



What to look for in good educational games?

There are A LOT of “educational” games on the market, with new products constantly being released. But how do you know if a game is good? This checklist can serve as a helpful resource when reviewing games or even other educational software for your classroom.

Few games will hit 100% of the boxes – and that’s OK. But the more boxes you can check off, the better the product is likely going to be for effective educational use. Likewise, you might want to keep looking if you come across a product that checks few to none of the boxes.

When assessing games, ask “In this game, is there...?” The more you are able to answer “yes”, the better the game is going to be for your students.

- Educational Content is embedded (not just generically dropped it)
- Help is available (i.e. built-in scaffolding)
- Feedback is provided (is it clear when an answer is right or wrong?)
- Real-world application of knowledge/skills
- Incorporates differentiated instruction/personalized learning
- Standards aligned
- Opportunity to actually learn (not just drill-and-repeat)
- Users are engaged
- Production quality (sound, artwork, game levels)
- Varying levels of difficulty
- Has clear instructions
- Does not allow the player to just “guess and go on”
- Provides data for teachers
- Provides additional educational resources
- There is a “game” element
 - Games should have:
 - Goal
 - Rules
 - Feedback system
 - Voluntary participation