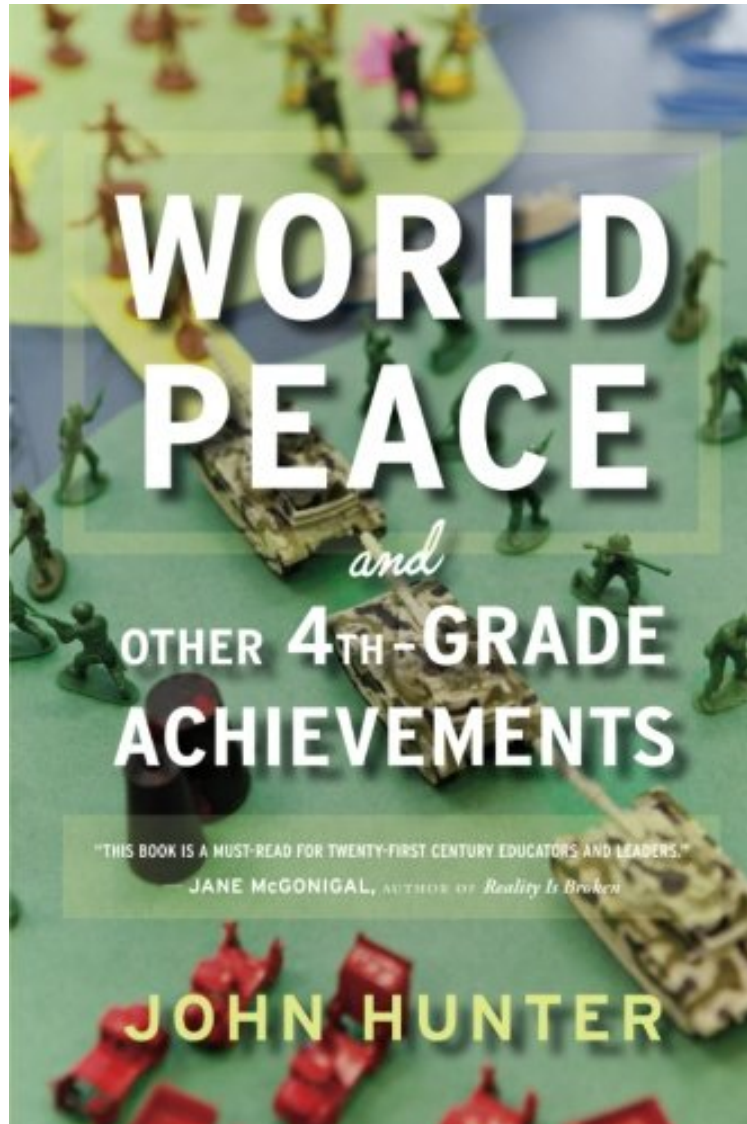


## World Peace and Other 4th-Grade Achievements

*John Hunter*

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**John Hunter : World Peace and Other 4th-Grade Achievements** before purchasing it in order to gage whether or not it would be worth my time, and all praised World Peace and Other 4th-Grade Achievements:

3 of 3 people found the following review helpful. Worth The ReadBy Customer This book is more about the author's journey to a certain personal enlightenment than it is about the contrived education lesson he teaches. There is very high degree of the author taking an adult's interpretation of a child's decision and inflating or embellishing the action. He often ascribes adult motivations to his student's actions that are unfounded. He cites adult (i.e. mature) decisions of children when basically the students are just kids being kids. I had problems understanding the mechanics and process

of the game. He states there are only 8 or so game days of play but the students solve 50 contrived crises during play. That averages out to over 6 per game day. The book would have much more credibility were it to include the failures of the game experienced of 30 years. Totally excluded were comments and incidents involving any helicopter parents. It doesn't add up that this game becomes such a major learning experience for the children yet there are no hyper-reactive parents on the scene. The grand scheme and concept of the game is indeed phenomenal. It is a target rich learning environment: powerful, embracing, engaging for the students. In the hands of the master Teacher I cannot think of a more productive tool. In the hands of the other 95 percent of today's American Teachers, this is a highly DESTRUCTIVE tool. (I am in the education field.) This book is certainly worth the read because it will bring value to different readers based on the reader's point of origin. The author is very articulate and has a smooth writing voice. That he sees all and only the positive in his students is a special attribute, but a disingenuous one at times. Like many Teachers, he values the process more than the results (80/10 balance). This book is absolutely worth the investment of time and money. 0 of 0 people found the following review helpful. Life changing book By Chip Hauss I help run a national peace building NGO. Two nights ago I was listening to CSPAN radio (yes I am a dork) while falling asleep. John Hunter was being interviewed. I immediately got up and my Kindle got the book and I never made it back to bed. In the book, he talks about "click" moments that lead to "flow" when new ideas about peace building fall into place. This book did that for me. It gave me confirmation of things I've long believed but never been able to put into words. How do I help people (in this case fourth graders) see alternatives to the status quo? How do I help them solve complex, "wicked" problems? How do I empower people around me and then empower myself in the process? How do I do that while being consistent with my own beliefs as close to 100% of the time as possible? Oh and get to World Peace at the same time. In the 48 hours since I got the book, my life and our work at the Alliance for Peacebuilding here in Washington have both changed. Thanks for the gift. 0 of 0 people found the following review helpful. This book is the perfect illustration of why By Jordan I had Mr. Hunter in the 4th grade, and he will always be one of the most influential teachers in my life. This book is the perfect illustration of why. With the World Peace Game, he's teaching a generation of young people critical thinking skills, compassion, and how to look for creative solutions to insurmountable problems. In a world where all the news seems to be bad, this book is a beacon of hope.

At a time when school systems have completely lost focus on what really matters, John Hunter reminds us what we should be teaching our children. His ideas will help anyone who has the courage to understand that a real education must go beyond filling in circles on a standardized test form. Rafe Esquith, author of *Teach Like a Champion* Can playing a game lead to world peace? If it's John Hunter's World Peace Game, it just might. In Hunter's classroom, students take on the roles of presidents, tribal leaders, diplomats, and military commanders. Through battles and negotiations, standoffs and summits, they strive to resolve a sequence of many-layered, interconnected scenarios, from nuclear proliferation to tribal warfare. Now, Hunter shares inspiring stories from over thirty years of teaching the World Peace Game, revealing the principles of successful collaboration that people of any age can apply. He offers not only a forward-thinking report from the frontlines of American education, but also a generous blueprint for a world that bends toward cooperation rather than conflict. In this deeply hopeful book, a visionary educator shows us what the future of education can be. Inspired, breath-of-fresh-air reading. Kirkus Reviews With numerous reflections on the game's impact on certain students and a resounding final chapter highlighting his class's 2012 visit to the Pentagon, Hunter proves the value of slow teaching in this important, fascinating, highly readable resource for educators and parents alike. Booklist

From Booklist Hunter (teacher, education consultant, TED speaker) has been introducing global issues to students from his fourth-grade class and beyond for more than 20 years via his self-designed World Peace Game. Over a period of weeks, through a complex set of scenarios, children and teens learn to negotiate, battle, obtain resources, cooperate in the wake of natural disasters, and resolve all manner of conflicts with each other and in response to the demands of their ever-changing world. The game's success proves that long, thought-out thinking assignments provoke an unprecedented positive response in students, a conclusion that flies in the face of current standardized-testing requirements. Where once there seemed to be room to wonder, to speculate, to not know, he writes, there now seems to be increasing pressure for instant answers, immediate solutions, and narrowly defined results. With numerous reflections on the game's impact on certain students and a resounding final chapter highlighting his class's 2012 visit to the Pentagon, Hunter proves the value of slow teaching in this important, fascinating, highly readable resource for educators and parents alike. --Colleen Mondor "A veteran educator's uplifting account of how he introduced schoolchildren to global problems through a visionary game that charged them with saving the world . . . Inspired, breath-of-fresh-air reading." Kirkus "At a time when school systems have completely lost focus on what really matters, John Hunter reminds us what we should be teaching our children. His ideas will help anyone who has the courage to understand that a real education must go beyond filling in circles on a standardized test form." Rafe Esquith, author of *Teach Like a Champion* "John Hunter's World Peace Game is more than a brilliant example of educational game design. It shows us exactly how to inspire and manage creative collaboration around the most

complex problems imaginable. And given that virtually all young people today are growing up gamers, this book is a must-read for twenty-first century educators and leaders." Jane McGonigal, author of *Reality Is Broken: Why Games Make Us Better and How They Can Change the World* "Hunter's optimism is infectious" Publishers Weekly" With numerous reflections on the games impact on certain students and a resounding final chapter highlighting his class 2012 visit to the Pentagon, Hunter proves the value of slow teaching in this important, fascinating, highly readable resource for educators and parents alike." Booklist From the Back Cover At a time when school systems have completely lost focus on what really matters, John Hunter reminds us what we should be teaching our children. His ideas will help anyone who has the courage to understand that a real education must go beyond filling in circles on a standardized test form. Rafe Esquith, author of *Teach Like a Fire* Can playing a game lead to world peace? If its John Hunters World Peace Game, it just might. In Hunters classroom, students take on the roles of presidents, tribal leaders, diplomats, and military commanders. Through battles and negotiations, standoffs and summits, they strive to resolve a sequence of many-layered, interconnected scenarios, from nuclear proliferation to tribal warfare. Now, Hunter shares inspiring stories from over thirty years of teaching the World Peace Game, revealing the principles of successful collaboration that people of any age can apply. He offers not only a forward-thinking report from the frontlines of American education, but also a generous blueprint for a world that bends toward cooperation rather than conflict. In this deeply hopeful book, a visionary educator shows us what the future of education can be. Inspired, breath-of-fresh-air reading. Kirkus s With numerous reflections on the games impact on certain students and a resounding final chapter highlighting his class 2012 visit to the Pentagon, Hunter proves the value of slow teaching in this important, fascinating, highly readable resource for educators and parents alike. Booklist [AU PHOTO] JOHN HUNTER is an award-winning teacher and educational consultant. He has spoken at TED, the Aspen Ideas Festival, Googles Palo Alto campus, the Pentagon, the United Nations, and elsewhere to share the lessons of the World Peace Game.