



## **Learning Within Artificial Worlds: Computer Based Modelling In The Curriculum**

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# Learning Within Artificial Worlds: Computer Based Modelling In The Curriculum

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With the advent of the National Curriculum, computer based modelling CBM is now a compulsory part of the school curriculum. Teachers are increasingly being encouraged to seek out opportunities for CBM in their own subject and across the curriculum. The new demands on the curriculum have left eachers and teacher trainers concerned as to their lack of experience in the area. This book sets out to provide a comprehensive guide to the area through an examination of a number of funded projects on CBM and their application to the school curriculum, setting them in the context of wider theoretical and practical concerns. It is acknowledged that computers bring about change in the classroom, both in teachers' professional development and innovative practices in teaching and learning. In highlighting how CBM can aid in the effective delivery of the curriculum, this book should be essential reading for teachers and researchers in the field.

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