

The Nintendo DSi in the classroom

There are many uses for Nintendo DS in the classroom which although appears simply as a game can be utilised for educational purposes as a teaching tool.

One thing that strikes me is that if each pupil had one they could be used for various activities in the class especially simple tasks which usually involve a variety of digital tools which can only do one thing at a time. The Nintendo can do a number of tasks all with one device only. The teacher could then leave the use of the class computers for using particular software or for access to the Internet.

Children can be motivated into writing English words or sentences for a particular lesson as part of their class work as indicated by their teachers.

They can use the Nintendo as cameras when needed to illustrate a piece of work.

It could be used to record their narrations such as read out a good piece of work they have done or researched.

Together with the pictures and recordings taken children can create projects using this multimedia gadget transferring the data onto their class computers and even uploading to their blogs for everyone else to see and comment.

As the Nintendo can be a recording device it would be an ideal tool to create podcasts – this could be a task set out by their teacher.

Presentations then of tasks created with the Nintendo could be shown to the class as a multimedia presentation.

I believe there are quite a number of potential uses of the Nintendo which will continue to flourish as soon as children start using them and which we as adults struggle to discover!!

The [Nintendo DS Classroom](#) is just waiting to be discovered. Teachers send questions from a computer program over the Nintendo wi-fi to a number of units. The children input their answers which the teacher receives in her/his computer. This data can naturally then be stored as an assessment or record of progress shown. Using the devices in this way brings about collaboration with a great potential for students to interact and reflect on their work.

Achievements can be stored and recorded.

To read more on the [Nintendo DS Classroom](#) follow this link:

<http://theportablegamer.com/2009/06/teaching-via-the-nintendo-ds-may-be-the-wave-of-the-future/>

Teaching could be transformed using the Nintendo as it can enhance mental math skills, this innovative approach to learning can truly motivate even low achievers.

Oakdale Junior School ICT co-ordinator, Dawn Hallybone has been awarded for using these handheld devices in the classroom effectively promoting ICT in an innovative way. The impact of this project was so great that progress was reported in mathematical skills.

Visit this site for more information on how the nintendos were used.

http://cms.redbridge.gov.uk/news_and_events/latest_news/school_awarded_for_using_ninte.aspx