the works of poets Keats, Byron, and Shelley. Players will explore 27 different writing challenges, through which they create narratives about the worlds they visit from multiple perspectives.

**How:** Independent Play





# BAD NEWS

**BAD** ■ ■ ■  
■ ■ **NE** ■ ■  
■ ■ ■ **WS**

From fake news to chaos! How  
bad are you? Get as many  
followers as you can.

**Who:** Secondary

**When:** Language Arts, informational literacy, media

**Where:** [Web](#)

**Why:** The Bad News game provides valuable opportunities to resist bad online information by putting players in the position of the people who create it and gain insight into the various tactics and methods used by 'real' fake news-mongers. During the COVID-19 pandemic there has been an oversaturation of news, and this will help teenagers navigate what is "good news" and what is "bad news".

**How:** Guided Play





# LEARNING GAME SOURCES

Below is a list of massive game hubs - sites or digital locations to consult in order to find other learning games for your learners or children.

<https://www.sesamestreet.org/games>

<https://pbskids.org/games/>

<https://www.brainpop.com/games/>

<https://www.education.com/games/>

<https://www.ixl.com/>

<https://store.steampowered.com/>

<https://www.kongregate.com/>

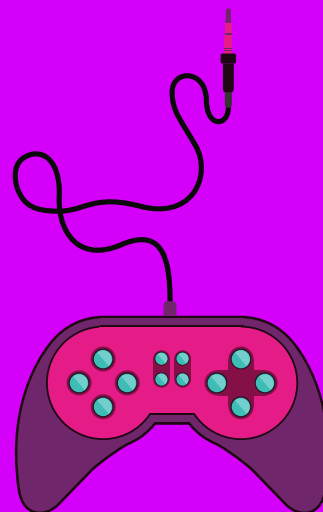
<https://www.apple.com/apple-arcade/>

<https://www.apple.com/ios/app-store/>

<https://www.arcademics.com/>

<https://play.google.com/>

<http://www.icivics.org/>



**Starfall (p. 6)**

<https://www.starfall.com/h/>

[https://play.google.com/store/apps/details?id=air.com.starfall.more&hl=en\\_US](https://play.google.com/store/apps/details?id=air.com.starfall.more&hl=en_US)

<https://apps.apple.com/us/app/starfall-free/id707189889>

**Community Helpers (p. 7)**

<https://www.education.com/game/community-helpers-quiz/>

**Dreambox Learning (p. 8)**

<https://www.dreambox.com/>

<https://apps.apple.com/us/app/dreambox-learning-math/id675354945>

**Slice Fractions (p. 9)**

[https://play.google.com/store/apps/details?](https://play.google.com/store/apps/details?id=air.com.ululab.SliceFractionsSchoolEdition&hl=en_US)

[id=air.com.ululab.SliceFractionsSchoolEdition&hl=en\\_US](https://play.google.com/store/apps/details?id=air.com.ululab.SliceFractionsSchoolEdition&hl=en_US)

<https://apps.apple.com/us/app/slice-fractions/id794730213#?platform=ipad>

[https://www.microsoft.com/en-us/p/slice-fractions/9nsgnrhr891j?](https://www.microsoft.com/en-us/p/slice-fractions/9nsgnrhr891j?activetab=pivot:regionofsystemrequirementstab)

[activetab=pivot:regionofsystemrequirementstab](https://www.microsoft.com/en-us/p/slice-fractions/9nsgnrhr891j?activetab=pivot:regionofsystemrequirementstab)

**Contraction Action (p. 10)**

[https://www.abcya.com/games/contraction\\_action](https://www.abcya.com/games/contraction_action)

**Comma Chameleon (p. 11)**

<http://www.sheppardsoftware.com/grammar/punctuation.htm>

**Alien Addition (p. 12)**

[https://www.mathplayground.com/ASB\\_AlienAddition.html](https://www.mathplayground.com/ASB_AlienAddition.html)

**Magical Capitals (p. 13)**

<http://www.sheppardsoftware.com/grammar/capitalization.htm>

**Coconut Vowels (p. 14)**

<https://www.arcademics.com/games/coconuts>



**Kinder Tangrams (p. 15)**

<https://apps.apple.com/us/app/kids-learning-puzzles-build/id562542395?platform=iphone>

**Addimal Adventure (p. 16)**

<https://apps.apple.com/us/app/teachley-addimal-adventure/id661286973><https://www.brainpop.com/games/teachleyaddsubtract/>

**Power Up! (p. 17)**

<http://sciencenetlinks.com/media/filer/2011/10/07/powerup.html>

**US States Geography Quiz (p. 18)**

[https://www.digitaldialects.com/geography/USA\\_geography\\_quiz.htm](https://www.digitaldialects.com/geography/USA_geography_quiz.htm)

**2048 (p. 19)**

<https://apps.apple.com/us/app/2048/id840919914>  
[https://play.google.com/store/apps/details?id=com.androbaby.game2048&hl=en\\_US](https://play.google.com/store/apps/details?id=com.androbaby.game2048&hl=en_US)  
<https://play2048.co/>  
<https://www.amazon.com/digiplex-in-2048/dp/B00J2QJPFO>

**Factor Feeder (p. 20)**

<http://www.hoodamath.com/games/factorfeeder.html>

**Battleship Numberline (p. 21)**

<https://www.brainpop.com/games/battleshipnumberline/>

**The Oregon Trail: Settler (p. 22)**

<https://apps.apple.com/us/app/the-oregon-trail/id460062770?platform=iphone>  
[https://play.google.com/store/apps/details?id=com.gameloft.android.ANMP.GloftTOHM&hl=en\\_US](https://play.google.com/store/apps/details?id=com.gameloft.android.ANMP.GloftTOHM&hl=en_US)  
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<https://apps.apple.com/us/app/scribblenauts-unlimited/id1030902626>

<https://www.nintendo.com/games/detail/scribblenauts-mega-pack-switch/>

<https://www.nintendo.com/games/detail/scribblenauts-unlimited-wii-u/>

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<https://play.prodigygame.com/>

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<https://3rdworldfarmer.org/>

[https://play.google.com/store/apps/details?id=air.org.A3rdworldfarmer.game&hl=en\\_US](https://play.google.com/store/apps/details?id=air.org.A3rdworldfarmer.game&hl=en_US)

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<https://www.nctm.org/Classroom-Resources/Illuminations/Interactives/Fraction-Game/>

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<https://www.icivics.org/games/argument-wars>

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[https://play.google.com/store/apps/details?id=air.com.filament.argumentwars&hl=en\\_US](https://play.google.com/store/apps/details?id=air.com.filament.argumentwars&hl=en_US)

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<https://www.carolina.com/teacher-resources/Interactive/online-game-cell-structure-cellcraft-biology/tr11062.tr>



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[https://play.google.com/store/apps/details?id=com.plug\\_in\\_digital.emma&hl=en\\_US](https://play.google.com/store/apps/details?id=com.plug_in_digital.emma&hl=en_US)

[https://store.steampowered.com/app/808090/Bury\\_Me\\_My\\_Love/](https://store.steampowered.com/app/808090/Bury_Me_My_Love/)

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[https://store.steampowered.com/app/375820/Human\\_Resource\\_Machine/](https://store.steampowered.com/app/375820/Human_Resource_Machine/)

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[id=com.tomorrowcorporation.humanresourcemachine](https://play.google.com/store/apps/details?id=com.tomorrowcorporation.humanresourcemachine)

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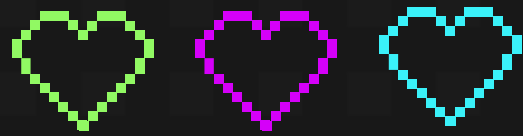
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# THANK YOU AND STAY SAFE!!

WE HOPE BOTH EDUCATORS AND PARENTS  
HAVE FOUND A FEW USEFUL RESOURCES TO  
SHARE AND USE DURING THE CRISIS.  
MORE IMPORTANTLY, WE HOPE LEARNERS  
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