

# Parent Guide to **Click!**

INTERACTIVE LEARNING CLUB™

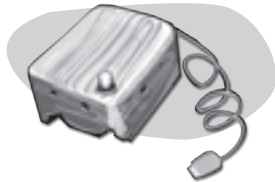
## Your resource for using technology to help your child learn!

### FUN FACTS

- \* In 1943, then chairman of IBM, Thomas Watson, said "I think there is a world market for maybe five computers."



- \* The first computer mouse was invented in 1964 and was made of wood.



- \* Now, 60% of Canadian households own a computer and 40% have video game equipment.



### DID YOU KNOW?

When you order from Click! your child's classroom gets free books and resources.



Whether your child is clicking the mouse, pressing the game controller or tapping the screen, they are developing very important skills at the same time. Computer and video games combine play with education, making learning fun for your child. Most of the skills that are learned while gaming easily transfer to the classroom environment.

### The Benefits of Computer and Video Games

**Build school skills:** Subject-based software and games are a great way to boost your child's grades. They reinforce basic skills and teach important new ones. Many of the activities in these titles are correlated to curriculum standards in reading, math and other subject areas, helping to raise grades on report cards.



**Provide encouragement:** Interactive games allow players to try, make mistakes and then try again. While there are consequences to an incorrect answer or a misstep, players are able to learn from their mistakes and begin the activity or level anew. This trying without the risk of failure approach helps build self-esteem and encourages children to try new things in real-world contexts as well.

**Teach children to think creatively:** Whether the ultimate goal of a game is solving a puzzle or defeating an enemy, there are many possible paths to achieving it. Interactive games encourage kids to make their own decisions and follow their own paths. They learn to think creatively as they come up with more than one possible solution to the same problem.

**Motivate and challenge:** CD-ROMs and console games are designed so that children master basic concepts and ideas fairly quickly. As they move on to higher and higher levels, they need to tackle slightly more difficult skills before advancing further. This allows players to learn at their own pace and provides the right amount of challenge to motivate them to continue but not so much that it becomes overwhelming and frustrating.

**Emphasize the importance of cooperation:** Almost all interactive games have multi-player features, allowing two or more players to work together to achieve the same goal. Whether your child is playing with a peer or a parent, they are learning essential social skills as well as experiencing the importance of cooperation and working with others.

When learning feels more like playing and less like working, children will continue to work at it!

## Tips for Using Technology with Your Child

Keeping up with today's tech savvy kids can be a big challenge for parents. Interactive games offer a great opportunity for you to explore technology with your child.

Make a scrapbook, photo album or other creative projects together using productivity titles.

### ★ OUR EDITORS RECOMMEND:

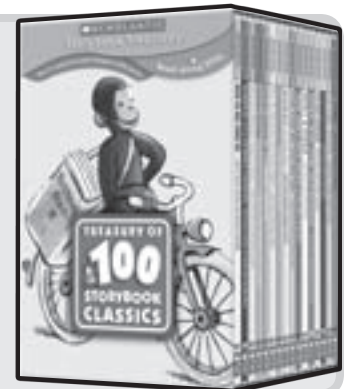
- **Kid Pix® Deluxe 4** CD-ROM Ages 4-Up
- **Print Artist® Gold Edition Version 23** CD-ROM All Ages
- **The Klutz Book of Animation** Ages 9-Up



Read along with Robert Munsch or curl up on the couch and watch as your favourite stories come to life on screen.

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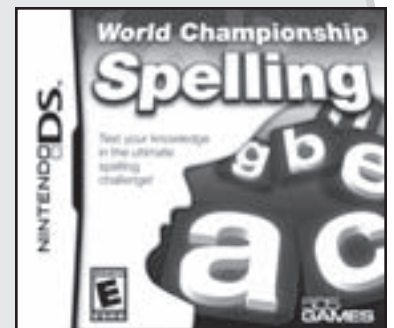
- **Robert Munsch Read-Along Pack** Ages 3-Up
- **Scholastic Storybook Treasures: Treasury of 100 Storybook Classics DVD Collection** Ages 3-9
- **Magic School Bus DVD Collection** Ages 3-10



Many games feature multi-player options; so join in the fun and play with or against your child for a little friendly competition.

### ★ OUR EDITORS RECOMMEND:

- **World Championship Spelling** NDS Ages 6-12
- **Jumpstart Get Moving Family Fitness** Wii Ages 3-10
- **Learn Chess** NDS Ages 6-Up



Most programs designed to improve math, reading and other school skills feature progress tracking. Review the progress tracking reports and offer your child some extra help with problem areas.

### ★ OUR EDITORS RECOMMEND:

- **Learn Math** NDS Ages 6-10
- **Challenge Me: Word Puzzles** DS Ages 10-Up
- **Math Blaster: Master the Basics** CD-ROM Ages 4-7

