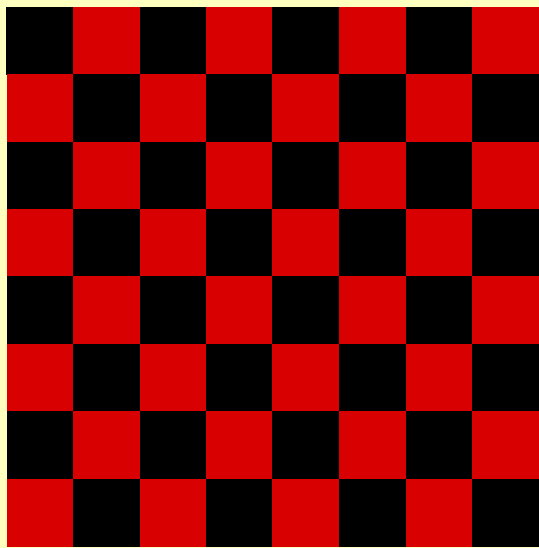
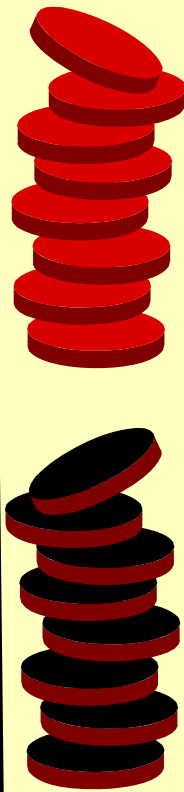


# GAMING IN THE



# SCHOOL LIBRARY



**MONDAY, JUNE 29, 2009**

**8:30 AM–3:00 PM**

**ULSTER BOCES  
CONFERENCE CENTER  
175 ROUTE 32 NORTH, NEW PALTZ, NY 12561**

**GUEST SPEAKER  
CHRIS HARRIS  
COORDINATOR, GENESEE VALLEY BOCES SLS**

**\$30  
(INCLUDES LUNCH)**

Games are another valuable curriculum resource that school libraries can provide. This presentation will review research supporting gaming as a learning tool and then go hands-on with selected games presented through their alignment with AASL and other standards. Participants will be able to:

- Identify how gaming aligns with AASL's standards for the 21st century
- Develop a plan to implement gaming in a school library
- Select appropriate games using collection development criteria and review resources
- Teach colleagues/students how to play games.

Register Online: [www.dcboces.org/professionaldevelopment](http://www.dcboces.org/professionaldevelopment)  
Registration Assistance: Contact Frances Hutman at 486-4840, ext. 3031  
Please make your check payable to Dutchess BOCES and mail to:  
Dutchess BOCES SLS, 900 Dutchess Turnpike, Poughkeepsie, NY 12603

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