Mary Foltz Weikle
Coordinator
Health and Physical Education
West Virginia Department of Education
Office of Healthy Schools

Bonnie Phelan
XBOX Kinect Program Manager in K12
Microsoft Corporation
Exergaming – When and Why

Classroom, PE and Special Education Programs, After school programs.

Students learn better when they actively use all of their senses, and when students’ senses are immersed they deepen their learning.

PE Specific Benefits:
Levels the Playing Field; Variety of Activities; Customized Lesson Plans;
School wide use
Xbox Kinect YouTube
video
Exergaming – PE Objectives

Psychomotor
Students practice: movement; coordination; manipulation; speed

Cognitive
Students learn to follow direction, problem solve and strategize

Affective
Students grow personally: striving to reach their goal and receive rewards along the way

Health Related
Chloric Benefits
XBOX Kinect Games

- Dance Games (rated E to T)
  Class shadows 1-2 leaders

- Individualized Games (rated E to T)
  Individual performance

- Station Rotation Games (rated E to T)
  Kids rotate through mini-exercises
Get in the Game!

Learn how Kinect can empower you to create rich, interactive experiences inside the classroom and beyond.

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