

Education News & Notes

Educational Game Uses Technology To Teach Building Skills

(NAPSA)—Most adults don't know what it takes to design and build a home. But with the help of a new computer-based educational program, middle school students are learning how.

The CD-ROM game teaches students how to work within a budget and on a deadline to design and build a house. They use math, science, social studies, and language arts skills to design the house, a process that involves real-life problems, the use of time- and money-management skills, and decision-making challenges. When the house is completed, the students review credit applications and sell their "virtual dream house" to a qualified buyer.

The educational program, called Building Homes of Our Own, is from the National Association of Home Builders (NAHB) and is part of the association's educational outreach initiative. The CD-ROM game and a teacher's guide will be available free to educators for the start of the 2002-2003 school year.

"This program has enormous potential to reach young people, who are the home buyers of tomorrow, and teach them what it takes to build a house. We hope it will even encourage some youngsters to consider a career in the home building industry," said Gary Garczynski, president of NAHB and a builder/developer from Woodbridge, Va.



Students now can learn the ins and outs of building a house with an innovative computer game.

The game is being developed by Media Options, a consulting firm that has been creating educational products for 20 years. Building Homes of Our Own has received partial funding from the NAHB National Housing Endowment, Freddie Mac, and the Fannie Mae Foundation. It has the support of the National Association of Elementary School Principals, which recommends it as a learning tool. More than 1,500 schools have already requested the program.

Parents should urge teachers to visit the Web site, www.HomesOfOurOwn.org to discover more about this new learning tool and to register to receive the free CD-ROM game and complementary teacher's guide.