

Full Throttle STEM™ Rover

References



Developed by:

The teachers, students, and mentors in the
Gaming Research Integration for Learning Laboratory™ (GRILL™)
Summer 2013

1. REFERENCES

- Achieve, Inc. (2013). Appendix F – Science and Engineering Practices in the NGSS, *Next Generation Science Standards*. Retrieved from www.nextgenscience.org/next-generation-science-standards
- International Society for Technology in Education (2007). *National educational technology standards for students*. Retrieved from <http://www.iste.org/standards/nets-for-students/nets-student-standards-2007>
- International Technology Education Association (2007). *Standards for technological literacy: Content for the study of technology*. Retrieved from <http://www.iteaconnect.org/TAA/PDFs/xstnd.pdf>
- Jonassen, D. (1999) *Designing constructivist learning environments*. In C. Reigeluth (Eds.), *Instructional-Design theories and models; a new paradigm of instructional theory, Volume II*. (pp. 215-239). Mahwah, New Jersey: Lawrence Erlbaum Associates, Inc.
- Mayer, R.E. (1999). *Designing instruction for constructivist learning*. In C. Reigeluth (Eds.), *Instructional-Design theories and models; a new paradigm of instructional theory, Volume II*. (pp. 141-159). Mahwah, New Jersey: Lawrence Erlbaum Associates, Inc.
- Murnane, R.J., & Levy, F. (1996). *Teaching the new basic skills*. New York: Free Press.
- National Governors Association Center for Best Practices, Council of Chief State School Officers (2010). *Common core state standards: Math*. Retrieved from www.corestandards.org/Math
- Nelson, L.M. (1999). *Collaborative problem solving*. In C. Reigeluth (Eds.), *Instructional-Design theories and models; a new paradigm of instructional theory, Volume II*. (pp. 241-267). Mahwah, New Jersey: Lawrence Erlbaum Associates, Inc.
- Wiggins, G. & McTighe, J. (2005). *Understanding by design*. Alexandria, Virginia: Association for Supervision of Curriculum Development.