ABSTRACT

This subject bibliography on simulations and games in education is composed of three parts. First there is an index of the 60 categories covered—e.g., Administrator Education, Exceptional Children, Physical Education, Teacher Education. Next there is an overview or short description of each of the 60 categories. Finally, there is the bibliography itself; the resource materials are in alphabetical order within the categories. ED (ERIC Document) numbers indicate that the entry comes from "Resources in Education." An EJ (ERIC Journal) prefix indicates that the entry is listed in the "Current Index to Journals in Education." (JD)
SIMULATIONS AND GAMES: AN ERIC BIBLIOGRAPHY,
1979 - 1986

DONALD R. CRUICKSHANK
ROSS A. TELFER
ELAINE EZELL
ROBERT MANFORD

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INTRODUCTION

This subject bibliography on simulations and games in education was compiled from items obtained through a search by The Ohio State University Mechanized Information Center. As this bibliography is intended to supplement Cruickshank and Telfer's *Simulations and Games: An ERIC Bibliography* (ERIC Clearinghouse on Teacher Education, Washington, DC) published in 1979, the duration of the search was from 1979 until November, 1986.

Cataloguing of this document was undertaken by Elaine Ezell for the period 1979-81 and by Dr. Robert Manford in 1981-1984. A final development of the classifications was made in the period June - December, 1986.

Criteria for Inclusion

Entries came from items included in the Educational Resources Information Center Indexes, *Resources in Education* and *Current Index to Journals in Education*. The Mechanized Information Center at The Ohio State University, Columbus, retrieved 1,978 items by combining the terms game, games and simulation with (read left to right);

- adult
- counselling
- guidance
- physical
- vocational
- agriculture
- counselor
- health
- science
- art
- driver
- higher
- secondary
- business
- economics
- language
- social studies
- childrens
- elementary
- library
- mathematics
- classroom
- English
- teacher

THE CONTENT

Although there are approximately the same number of entries (some 2,000) in this bibliography as appeared in the 1979 publication, the distribution of that content across the available categories has changed considerably. There appear to be two major contributing factors:
1. The general growth of interest in the application of simulation and gaming to education, training, business and industry; and,

2. The allied growth in interest in the application of computers and microcomputers, which are ideally suited to simulation and gaming.

Compared with the 1979 bibliography, this publication demonstrates a quadrupling of the relative number of entries in Economics Education; a trebling of those in Higher Education; and more than a doubling of those in Language Education. Business Education remained a major focus.

The growth in interest in simulation and gaming is best indicated by the increase in entries in Simulations and Games (General) from 41 publications in 1979 to 207 in 1986. A parallel growth can be seen in Computer entries which make the largest single total (211) and displace Mathematics Education which led the 1979 tally. Computer science has much to offer simulation and gaming, as one expert recently observed:

"Simulation of the problem solving necessary in real life seems to be the most exciting new trend in educational software... Simulation tutorials use a 'branching' technique that emphasizes interaction and creative thinking. Given a wrong answer, the program repeats the materials, presents it in a new way, or hints at the right answer. Students learn at their own pace and, ideally, are stimulated instead of frustrated by this approach."


It is most interesting to speculate what a future bibliography will contain!

Don Cruickshank, The Ohio State University
and
Ross Telfer, University of Newcastle, Australia
May, 1987
ORGANIZATION AND USE OF THIS BIBLIOGRAPHY

This bibliography is composed of three parts. First there is an index of the categories contained herein. There are 60 of them. Next there is an overview or short description of each of the 60. Finally there is the bibliography itself, the resource material are in alphabetical order within the categories.

You might begin by finding a topic or topics of interest in the index then turn to the overview to confirm the accuracy of your choice. Finally turn to the bibliography to determine if something of use exists for you.

ED numbers indicate that the entry comes from Resources in Education. An EJ prefix indicates that the entry is listed in the Current Index to Journals in Education. ED documents are normally available in microfiche form. EJ articles can be located in the original journals.
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OVERVIEW OF THE CATEGORIES

ADMINISTRATOR EDUCATION (see also Business Education, and Higher Education).

The 22 entries in this category are aimed at the educational administrator. They cover school effectiveness; climate; leadership; compensatory education grants; selection of superintendents and staff; policy formation; computers and planning; management games; school financing, and decision-making. Other items deal with collective bargaining, business management, public administrator education and army administration.

ADULT EDUCATION

Entries in this category range from the use of computers, to teaching adults the skills of marital negotiation. In-between are useful sources on simulations; problem solving; non-formal education; experiential learning; foreign language learning and literacy training. There are 13 entries.

AGRICULTURAL EDUCATION

This small section (four entries) covers microcomputer software (public domain) on forestry; 11th grade horticulture; agricultural extension training in Central Africa; and rural education.

ART EDUCATION

Topics covered by the 10 entries include art and computers; games (five); learning problems; a laboratory learning program; and art appreciation.
AVIATION EDUCATION

The four entries focus on participant stress in simulations; integrated means integrity; aviation futures; and simulations in the engineering laboratory.

BILINGUAL EDUCATION (see also Language and ESL and Cultural Awareness).

Methods of eliciting spontaneous speech and vocational training programs are dealt with by the two entries. The cross reference may provide further assistance.

BIOLOGY (see also Medical, Pharmaceutical and Veterinary Education and Science Education).

This is a large section having 70 entries. Coverage includes a series on biology notes; games and simulations (heart beat, population, remedial activities, etc.); activated solids handling; biological treatment; trickling filters; aerated lagoons; fish; bacteria; biotic adaptation; natural selection; cells; mutagenesis; genetic engineering; use of computers and microcomputers; ecological mapping; insect colonies; acid precipitation; protein synthesis; and sequencing; outdoor activities; research ethics; microbiology; and biochemistry.

BUSINESS EDUCATION (see also Administrator Education).

Another large section, this has 97 entries covering a wide range of topics, including: typing; entrepreneurial skills; games and simulations; finance; ownership; government regulations; legal issues; records; location; customer credit; human resources; sales; marketing; promotion; small business; a bibliography of personal finance; student involvement; word processing;
in-basket simulation; communication; games and simulations; conflict resolution; design of business games; sales contracts; business writing; figure studies; business analysis; accounting programs; public and human relations; curriculum; and economic literacy.

CAREER EDUCATION (see also Guidance and Counseling and Vocational Education).

In this category 26 entries cover career education games; experiential learning; career education for the physically disabled; simulations; planning career education; job behavior; career decision-making; applications for microcomputers; options in careers; machine operator training; removing stereotypes; and affirmative action.

CHEMICAL EDUCATION (see also Science Education and Biology Education).

In this category are 37 entries which cover chemistry notes; organic chemistry software; graphics; simulations of experiments; isotopes; computer applications; games (in kinetics, for example); a biochemistry course for the high school; a general chemistry laboratory course for one term; writing formulae; stratospheric photochemistry; logical process; and chemical engineering.

COMPUTER EDUCATION (see also Mathematical Education and computer applications in other categories).

This is the largest category, having 242 entries. Coverage includes: software listings and awards; applications to specialist areas (such as social studies, science, chemistry, mathematics, reading, language and biology); C.A.I.; bibliographic searches; children's software; electronic games; strategic thinking and intuition; PLATO; data bases; creative programming;
teaching basic skills; energy conservation; problem solving; instructional games; simulations; higher-level thinking skills; classroom uses of microcomputers; graphics and animation; group computing; pen-plotting; applications in community colleges; bibliographies (Best of ERIC); conference proceedings; preschool applications; computer languages; parent guides; integrating CAI and videotape; middle-grade applications; selecting and using educational software; robot kinematics; undergraduate teaching laboratory; computer literacy; microcomputers and the handicapped; LOGO; innovation; evaluations of CAI/CAL and courseware; case studies; rural school applications; teacher training; decision making; adult education; implications of research; and an overview of uses of computers in education.

CULTURAL AWARENESS (see Bilingual Education and Indian Education).
Twenty-one entries deal with intercultural communication; the Chumash Indians; Hawaii; games and gaming; teams-games tournaments; language; the Iroquois; the Seneca; Mohawks; Lakota; Hispanic; and Latin American culture.

DEAF EDUCATION (see also Special Education and Driver Education).
The four entries deal with games and simulations for the deaf, including specific application to driver simulation and communication.

DEVELOPMENT OF GAMES AND SIMULATIONS (see also Simulation and Games (General) and specialist categories).
Because other related items have been located in more specific categories, four entries (dealing with the importance of the debriefing phase in post-experience analysis, copyright laws, game design and theory) are presented.
DRIVER EDUCATION
Simulators; teaching the hearing-impaired; vehicle guidance control and a school district driver education program are discussed in the four entries.

EARLY CHILDHOOD EDUCATION
The eight items cover day care; nursery school activities; listening and language activities; simple games and educational programs; emotional awareness; use of games; and choosing software.

ECONOMICS (see also Business Education).
There are 64 entries which deal with games; Keynesian economy; simulations; a first grade program; activities; commodities; global economics for middle and secondary grades; agriculture in Iowa's money management; college economics courses; evaluation of a simulation/gaming approach; case methods; automobile industry; lifestyle; student teams; barter trading; managerial economics; a fifth grade unit; microcomputer applications; mastery learning units; futures; production; survey and reports on games and simulations; interactive learning; using cartoons and comics; econometrics; economic literacy; cooperative learning; economics and the "real" world; government revenues; macroeconomics; learning processes and teaching strategies; individualized instruction; and positive reinforcement.

EDUCATIONAL TECHNOLOGY
Seven items deal with simulator maintenance; interactive media; communication technologies; futures; courseware evolution; software; frame games and game chains.
ENGLISH (see also Language Education and ESL; Reading).

There are 35 entries in this category which covers editorial games; home tasks for students and parents; a medical approach to grammar; classroom activities; games and simulations; computer and microcomputer applications; writing and group writing; classical mythology; paragraphing; teaching ideas; heuristics; and composition.

ENVIRONMENTAL EDUCATION

There are 59 entries covering topics which range from the U.S. energy crisis to the Mediterranean coastal eco-system. Also covered are such topics as: acid rain; role-playing games; classroom activities; energy environment minicourse; teachers' guides and resource handbooks; student workbooks; outdoor activities; aquatic activities; simulations and games; population-ecology; the Kansas environment; energy and home design; nuclear power; forests; instructional methods; global energy; endangered species; stream ecology; and environmental awareness.

EXCEPTIONAL CHILDREN (see Special Education)

Practical ideas for regular class teachers of the handicapped; board games; teaching the visually impaired; designing games for the handicapped; mathematical games and puzzles; and mainstreaming are discussed in the eight items in this category.

FOREIGN LANGUAGE EDUCATION (see also Bilingual Education; Cultural Awareness; Language Education and ESL).

There are 70 entries in this category, covering such topics as; a training course (French); tourist language; German, Spanish, and French in the
elementary school; computer games in the German class; French culture; a French weekend camp; video applications (French); foreign language; conference workshop reports; adult education through computers; teaching Hebrew by computer; transition from aural/oral to teaching of reading; student workbook in Standard Chinese; the German weekend; English in Africa; listening and speaking activities; using photographs; print and non-print materials; games and activities; Latin oration and Latin resources; teachers' guides (French); use of dictionaries (French); and meaning in foreign language acquisition.

GAMES, ELEMENTARY AND SECONDARY EDUCATION (see also Simulation and Games (General)).

This category (57 entries) is really a subsection of the much larger Simulation and Games (General) group. It deals with using the computer to strengthen spelling; extracts and ideas from Learning Magazine; a curriculum guide, facilitating solitary play; classroom games and simulation at the elementary level; teaching methods; software for children; logical thinking; word problems; chess for secondary students; Caribbean farming; and simulated trade fairs. Other useful entries can be found in Simulation and Games (General).

GEOGRAPHY/GEOLOGY (see also Environmental Education)

There are 23 entries which discuss simulations, (metamorphic petrology, air temperature and relative humidity, population, inverted maps); games (geography method, map games, DRAM, freight distribution); nutrient cycling; fieldwork in land use; Canadian geography; reference sheet on geography; computer assistance (petroleum geology) volcanoes; war games; island development; hydrology; and economic geography.
GIFTED CHILDREN

The 8 entries examine leadership training by simulation; intellectual structure; general applications of simulation in the classroom; curriculum enrichment; injection of play and reality; building a sense of unity among parents of the gifted; and competition for the gifted and talented.

GUIDANCE AND COUNSELING (see also Career Education; Exceptional Children; Special Education; Vocational Education).

The 19 entries cover case management simulations; standardized simulations in assessment of competence; problem-solving skills; family counseling; relationship communication; guidance programming through games; skill development; aging; special education; family therapy; planning mental health treatment, and test strategies.

HEALTH AND SEX EDUCATION

There are six entries which include health games, health education, allied health education, family oriented clinical, and teaching CPR.

HEALTH OCCUPATIONS EDUCATION (see also Medical, Pharmaceutical and Veterinary Education; Nursing Education).

There are 17 entries which deal with inservice coordination; advanced nursing; clinical simulations; computer applications; participatory approaches; adolescent patients; factors affecting communication; psychometric properties of simulation tests; standardized patients; suicide prevention; evaluation by simulation; and health services education.
HIGHER EDUCATION (see also teaching subject categories and Administrator Education).

There are 104 entries in this category, covering such topics as instructional management; building and funding laboratories; applications for microcomputers; games and simulations; attitude change; writing; communication; status ranking; retrenchment strategy; resource-sharing networks; liberal arts and computer instruction; bargaining; negotiation; resource allocation; finance and adult education; rural non-formal education; scenarios and ethics; practicum instruction; planning and institutional research; laboratory courses; student involvement in large lecture courses; systems analysis; tenure and retirement policies; enrollments; admissions; mid-level management; assessing learning styles; process simulators; selection interviews; internship projects; staff development; public politics; and professional education.

HOME ECONOMICS AND CONSUMER EDUCATION

Seventeen entries deal with nutrition; curriculum; games and A.V. aids; sex stereotypes; simulation games in consumer education; consumer sources; toy safety; the marketplace; teachers' and students' guides; and team games.

HUMAN RELATIONS (see also Social Psychology and Psychology and Sociology).

The cross-reference provides a wide range of sources. The two items in the category are a trainer's guide to working with women's organizations and teaching method for family communication class.

INDIAN EDUCATION (see Cultural Awareness).

The cross-reference is a richer source. The one item here deals with the ceremonies and traditions of the Northern Puget Sound Indians.
INDUSTRIAL ARTS (see Vocational Education).

There are 15 entries dealing with simulation and decision making in industrial education; figures; architectural education; design; gaming and design; communication; interior wiring and switching; and interpreting technology.

INTERNATIONAL EDUCATION

The seven entries deal with international relations (undergraduate level); geopolitics (role play); United Nations; nuclear arms control; global perspectives on international relations; and a fictitious international corporation.

LANGUAGE EDUCATION AND TEACHING ENGLISH AS A SECOND LANGUAGE (ESL) (see also Cultural Awareness).

Ninety-nine entries in this category examine language learning through puzzle; communicative exercises; computer applications; language games; K-12 curriculum; materials development and lesson planning in ESL; cross-cultural communication; ESL Kits; Teachers' guides; language training for the severely language-delayed; listening skills; games; spelling instructions; PLATO; speech perception; activities; using picture aid slides; play; ambiguities and word play; surreal list games; selection of materials; heuristic methods; vocabulary development; role play; adult learners; oral English; TV and Radio; language arts software; metric system; group work; and riddles.

LEGAL EDUCATION

The 28 items cover the mock trial; Indian treaties, a first year course; bargaining; a crime prevention kit; simulation (Moot Court); reference sheet
(ERIC); regulation in the automobile industry; criminal regulatory statutes; first amendment rights; freedom of the press; supreme court; Plato and Educom; interviewing skills; rights and responsibilities of citizens; dispute resolution; student and teacher lesson plans are included, guilt verdicts; and court systems.

LIBRARY SCIENCE

Items deal with game theory and library networks; locating information; a library skills program; video game circulation; alternative catalog access; library communication skills; a curriculum laboratory; microcomputer applications; simulation; instructional media; non-print materials; long-range library planning; a sourcebook of in-basket simulations; and selection of administrators. There are 21 entries.

MATHEMATICAL EDUCATION (see also Computer Education).

This category is one of the largest, having 200 entries. They deal with such topics as sharing teaching ideas; software for teaching mathematics; games and simulations; microcomputer applications' lunar shuttle landing mathematics; networking; speed and accuracy; alphametrics; magic squares; problem solving; common puzzles; mathematics aids; achievement grouping; instructional objectives; multiplication; diagnosis; coin card activities; the Golf Tee Problem; the Graphaphon; Dunnwood Squares; using the programmable calculator; Bingo; reports on evaluation and assessment (Teacher Editions); math fluency; calculator games; geometry; Cuisenaire rods; metric dominoes; subtraction practice; first grade math; multi-level metric games; preschool math; predicting Olympic performance; multicultural math; gifted and talented math program; primary grades math; Yahtzee probabilities; math concepts; curriculum
guides; ideas for math teaching; cross-number puzzles; math drill; decimals; bibliography of recreational mathematics; matrix treatments; Israeli projects; improving math education; rule space; transition boards; paper dot plates; microdot; and inferences.

**MEDICAL, PHARMACEUTICAL AND VETERINARY EDUCATION** (see also Biology Education and Science Education).

The 91 items in this category cover teaching physiology; physical examinations; periodontics; dental board examinations; pharmaceutical role-plays; genital-rectal examination; dialysis; simulations (clinical testing; cardiovascular; nutrition patients; telephone communication skills, etc.); games (Rummy, Dentist, neurophysiology crossword, Teachathon, Diagnose, etc.); computer-assistance (pulmonary function, optometrics, Eliza, physiology, cardiovascular and renal, etc.); laboratory grouping; pharmacy; patient instructors; interpersonal skills; circulation; optometric credentialing; dentistry evaluation; medical center planning; acute abdomen; students as patients; peer group models; foreign students; mental status; skin diseases; problem-solving; costs; conveying distressful information; disaster medicine training, and ethics.

**MULTICULTURAL EDUCATION** (see also Cultural Awareness).

Two entries provided a bibliography of US/Mexican comparisons and reducing prejudice in the classroom. The cross reference and specialist areas may provide further assistance.
MUSIC EDUCATION

In this category seven items deal with simulations (teacher education and graduate research courses in music education); games (interactive graphical modeling of musical concepts); playing music, and computers.

NURSING EDUCATION (see also Medical, Pharmaceutical and Veterinary Education, and Health Occupations Education).

The two items (on computer assisted evaluation of problem solving skills for nurses and evaluating student nurses) are aimed specifically at nurses as primary health-care providers. The larger categories of medical, pharmaceutical and veterinary education and health occupations education may be useful.

PHYSICAL EDUCATION (see also Recreation).

Twenty-four items discuss games and activities for the severely handicapped; winning; simulation; playground; junior high curriculum resources; adapted P.E.; conference proceedings on elementary and middle school P.E.; the Olympics; sport safety; data based gym model; K-12 curriculum; play; video games; sport science; racquet sports; development and use; and P.E. with wildlife.

PHYSICS (see also Science Education).

There are 28 physics items, covering notes; microcomputer applications' computers and intuition; radioactive dating and population growth; games (Supercharge, Atom, Power-Station, etc.); diffraction; spectral analysis; demonstrations; telecom link; laboratory work; Omega competition; high-energy physics; particle-scattering; a courseware review; drude resistance simulation; electric field lines; and dynamic modeling system.
POLITICAL SCIENCE

Twenty items deal with role simulation in the Vietnam conflict; elections; public law; learning techniques; ERIC reference sheet; mass media; monopolies; consensus politics; county government; a lobbying game; simulation of the Georgia General Assembly; multicandidate voting systems; student financial aid proposals; a typology of teaching goals and simulation formats; power games for the classroom; and the effect of microcomputers.

READING (see also Language Education and English Education).

This category, which overlaps the two given as cross-references, includes 70 items. They deal with suggestions for classroom activities; the reluctant reader; reinforcement through P.E. and recreation; a self-diagnosis remediation program; word-power; computer simulations; interactive computer programs; spelling; relevance of games; cognitive processes and comprehension; individualizing reading instruction; reading and writing; ERIC ideas; reading skills; preschool; and informal reading inventory; game books; crosswords; reading development activities; spelling Olympics; application of reading theory; alternatives to the spelling bee; motivating children to read; parents and reading; riddles and puns; design of supplementary materials; the use of humor to teach reading; and curriculum.

RECREATION (see also Physical Education).

To supplement these five items, the category on physical education will help. Items here deal with canoeing; simulation and recreation education; and outdoor education.
The 32 entries deal with evaluation of simulations; effects of sociometric
grouping; cognitive effects of games; effects of simulations on achievement;
futures for gaming research; problems in research; a review of 10 classroom
studies; institutional research applications of simulation; assessing teacher
judgments; validation of a curriculum simulation; relating games to skills;
assignment to experimental groups; random measurement errors; games and
personality development; spelling research; assessment ability and game
performance; causal modeling techniques; game vs test; regression analysis;
research and evaluation methods; concept recognition; racism-sexism training;
an empirical investigation of simulation; assessments of games; alternatives to
animal use; applied vs. basic research; and presentation.

The 55 entries deal with physics courseware; educational P.C. software;
chemical education software; TESOL aids; Choctan anthology; personal financ;
educational administration; a review of simulation/gaming journals; early
childhood instruction; puzzles and problems; social studies materials and
resources; multi-media materials catalog; bilingual/bicultural ESL; elementary
education; consumer education resources; library enters; motivational program;
A.V. software; microcomputers; nutrition A.V.; activity cards; media education;
occupational exploration; language; multi-cultural studies; sex roles; PLATO
lesson catalog; science; culture shock; recreational mathematics; experiential
materials; speech; migrant children; basic education skills; teaching
economics; curriculum development; and designing supplementary materials.
RURAL DEVELOPMENT (See also Agricultural Education).

The two entries deal with rural recreation and education.

SIMULATION AS RESEARCH METHODOLOGY (see also Simulation Research Reports).

The 10 items cover incremental validity of predictors; researcher training (in the Naval Reserve); and an interactive system for analyzing and generating input process in simulation; teaching research evaluation; reliability and validity of evaluation; electronic text; research techniques; and simulation as research instruments.

SIMULATION RESEARCH REPORTS (see also Simulation as Research Methodology and Simulation and Games (General)).

There are eight items in this category which is restricted to entries with a research focus. These items cover specification of training simulator fidelity; formative and simulative evaluation; differential learning outcomes; Bayesian adaptive testing; and proficiency standards through Monte Carlo simulations; validity and reliability; instructional texts; and visual-spatial ability and game skills.

SCIENCE EDUCATION (see also Physics; Biology; Chemical Education).

These 79 entries are more general than those found in the supplementary categories of Physics, Biology, and Chemical Education. They cover topics such as curriculum reviews; laboratory simulation; elementary school simulation (such as a Moon Walk); microcomputer software; science notes; science Olympiad; game plans; case studies; evolution; food webs; games and simulations in science teaching; computer simulations; classroom wildlife; folder fun; science software; evaluation learning in science classrooms; team games; weather;
energy savings; symposium proceedings; acid rain; model racket program; reviews of curriculum and courseware; a card game (ELEUSIS); astronomy; scientific terminology; nuclear plant; and building a pond.

**SIMULATION AND GAMES (General)** (see also Simulation as Research Methodology and Simulation Research Reports).

This large category has 218 entries that cover topics such as teaching ideas; learning centers; game playing and technology; curriculum review; coastal issues; electronic applications; marine algae; energy; personal computers; play; foreign environment; role plays; self-access box in the classroom; community-school links; materials development; family life cycle; interactive videodisc; artificial intelligence; sex roles; restaurants; stamps; politics; archaeology; chess; conflict resolution; preschool gifted children; law; giftedness; and racial attitudes. **Games** include: Grammartown County Jail; skills; Stratagem; childhood diseases; land development; logical reasoning; communication; Anilortem; French; adolescents; name; game paddle use; Believing; classroom behavior; Bolshevik Revolution; feudalism; food and health; dice; video; big business; future school; and wordplay. **Simulations** include marine science; radio program; adversary evaluation; disaster; large lecture applications; special need school selection; pioneers; Lemonade; bargaining educational issues; death education; communication; resources; values; drama; and television.

**SOCIAL PSYCHOLOGY, PSYCHOLOGY AND SOCIOLOGY** (see also Guidance and Counseling).

This category includes 65 entries which broadly encompass the behavioral sciences, treating topics such as psychology laboratory simulations; interactive behavior; sociological concepts; clinical support systems;
computers and the teaching of psychology; sociological experiments; ethical
decision making; parent-child interaction; adolescence; ERIC references; social
work; abnormality and deviance; postpartum depression; moral education; group
expectations; social dilemma; the elderly; sociology of the family; peer
acceptance; cognitive psychology; personality; behavior and its modification;
interpersonal compatibility; social welfare; changing attitudes; and guilt
verdicts.

SOCIAL STUDIES EDUCATION (see also Geography; Political Science).

The 88 entries deal with use of crossword puzzles; a teacher's handbo...
microcomputer and computer apps; eligibility classification; group games; correspondence program for parents of preschool deaf-blind children; learning disabilities; teaching independent living skills; and preservice special education.

SPEECH EDUCATION (see also Language Education).

Eight entries cover topics such as word games; undergraduate speech communication curriculum; toys and games as rewards in listening and speech lessons; communication games and simulations; persuasiveness and oral persuasion.

TEACHER EDUCATION (see also Specialist teaching subject categories).

The 72 entries deal with teaching tips and ideas; chalkboard and flip chart use; field-based programs; videotape protocols and role-play; alternatives to lectures; mainstreaming; simulation; inservice education materials; didactic games; routines; improvisation; values clarification; curriculum planning; early childhood teaching; discipline; intelligence testing; social processes; computer literacy; instructional development; non-traditional education; learning environments; substitute teaching; microcomputer applications; CAI; multi-ethnic problems; teacher quality; teaching skills; and cross-cultural training.

VOCATIONAL EDUCATION (see also Career Education).

The seven items in this category deal with cooperative vocational education programs and related class materials; bilingual training programs; vocational agriculture teacher education; microcomputer simulations; evaluation of CO-OP/PEL; job entry skills; and courseware evaluation. This section can be supplemented by the entries in the Career Education category.
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