DOE Cares Resources for Families

POSITIVE CHILDHOOD EXPERIENCES

1. Ability to talk to family about feelings.
2. Felt Experience that family is supportive in difficult times.
3. Enjoyment in participation in community traditions.
5. Feeling of being supported by friends.
6. Having at least two non-parent adults who genuinely care.
7. Feeling safe and protected by an adult at home.

LEAD RESEARCHER: CHRISTINA BETHELL, 2019
<table>
<thead>
<tr>
<th>Mindful Meet Ups</th>
<th>Recorded ALL ACCESS BRAIN BREAK Sessions:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>o Time In - <a href="https://vimeo.com/405522000">https://vimeo.com/405522000</a></td>
</tr>
<tr>
<td></td>
<td>o Sleep - <a href="https://vimeo.com/40589885">https://vimeo.com/40589885</a></td>
</tr>
<tr>
<td></td>
<td>o Physical Time - <a href="https://vimeo.com/408456928">https://vimeo.com/408456928</a></td>
</tr>
</tbody>
</table>

**Family De-Stress Sessions for May’s Trauma and Mental Health Awareness:**

- Mondays and Wednesdays at 9 a.m.
  - ZOOM Link: [https://zoom.us/webinar/register/WN_0QYjILiMQcGRs7ScucPaBw](https://zoom.us/webinar/register/WN_0QYjILiMQcGRs7ScucPaBw)
- Mondays at 4 p.m.
  - ZOOM Link: [https://zoom.us/webinar/register/WN_VgYDG_uwRje-PAZj6olWSA](https://zoom.us/webinar/register/WN_VgYDG_uwRje-PAZj6olWSA)
- Wednesdays at 7 p.m.
  - ZOOM Link: [https://zoom.us/webinar/register/WN_u2Um8RM1THaJv1eOICQmfQ](https://zoom.us/webinar/register/WN_u2Um8RM1THaJv1eOICQmfQ)

<table>
<thead>
<tr>
<th>COVID-19 Supports for Families</th>
<th>Practical Strategies for Supporting SEL at Home</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Arts and Movement Strategies</td>
</tr>
<tr>
<td></td>
<td>Family Stress Relief During the Corona Virus Outbreak</td>
</tr>
<tr>
<td></td>
<td>Just for Kids: A Comic Exploring the New Coronavirus</td>
</tr>
<tr>
<td></td>
<td>Resources for Supporting Children's Emotional Well-being During the COVID-19 Pandemic from Child Trends</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Online Connections</th>
<th>Mindful Moments from Khayree Bey, Colonial SD: <a href="https://www.youtube.com/watch?v=PTBixsl4dol">https://www.youtube.com/watch?v=PTBixsl4dol</a></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Apps: Breathe2Relax – mindful breathing</td>
</tr>
<tr>
<td></td>
<td>CloseGap.org – emotional check-in</td>
</tr>
</tbody>
</table>

**WHYY** is offering educational programming for students grades 3-12 on Y2, which is available free over the air on channel 12.2. Also on Comcast 257 and Verizon Fios 474.

| Delaware Behavioral Health | NAMI DE and Delaware Changing Lives COVID-19 Toolkit |
**Family Resource Sheets**

- **8 tips for getting your child ready for online learning**, from Understood.org, provides helpful tips for parents to help prepare and support their children in learning from home.
- **Helping your child with organization**, from Kids Health from Nemours, provides parents with a helpful 1-2-3 process to teach their children in order to help them stay focused and organized.
- **Supporting your child with homework**, from Kids Health from Nemours, provides parents with tips for how to support their children with their homework.
- **Guide to teaching kids time management**, from Scholastic.com, provides helpful tips to teach kids to help them plan and organize their time according to their age.
- **Teaching children about brain breaks**, from confidentparentsconfidentkids.org, teaches children how to recognize when they need a break and how to properly use their brain break time.
- **Helping kids who struggle with executive functions**, from childmind.org, provides helpful organizational tips to teach children who have difficulty with executive functioning.
- **Supporting Your Child’s Positive Behavior**, from PACER Center, provides an explanation of the principles behind PBIS as well as examples of how to integrate these principles and strategies into the home and community.
- **Using positive words to support your child’s behavior**, from The National Center for Pyramid Model Innovations, provides helpful examples for parents of how to re-word expectations for children from what *not to do* to what *to do*.
- **Strategies to stay calm when supporting problem behavior** from The National Center for Pyramid Model Innovations, provides helpful steps and strategies for children and parents to use to calm down during challenging behavior or when experiencing anger, stress, frustration, or sadness.
- **Connecting to Your Teen**, from the Center for Parent Information and Resources, outlines conversation starters for parents to use with their teens in order build relationships and help promote prosocial decision making.
- **7 Tips for Rewards and Consequences**, from Understood.org, gives families an explanation of what rewards and consequences are, as well as ideas for rewards and consequences to use at home.
- **A Parents Guide to Problem Behavior**, from the Child Mind Institute, provides parents with strategies for responding to common but still problematic child behavior. Here, parents and caregivers can find ideas for preventing problem behavior, providing meaningful consequences, and preparing children to make transitions positively.
DOE Cares Resources for Families

Center for the Study of Traumatic Stress

- **Helping Homebound Children During the covid-19 Outbreak**
- **Psychological Effects of Quarantine During the Coronavirus Outbreak: What Healthcare Providers Need to Know**
- **Sustaining the Well-Being of Healthcare Personnel During Coronavirus and Other Infectious Disease Outbreaks**
- **Caring for Patients’ Mental Well-Being During Coronavirus and Other Emerging Infectious Diseases: A Guide for Clinicians**

List of 85 Education Learning Games and Technologies *(updated on April 7, 2020)*

**Early Childhood**

1. **The Cat in the Hat Builds That** app is based on the PBS KIDS series, The Cat in the Hat Knows a Lot About That, and introduces children three to five and parents to science inquiry and engineering (STEM) concepts through hands-on games and activities tailored to their learning progress. Developed by PBS KIDS, CPB, and Random House with a 2015 ED/Ready to Learn award.

2. **The Play & Learn Science** app is designed for children ages three to five and parents to see the science in their world by modeling real-world locations and experiences. The related hands-on activities and parent notes prompt families to “try it” at home and provide tips for engaging in conversations. Developed by PBS KIDS, CPB, and Primal Screen with a 2015 ED/Ready to Learn award.

3. **The Cat in the Hat Invents** app introduces children ages three to five and parents to science, technology, engineering, and math (STEM) concepts, such as simple machines and the engineering design process, as they outfit robots with tools to overcome obstacles in fantastic Seussian worlds. Developed by PBS KIDS, CPB, and Random House with a 2015 ED/Ready to Learn award.

4. **The Photo Stuff with Ruff** app is based on PBS KIDS’ short-form animated digital series, “The Ruff Ruffman Show,” and inspires children ages four to eight to discover what the “stuff” in their world is made of. In this camera-based experience, children learn about science by exploring surroundings and
DOE Cares Resources for Families

taking pictures of different materials to complete silly scenes. Play it together and record and share your observations in fun, creative ways! Developed by PBS KIDS, CPB, and WGBH with a 2015 ED/Ready to Learn award.

5. In the **Molly of Denali** (**Video Demo**) app, **children aged five to eight** use everyday informational texts (i.e., field guides, recipes, diagrams, etc.) to solve problems and fulfill their curiosity in an immersive version of Molly’s Alaska Native village. Developed by PBS KIDS, CPB, and WGBH, through a 2015 ED/Ready to Learn award.

6. In **Space Scouts** **children ages five to eight** learn badges and mindset rewards as they play five space-themed engineering design and science inquiry games. Developed by PBS KIDS, CPB, and Wind Dancer Films through a 2015 ED/Ready to Learn grant.

7. **The Jet’s Bot Builder** app is based on the PBS KIDS series, Ready Jet Go!, and allows **children ages five to eight** to create new parts, explore, learn and have fun building a robot with Jet and friends. Jet’s Bot Builder adapts to your young learner’s progress. Developed by PBS KIDS, CPB, and Wind Dancer Films with a 2015 ED/Ready to Learn award.

    *Note: The PBS Kids website includes more apps and videos, all available at no cost.*

8. **MathBRIX** (**Video Demo**) is a game for **pre-K to grade two children** to think mathematically and problem-solve by moving virtual replicas of toy-building bricks into place to arrive at solutions. PlayPACT, the home companion, encourages parents to help children build early cognitive skills using a “connected play” approach. Developed with 2016 and 2019 NSF SBIR awards.

9. **Chef Koochooloo** (**Video Demo**) is a game platform that teaches **kindergarten through fifth grade students** cultural sensitivity, STEAM (science, technology, engineering, arts, and math) concepts (assessed as per national standards), and sustainability through healthy cooking in schools. Developed in part with a 2019 NSF SBIR award.

10. **My Home Literacy Coach** is a **resource for parents and caregivers** to maintain the reading growth of **children in Kindergarten to grade 3**. Using evidence-based approaches, 15-minute language art lessons are calibrated daily to match individual children’s progress. Developed by **Learning Ovations** and researchers at the University of California Irvine with a 2015 ED/IES SBIR award and several IES Research Grants.
DOE Cares Resources for Families

11. **Cognitive ToyBox for Schools** *(Video Demo)* is a hybrid observation and game-based assessment platform for teachers, practitioners, and children from birth to five years old. Children play developmentally appropriate touchscreen games for five minutes per week, and teachers have access to timely information on each individual child’s learning trajectory. Developed with awards in 2016 from NSF SBIR and 2019 from ED/IES SBIR.

Special Education

12. **In Go Phonics** and **Early Reading Skills Builder** *(available here)* *(Video Demo)*, students in special education learn to read through phonics instruction aligned to third grade. Developed by the **Attainment Company** through a 2011 ED/IES SBIR award.

13. In **Access Language Arts** *(available here)* *(Video Demo)*, special education students access adapted literature and language arts instruction, grade-aligned to middle school. Developed by the **Attainment Company** through a 2014 ED/IES SBIR award.

14. **SOAR** (Strategies for Online Academic Reading) *(Video Demo)* is a web-based curriculum for middle school students with learning disabilities to promote competency when reading and researching online. The tool supports student efforts to search for, find, evaluate, read, and use appropriate and relevant online information. Developed at the **University of Oregon** with a 2012 ED/OSEP award.

15. The **Communication Matrix** is a tool for teachers, speech-language pathologists, and parents to support students with complex communication needs. The online forum provides a space for information sharing, learning from the field, and offering and receiving support. Developed at the Oregon Health and Sciences University with an ED/OSEP award.

16. The **WRITE Progress Monitoring** tool automatically grades writing assessments for middle school students specific to narrative, persuasive, and expository genres of writing. Developed at the University of Kansas with an ED/OSEP award.

17. The **Project Core** implementation model is designed for special education practitioners, parents, and caregivers to provide students with significant cognitive disabilities and complex communication needs access a personal augmentative and alternative communication system and instruction to learn to use it. Developed at the University of North Carolina with support from ED/OSEP.
18. The *Tar Heel Shared Reader* implementation model supports teachers, therapists, and parents to provide shared reading instruction to students with significant cognitive disabilities. Developed at the University of North Carolina with an award from ED/OSEP.

19. *AvePM.com* is a website for teachers of students who are deaf or hard of hearing, that tracks sign language and oral communication development for students ranging from pre or early reading through sixth grade. Developed at Penn State University with an award from ED/OSEP.

Science

20. In *Killer Snails’ Scuba Adventures (Video Demo)*, grade school students race against the clock as scientists, tagging creatures before their oxygen tanks runs out of air. Earn extra points for tagging venomous creatures whose deadly toxins may unlock the secrets to saving human lives. Developed with a 2017 NSF SBIR award.

21. In *Killer Snails’ Rainforest Rumble* is a printable card game for children age 5 and up where only the best equipped survive! In this game of survival defend your animals with smart arguments and scientific facts. Developed with a 2017 NSF SBIR award.

22. The *Animator App* with lessons at (the pink “Flash Points” posts) is an open-ended tool for students of any age to create animations quickly to explore grade school-level concepts of colors and patterns to gas laws and reactions in high school chemistry. Developed by Alchemie with a 2017 NSF SBIR award.


24. *Killer Snails’ BioDive (Video Demo)* combines virtual reality and online digital journaling to enable students to experience the life of a scientist. Middle school students take on the role of marine biologists investigating the delicate ecosystems of venomous marine snails. Throughout their expedition, students observe, discover, and hypothesize about abiotic and biotic factors that impact marine biodiversity. *Developed through a 2017 NSF SBIR.*
DOE Cares Resources for Families

25. The ModelAR app (Video demo) is a digital molecular model set used by students in middle school to college to build and explore chemistry concepts, from isomers and functional groups to large molecules such as Buckyball and proteins. The molecules can also be built on an Augmented Reality tag to manipulate the compound in real space. Developed by Alchemie through a 2017 NSF SBIR award.

26. The iNeuron (Video Demo) game introduces neuroscience basics to middle and high school students and challenges learners to complete neural circuits, and can be played individually or in groups. Developed by Andamio Games through a 2011 NIH SBIR award.

27. CellEnergy Photosynthesis Labs (Video Demo) uses interactive challenges and virtual labs with an experimental playground to engage high school students and deepen understanding of photosynthesis and cell respiration. Developed by Andamio Games through a 2017 NSF SBIR award.

28. In Martha Madison (Video Demo) middle school students join meerkat scientist Martha Madison on quests to help her community, while learning physical science and 21st century skills. Jump, fly, slide, and bang through game levels built on a side-scrolling platform that plays like a video game. Developed by Second Avenue Learning with a 2012 NSF SBIR award.

29. The Tyto Online (Video Demo) game engages middle school students in storylines to explore science phenomena and solve authentic problems. For example, students work with a botanist to solve a food shortage while learning about genetics. Developed by Immersed Games with a 2017 NSF SBIR award and a 2018 IES SBIR award.

30. In MissionKT players age eight to 13 learn about the story of Stardust: "we are made of Stardust that was once in the body of Albert Einstein and the Last T-Rex." The story is about atoms: their creation, size, number, and how they are shared. Up to 4 internet-connected players visit a world of dinosaurs and have fun as they discover how they inherited Stardust from the Last T-Rex. Developed by TheBeamer through a 2017 NSF SBIR award.

31. In Building the Universe middle students and up go back in time to the Big Bang to create the first atoms and in the process learn about quarks, protons, neutrons, electrons. This physics game eventually finishes 13.8 billion years later with the Solar System and a habitable planet Earth. Developed by TheBeamer through a 2017 NSF SBIR award.

32. Immune Defense (Video Demo) is a real-time strategy game for biology students in grades five to 12 where players use proteins and
phagocyte cells to eat bacteria, while learning cellular behavior and the role of protein receptors in an engaging, problem-based format. Developed by Molecular Jig Games with a 2009 grant from NIH SBIR.

33. **Immune Attack** ([Video Demo](#)) is a third-person shooter game for biology students in grades five to 12. Students fly a Microbot and a nanobot inside a 3D body to activate proteins and phagocyte cells to eat bacteria in an engaging, exciting mission-based format. Developed by Molecular Jig Games with a 2004 research grant from NSF SBIR.

34. **Project ESCOLAR** (Etext Supports for Collaborative and Academic Reading) ([Video Demo](#)) supports middle-school students, including those with learning disabilities, in learning science in an engaging environment. Developed at the University of Oregon with a 2013 ED/OSEP award.

35. In **LightUp Studio** ([Video Demo](#)) middle and high school students explore the world's scientific wonders in true-to-life 3-D, and create augmented reality videos to share what they learn with each other. Topics include physics, biology, chemistry, earth science, space science, and AP-specific content. Developed with a 2015 NSF SBIR award.

36. In **Journey through an Exploded Star** middle and high school students adventure through the full spectrum of radiant energy of a dying star as it blossoms out in 360° in this never-before-seen 3-D view of a supernova remnant. Built with real scientific data, this interactive allows the user to visualize the electromagnetic spectrum. Developed by the Smithsonian Institution.

37. In **Sama’s Learning Platform** ([Video Demo](#)), chemistry students engage in advanced visualization of abstract concepts and immersive interaction in Virtual Reality (VR) and also through engaging videos. Developed with a 2019 NSF SBIR award.

38. In **HoloLab Champions** ([Video Demo](#)), middle students and above perform experiments to learn chemistry in an immersive Virtual Reality (VR) game environment. **NOTE:** While the app is free to teachers to provide to students in a class, it must be used with a VR headset or system. Developed by Schell Games through a 2016 ED/IES SBIR award.

39. The **Mechanisms** app ([Video demo](#)) brings game-based interactivity to the learning of college-level organic chemistry. All 275 Mechanisms puzzles have hints, goals and a corresponding video to guide student learning. Developed by Alchemie through a 2017 NSF SBIR award.
DOE Cares Resources for Families

Math

40. **Teachley's** suite of math game apps include Addimals ([Video demo](#)), Subtractimals ([Video Demo](#)), and Mt. Multiplis ([Video Demo](#)) to support fact fluency and promote math strategy development for **students in kindergarten to grade five**. Developed with a **2013** ED/IES SBIR award.

41. **NumberShire (Video Demo)** is a math game focusing on whole number concepts and skills that uses a narrative arc to motivate and provide individualized support to **students in kindergarten through grade two, especially those at risk for mathematical difficulties**. Developed with **2011, 2012, and 2013** ED/IES SBIR awards; **2012 and 2016** IES awards; and a **2016 OSEP** award to the University of Oregon. **NOTE:** Teachers must contact ([ns1its@uoregon.edu](mailto:ns1its@uoregon.edu)) to request a free account for their students.

42. **KinderTEK**’s ipad app helps students with or at risk for disabilities learn important preschool/kindergarten level math skills. Developed with grants from IES/NCSER and OSEP. **Note:** Teachers can set up free cloud-synced class accounts for students to use at home by contacting KinderTEK through the website.

43. **Fractions Boost (Video Demo)** and **Boost 2 (Video Demo)** are 3-D games for **students in grades three to five** to develop a conceptual understanding of fractions, while emphasizing social relationships with a track builder that allows students to build levels for their classmates. Developed by **Teachley** with a **2015 NSF SBIR** award.

44. **ProblemScape (Video Link)** is an online course for **middle school students** in introductory algebra packaged in a 3D role-playing adventure game. Developed by **RoundEd Learning** with a **2018 NSF SBIR Award**.

45. **Math Snacks (Video Demo)** is a suite of games for **middle school students** including **Agrinautica** on expression building, **Curse Reverse** on variables, **Game Over Gopher** on coordinate points, **Ratio Rumble** on ratios, **Gate** on place value, **Monster School Bus** on ten-frames and fractions, and **Pearl Diver** on number sense. Developed by **New Mexico State University** with **2009 and a 2015 NSF** awards.

46. **Woot Math (Video Demo)** provides **students in grades three to 12** with engaging activities and teaches with actionable data, a formative assessment platform, and interactive content to address gaps in student understanding. Developed by **Simbulus** with **2015 NSF SBIR** and a **2018 ED/IES SBIR** awards.
DOE Cares Resources for Families

47. **Collaborative FluidMath** ([access here](#)) in CHROME is designed for distance teaching and learning for middle school, high school and higher education teachers and students to share the same virtual Mathematics workspace. Note: Enter code EDCOVID19. Developed in part with a 2018 award from ED/IES SBIR, and awards from NSF SBIR, and NIH SBIR.

48. **webFluidMath** ([access here](#)) in CHROME is designed for distance learning and remote teaching of K-12 and Higher Education Mathematics and enables teachers to easily make interactive presentations and create and distribute Mathematics activities, assignments, and self-grading assessments via the web. Enter code EDCOVID19. Developed in part with a 2018 award from ED/IES SBIR, and awards from NSF SBIR, and NIH SBIR.

49. **FluidMath Practice** ([access here](#)) is a fun application for kindergarten to grade five students to practice automaticity, fluency, and numeracy in a gaming environment while also providing teachers with data about student performance. Enter code EDCOVID19. Developed in part with a 2018 award from ED/IES SBIR, and awards from NSF SBIR, and NIH SBIR.

50. **ASSISTments** ([video demo](#)) is a free tool for middle school math teachers to assign homework or classwork. Students receive immediate feedback as they complete their assignments, and teachers receive a report with student- and class-level insights to inform instruction. The tool is compatible with Google Classroom and has a vast library of content. Developed by researchers at Worcester Polytechnic Institute with the support of IES and NIH.

51. **Muzology** ([Video Demo](#)) is a gamified learning platform that uses music videos (created by hit songwriters!) to get middle and high school students algebra-ready. The platform includes student and teacher dashboards and assignment features for distance learning. Developed by Muzology with a 2018 NSF SBIR award.

52. **Graspable Math** ([Video Demo](#)) is an algebra notation tool for middle and high school students that turns math symbols into tactile virtual objects that can be explored and manipulated. Developed by researchers at Indiana University and Worcester Polytechnic Institute through a 2011 IES award and a 2019 ED/IES SBIR award.

53. **MidSchoolMath’s EMPIRES** ([Video Demo](#)) is a multiplayer game aligned for seventh grade math standards, set in Ancient Mesopotamia and built
DOE Cares Resources for Families

around an epic story-based narrative that allows math to be coherently used within context. Developed with 2013 ED/IES SBIR award.

Engineering & Making

54. [Future Engineers](#) uses an online platform to offer free STEM/STEAM challenges for students in kindergarten to grade 12, such as NASA’s “Name the Mars Rover” competition. Teachers can assign challenges to students, and students can upload their creations to a kid-safe gallery. New challenges in response to the COVID-19 crisis are available now. Developed with a [2018 ED/IES SBIR award](#).

55. [Fab@School Maker Studio (Video Demo)](#) is a web-based design and fabrication tool for students in pre-Kindergarten to grade eight to design, invent, and build their own geometric constructions, pop-ups, and working machines using low-cost materials like paper and cardstock and a wide range of tools from scissors to inexpensive 2-D cutters, 3-D printers, and laser cutters. Developed by FableVision Studios, Reynolds Center for Teaching, Learning and Creativity, with initial funding in 2010 by ED/IES SBIR.

56. In [CodeSpark Academy’s Story Mode (Video Demo)](#) Kindergarten to grade five students learn the ABCs of computer science with a highly accessible word-free approach. Students program lovable characters called The Foos to create their own interactive stories, learning core computer science concepts in the process. Developed through a [2019 ED/IES SBIR award](#).

57. [Vidcode (Video Demo)](#) is an online coding platform that teaches students from grade three and up computer science, computational thinking, and JavaScript through multimedia art projects. Developed in part with a [2019 ED/IES SBIR award](#).

58. In [DESCARTES (Video Demo)](#) students in grades three to five use engineering design, apply math and science concepts, simulate in a sandbox game, and 3-D print their own prototypes (submersibles, boats, gliders, and other machines) using a standards-aligned design platform and curricula. Developed by [Parametric Studio](#) with a [2017 IES/SBIR award](#).

59. In [EDISON (Video Demo)](#) students in grades six to nine solve real engineering problems with gamified engineering design software; make and test designs involving structures, electronics, and RC cars; and simulate and visualize designs in virtual reality and augmented reality. Developed by [Parametric Studio](#) with a [2018 NSF/SBIR award](#).

Reading, Writing, Speaking, Languages
DOE Cares Resources for Families

60. **Speak Agent (Video Demo)** is a digital teaching and learning platform for **students in kindergarten to grade eight** for math, reading, and science that delivers tailored activities that integrate content with the language needed to understand it. Developed with 2015 ED/IES SBIR and NSF SBIR awards.

61. **Readorium’s (Video Demo)** reading in science program for **students in grades three to eight** provides strategies to understand standards-aligned non-fiction science text. Interactive science books are written different levels with video mentor guides and supports to individualize learning. Educators can view progress reports in real-time and download resources. Developed with **awards** from ED/IES SBIR.

62. **STORYWORLD (Video Demo)** teaches **students of any age (and English Learners)** language and literacy through stories in English, Spanish and Mandarin. The program works on any device—computer, tablet, or smartphone. Stories include quiz-games that reinforce vocabulary, reading and listening skills, as well as capture written and oral responses for teacher review and assessment online. Developed with a 2018 ED/IES SBIR award.

63. **Moby.Read (Video Demo)** is an engaging oral reading fluency assessment for **students in Kindergarten through grade five**. Students use their own voice to read passages aloud, retell key details, and answer short-answer questions for real-time practice and assessment. Developed by AMI through a 2017 ED/IES SBIR award, with initial support from IES.

64. **Walden, a Game (Video Demo)** is a first person exploratory about the life of American philosopher Henry David Thoreau during his experiment in self-reliant living at Walden Pond in 1845. The game allows **players of all ages** to walk in Thoreau’s virtual footsteps, discover his ideas and writings, engage with historical characters such as Ralph Waldo Emerson, and experience the changing seasons of Walden Woods. Developed by Tracy Fullerton and the **Game Innovation Lab** with awards from NEH and NEA.

65. **AlphaBear2 on GooglePlay and itunes (Video Demo)** is an award winning English word-spelling game app for **players of all ages**, similar to Scrabble or Boggle, in which spellers of any age can learn new words and collect cute bears. Developed by Spry Fox with a 2017 ED/IES SBIR award.

Social Studies

66. **Mission US** is a multimedia game that immerse **students in grades four and up** in U.S. history, in topics such as the **Revolutionary War (Video Demo)**, the **Great Depression (video Demo)**, and **immigration ( Video Demo)**. Developed
DOE Cares Resources for Families

by Electric Funstuff with awards in 2013 from ED/IES SBIR award and from NEH.

67. **AzTech Games (Video Demo)** is a 3D game series for middle school students to learn basic statistics and measurement, as well as Central American and U.S. Latino history. Developed by Generation Games with a 2016 USDA SBIR award.

68. In the **Making Camp (Video Demo)** game series, students in grades three to five review multiplication and division along with language arts while learning elements of Native American history. The game includes bilingual versions in English/Spanish and English/Lakota. Developed by 7 Generation Games with a 2016 USDA SBIR award.

69. **Spirit Lake (Video Demo)** is a 3D virtual world game for students in grades three to five that teaches multiplication and division and the history of the Dakota. Developed by 7 Generation Games with a 2013 USDA SBIR award.

70. **Fish Lake (Video Demo)** is a 3D game for students in grades four to six that teaches fractions and the history of the Ojibwe. Developed by 7 Generation Games with a 2013 USDA SBIR award.

71. **Forgotten Trail (Video Demo)** is a game for students in grades five to seven that teaches fractions, decimals, measurement, and multi-step problem solving along with Native American history. Developed by 7 Generation Games with a 2013 USDA SBIR award.

72. The **Fiscal Ship** game helps students age 10 and above with no prior experience with the federal budget learn what will and won’t work. Designed to be whimsical and nonpartisan but grounded in the fiscal facts, the game highlights that small changes to spending and taxes won’t suffice. To win the game, you need to find a combination of policies that match your values and priorities and set the budget on a sustainable course. Developed by The Wilson Center.

73. **Engaging Congress** is a digital civics interactive tool for students in middle school and up that uses primary sources to develop content knowledge, build critical thinking skills and expand analysis techniques all in the civics education arena. Modules are played in 30 to 40 minutes for Civics, Government and U.S. History and cover topics from the Founding Era to Present. Developed by **Half Full Nelson** with support from the Library of Congress.
DOE Cares Resources for Families

74. **Race to Ratify (Video Demo)** teaches students in middle school and up history and civics through a game about the Federalists and Anti-Federalists between 1787 and 1789. It is designed to help students understand the key debates surrounding the ratification of the Constitution (including an extended republic, the House of Representatives, the Senate, executive power, the judiciary, and a bill of rights). It uses an engaging narrative to allow students to interact with the ideas, perspectives, and arguments that defined the ratification debate, which spanned geographic regions, populations, and socio-economic class. Developed by iCivics with a grant from NEH.

75. **DBQuest (Video Demo)** teaches students in middle school and up history and civics through the use of primary source documents and evidence-based learning. It offers a platform, accessible with mobile devices, that reinforces evidence-based reasoning and Document Based Questioning by teaching students to identify and evaluate evidence, contextualize information, and write sound supporting arguments. Developed by iCivics with a grant from the Library of Congress.

*Note: Also check out the iCivics “School Closure SchookKit”*

76. In **Digital Cards Against Calamity (Video Demo)** players gain insight into difficult trade-offs when community stakeholders make decisions during a community issue, such as decisions coastal communities make during a hurricane. Developed by 1st Playable with an award from NOAA.

77. Inspired by historical documents and events, the **Traders & Raiders** game allows players age eight to 12 to learn more about history, geography, and the life of a pirate. The game teaches players about the transatlantic trade, piracy, and how Philipsburg Manor, a National Historic Landmark site in Sleepy Hollow, NY, played a role in this vast and complex system. Developed by Historic Hudson Valley through a 2014 IMLS grant.

78. **People Not Property: Stories of Slavery in the Colonial North** is an interactive documentary intended to introduce high school teachers and students to the history of Northern enslavement. The project focuses on what is known or may be interpreted about the lives of individual enslaved people, whose stories are rarely highlighted. Far from comprehensive, **People Not Property** nonetheless offers an interactive cross-section of human stories emblematic of the lived experience of slavery in colonial America. Developed with funding from NEH.

**Social, Emotional, and Healthy Development**
DOE Cares Resources for Families

79. **Brainology** is a multi-media intervention that teaches a growth mindset skills to **students in grades PreK to 12** through a wide range of interactive activities illustrating how the brain gets smarter with effort and learning. Developed by Mindset Works in part with support of a [2010 ED/IES SBIR award](#) and a [2015 IES research award](#).

80. **Healthy U** is a sexual health learning platform for **high school students** aligned to the CDC’s National Health Education Standards and is appropriate for both general education and students with or at risk of disabilities. Topics covered include Puberty, STDs, HIV, Pregnancy and Healthy Relationships. Students practice and build skills through games, animated information videos, dramatic vignettes and connect to their future. Funded by a [2015 HHS/Office of Adolescent Health grant](#).

81. **PlayForward: smokeSCREEN** is a theory- and evidence-informed smoking and vaping prevention videogame for individuals aged 10-16. smokeSCREEN addresses the range of challenges that young teens face, with a dedicated focus on youth decision-making around smoking and vaping and includes strategies for both smoking prevention and cessation. Developed by the play2PREVENT Lab and 1stPlayable in part with funding from NIH.

82. **PlayForward: Elm City Stories** is a role-playing videogame for **middle school students** focused on sexual health and risk reduction and a range of behaviors including substance use, academic dishonesty, and unsafe driving among others. Developed by the play2PREVENT Lab and Schell Games with the support of NICHD.

**Thinking**

83. **Smart Suite** includes three games for **students in grades 4 and up** to support the development of executive functions: CrushStations, All You Can ET, and Gwakkamole. Developed by New York University's [CREATE Lab](#) with partial support from a 2016 IES research award.

**Careers**

84. **Hats & Ladders (Video Demo)** is a game-based apps to empower **students ages 14 and up** to explore in-demand careers that fit their strengths and interests and to engage in real-world skill building to help prepare for success in the world of work. Developed by Hats & Ladders with a [2015](#) and [2019](#) ED/IES SBIR awards and a [2017 OCTAE award](#).

**For Parents and Teachers**
DOE Cares Resources for Families

85. Gamesandlearning.co is an index platform where parents and teachers can access dozens of learnings resources (e.g., educational games, digital learning, virtual field trips, video lessons, and hands-on activities) for home or school use by children in pre-kindergarten to grade six. The platform provides a filter for users to find specific resources quickly and permits for individualized playlists to be created. Developed in part with an award from NSF SBIR.
DOE Cares Resources for Families

COVID-19
WHAT THE COMMUNITY SHOULD KNOW

COVID-19 is in our community now. This is what you need to do to protect yourself, your family, and your neighbors. If you have any symptoms, don’t wait. Act NOW! It could save your life or the life of someone you love.

Mask Up
Make your own mask or use a cloth covering over your nose and mouth whenever you will be around others. This is to protect you and them.

Keep Your Distance
6 ft. is the rule. If you do not live in the same household as someone, keep 6 ft. of space between you at all times.

Know the Symptoms
If you are experiencing: shortness of breath, a fever over 99.5 degrees, cough, or intestinal issues, call your doctor or 211.

Stay Connected
• Use the phone and online tools to stay in touch with family and friends.
• Check on the elderly by phone.
• Avoid close contact.

Stay Busy by Distance
If your work is essential, wear a mask. Avoid one-on-one contact and perform services virtually when possible.

Call 211 with questions if you experience symptoms.

After you have been in a public place and touched an item or surface, wash your hands before touching your eyes, nose, or mouth to minimize the risk of germs entering your body.

As a people, we have overcome many challenges. Now is the time for us to rally together to protect each other. Keeping our distance temporarily will help prevent the spread of COVID-19 so that we can be stronger together in the days ahead.

For the latest COVID-19 news: De.Gov/Coronavirus or DPHcall@delaware.gov