Annotated Bibliography


-This article provides some examples of puzzles that could be used to reinforce concepts in a general chemistry classroom. It also has a section devoted to describing how to incorporate the puzzles into the curriculum. Although I may not necessarily use the exact puzzles from this article in my classes, I may use the formats described and change the content.


-This article emphasizes the use of a card game to teach the stereochemistry of carbohydrates. I do not teach this in my college prep chemistry class, but I will use the ideas behind the card games described in order to develop my own. Perhaps the rules that are outlined would be useful to me as well.


-I will use this article, in addition to the Boyd article when developing puzzles. I think that Sudoku puzzles would be a great way to incorporate some of the chemistry content that requires memorization and identification.


-The implementation of a problem-solving activity that pertains to analytical chemistry in the form of a crime scene or murder investigation would be a great way kids to learn according to the scientific method. I could present this type of scenario in the form of a CSI board game.


-This article simply provides me with a different means of achieving the same goal in terms of strategies that can be used to promote focus. It is one of the articles that directed me on the path to choosing games and puzzles as a strategy to promote focus.

-This is an important resource that will help me develop templates for Jeopardy review games.


-This article provides a lot of useful ideas for teachers in incorporating the use of toys in a chemistry classroom. It emphasizes that there have been many studies that show that using toys in the classroom helps with focus, familiarization, and understanding of the content matter.


-Part of this article describes how the purpose of playing a game in class (specifically a review game such as Jeopardy), is not necessarily or primarily to emphasize content retention at that particular time, but more to initiate and facilitate the studying process.


-This article gave me a great idea for a different kind of game that can be played on a class scale (perhaps as a review game). It is useful because it provides the framework for the actual concentration game, including board setup, rules, modifications and adjustments that may need to be made, as well as things that did and did not work well.


-This is another article that provides a lot of useful ideas for teachers in incorporating the use of toys in a chemistry classroom. It emphasizes that there have been many studies that show that using toys in the classroom helps with focus, familiarization, and understanding of the content matter.

-This article is very useful for my rationale because it does a great job of describing the role that technology plays on the development, lifestyle, and behavior of students and how this needs to be dealt with in the classroom. It gets into the specifics of how T.V., entertainment, video games, cell phones, etc. affect young students.


-This article gave me some good ideas about how I could make a game that pertains specifically to the periodic table. I may be able to incorporate some of the creative aspects of the contest described in the article in order to further reinforce the periodic table through the use of multiple intelligences.


-This article simply provides me with a different means of achieving the same goal in terms of strategies that can be used to promote focus. It is one of the articles that directed me on the path to choosing games and puzzles as a strategy to promote focus.