

We can't have an

issue on media without quoting one of the most famous names in the field: Marshall McLuhan once said, "Anybody who makes a distinction between education and entertainment doesn't know the first thing about either one." Games are an integral part of our students' lives, and many teacher-librarians are taking advantage of that knowledge to bring games to their school libraries and school library programs.

At Super Conference 2007, Marc Julien, a teacher-librarian with the Peel District School Board, presented a session called "This Is Jeopardy: Using Technology and Gaming At Your School Library." He uses the Classroom Jeopardy game system (check out www. classroomjeopardy.com for more information). He testifies that "using the game system has tripled the participation in our Forest of Reading® Book Clubs (Red Maple and Silver Birch Fiction) in the past couple years. We even have classes booking in to attend the competitions as our 'studio audiences.'" Here are some other super ideas from library staff around the province for ways to bring games into your library.

I've created a few games for library orientations

in September. Library Squares or Tic-tac-toe is done with the same kinds of questions. The only set-up necessary consists of three chairs at the front. Ask the class for nine student volunteers who either know a lot about the library or feel that they're good liars. Three

students stand behind the chairs, three in the chairs and three sit on the carpet in front

of the chairs. The rest of the class is divided into two teams. They select a person from the grid and that person tries to answer a library question with the truth or a lie. If the team (say it's the X team) guesses correctly, they get an X for that person. It continues until one team has a row of x's or o's.

Isabelle Hobbs Pierre Elliott Trudeau Public School Durham District School Board

We have a Scrabble Club that plays the game every Monday, Wednesday and Friday at lunchtime. I am a big fan of the game and play with friends at home with the classic game and on-line as well, so I guess this has rubbed off on the students! For those who have trouble with "seeing" words in the Scrabble tray, I have Boggle. It's fun for all, no matter what skill level they possess.

Lorraine Saunders Laura Secord Secondary School District School Board of Niagara

We like to play Jeopardy on the Smart Board.

The students love the competition; they enjoy using the Smart Board and lessons are reinforced while having fun. The Smart Board is like a white board and is hooked up to the computer with a cable. Once you "orient" the Smart Board to the

