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History of Video Games (TIME FOR KIDS® Nonfiction Readers)

David Paris;Stephanie Herweck Paris

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History of Video Games (TIME FOR KIDS® Nonfiction Readers)

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History of Video Games (TIME FOR KIDS® Nonfiction Readers) David Paris;Stephanie Herweck Paris The History of Video Games builds critical literacy skills with this action-packed nonfiction reader designed to engage sixth grade students. Keep your students at the edge of their seats with content that will keep them enthralled from the first page to the last. Showcasing important moments in video game history, this informational text examines the timeline of important milestones from consoling gaming to mobile platforms. Aligned with state standards, the History of Video Games features complex and rigorous content appropriate for middle school students preparing for college and career readiness.

About Shell Education
Rachelle Cracchiolo started the company with a friend and fellow teacher. Both were eager to share their ideas and passion for education with other classroom leaders. What began as a hobby, selling lesson plans to local stores, became a part-time job after a full day of teaching, and eventually blossomed into Teacher Created Materials. The story continued in 2004 with the launch of Shell Education and the introduction of professional resources and classroom application books designed to support Teacher Created Materials curriculum resources. Today, Teacher Created Materials and Shell Education are two of the most recognized names in educational publishing around the world.

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