

Game Builders Academy

Press Release



Media Contact: Walter Ebe, SVP Sales & Marketing - 516.629.5333
marketing@gblearning.com

Westbury Public School Teachers Trained to Teach Video Game Design to Gifted & Special Ed Students

Westbury, NY, January 22, 2010 – Westbury Public Schools began today a spring series of enrichment classes in Video Game Design & Development. Fifth grade students from the district's Gifted & Talented and Special Education programs are involved.



While this is not the first time Westbury Schools has offered the video game design course to its elementary school students, this is the first year that the instruction is being conducted by the district's own teachers. Utilizing an innovative *Curriculum-In-A-Box*[™] product and professional development instructor training from Game Builders Academy, eight Westbury instructors participated in the 15-hour professional development this past fall to prepare for the spring student programs.

This is the third year of Westbury's partnership with Game Builders Academy. In its first year, Westbury selected the video game design program for its Gifted students. In the following year, GBA's Robotics program was chosen for classes that combined Gifted and Special Ed students. GBA staff instructors were utilized during those first two years. Dr. Marjorie Toran, Assistant Superintendent for Special Education & Special Services at Westbury Schools has been the primary proponent and visionary of these exciting and unique learning experiences.

GBA's *Curriculum-In-A-Box*[™] and associated instructor training is available for a variety of GBA's educational programs including Video Game Design, Video Game Programming, Robotics, 3D Computer Modeling & Animation, and Fashion Design. These products are utilized at public & private schools, as well as in college-based youth and summer academic camp programs.

About Game Builders Academy

Headquartered in Westbury, New York, Game Builders Academy (GBA) is a STEM-based educational services and products provider of innovative, technology-based instruction – primarily for students in grades 5 through 12 – that helps students learn, grow, have fun and succeed! GBA's initial instructional programs have been based on video game design and development, robotics, and 3D computer modeling & animation. A GBA *Starburst*[™] offering in video game development was specifically designed for early childhood students in grades K through 4. Additional new programs are continually in development for future release. GBA's clients include public and private schools, college-based youth programs, as well as summer academic camps. Its programs have been integrated within regular, Gifted, and Special Ed daytime school curricula, after-school and weekend programs, and summer youth activities.

Copyright©2010 Game Builders Academy[™]