

EnTeam Mission Statement

Encourage educators to use collaborative games that strengthen students socially and academically.



Encourage	<i>Encouragement</i> comes when people see students become stronger socially and academically by learning to win together. Educators gain courage when they see students winning by bringing out the best in each other.
Educators	<i>Educators</i> include all who seek to educate – all those who strive to bring out the capabilities for growth and improvement that are latent in students. <i>Educators</i> refers especially to parents and peer-mentors, and includes employers, coaches, counselors, and, of course, classroom teachers.
to use collaborative games	<i>Collaborative games</i> challenge players to work together to achieve goals that cannot be achieved alone. The goals can be both academic and social. <i>Collaborative games</i> keep score on a win-win or lose-lose basis: if we don't win together, we all lose together . In collaborative games, each individual contributes to success. Roles may differ, but each player is valuable and needed. Collaborative games are not the only types of games that students need to learn: win-lose games are also a valuable and necessary part of education. Currently, students are receiving a superabundance of win-lose games and few -- if any -- win-win games. Therefore, the goal of EnTeam Organization is to balance students' experience with more win-win games.
Strengthen	<i>Strengthen</i> by challenging students to grow and improve. Before we can know if students are becoming stronger, we must assess where students are now and where they want and need to be. Then, by using games that challenge students to achieve goals that they value, students see on the scoreboard whether they are making measurable progress toward their goals.
Students	<i>Students</i> include all who seek to learn and grow – no matter their age. Ideally, we all are life-long learners. Naturally, the learning must be age-appropriate for each student. Educators must recognize where students are developmentally. Differentiation aids learning, and games are efficient tools for reaching the different needs of diverse students.
Socially	<i>Social</i> development aids academic development. If students do not feel safe and valuable in their relationships, learning is difficult – sometimes impossible. When students feel loved and safe, then their natural curiosity comes into play. Since humans are social, we all want to fit in with friends, and at the same time, everyone wants to stand out as valuable and recognizable. Students of all ages seek power, freedom, and fun . Educators who use EnTeam games find that keeping score of improvements in cooperation empowers, frees, and brings joy and fulfillment .
Academically	<i>Academic</i> success is the natural culmination of all the above elements. Humans are wired to learn. Students who are free to explore the things that interest them, learn naturally. Students are motivated by the questions they want to answer and the problems they want to solve . The educator's job is to align the learning activities with the needs and interests of the students. The academic results show how well educators engage students with what they need and want to know. An effective way to engage students is to challenge them to win together in academics.