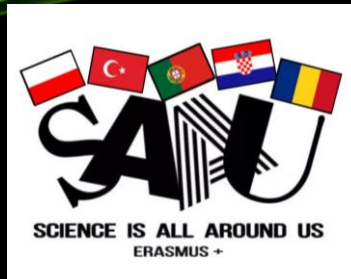




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LEARNING THROUGH PLAY

Romania, Gheorgheni, 3rd – 7th October 2022

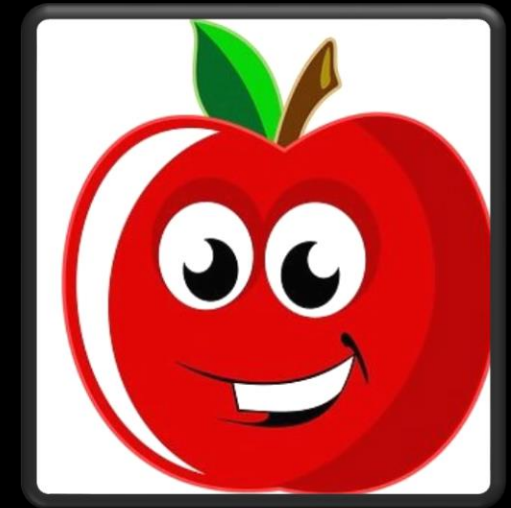
„Science is all around us”, 2020-1-RO01-KA229-079965

Mirjana Bagarić, math. and phys teacher,
Elementary school Višnjevac, Višnjevac, Croatia

Are you sure I make a difference?



I'm positive!



Teacher: **How much is $8 + 8$?**

Student: **I don't know..**

Teacher (a bit angry): **If I have 8 apples in one hand and the same in the other, what do I have??**

Student: **Big hands teacher... 😊**

WHY ?

- Learning through play implies the use of certain elements and/or principles of playing during classes.





WHICH GAME?

- The simplest form is the application of already designed games with the introduction of elements necessary for teaching, while more complex forms imply the design of new games with specific rules

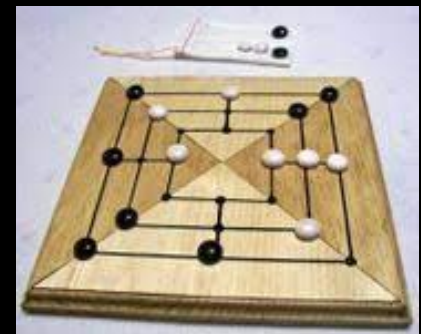




- Games can take many forms, from card games, worksheets or whiteboards to digital/computer games that can be played during class or as part of a flipped classroom at home.

AGAIN..WHY?

- Learning through play is a form of learning that we use from our birth and should definitely be used whenever possible.
- Of course, the games must be appropriate for the age, abilities and prior knowledge of the students.



IS IT TRUE ?

- Besides, the game is supposed to be fun and enjoyment, and in case of solving a problem by means of games, most of the people will invest a lot of effort to do it, without complaints or dissatisfaction.



DO YOU AGREE ?

- Furthermore, the very mention of games in class highly motivates and activates students, so it is good to use learning through games from the beginning of the lesson or at the beginning, if it does not last the whole lesson, and not only at the end, as teachers often do.



WHO IS DOING WHAT ?

- The bearers of activities during learning through play are the students, while the teacher's task is to prepare a high-quality game with clear and realistic rules, give good and clear instructions, and control the course of the game and direct it, if necessary.





- Preparing learning through play is not limited to designing a game for students, but includes designing all student activities that will lead to the achievement of set learning outcomes.
- At the same time, it is important that learning through play does not turn into "games without borders", which will waste precious time.

OLD vs. NEW SCHOOL !

- Since we have long been in the digital age, the most of the games that occupy young people are digital games, that is, games that are played with the help of a computer.



- Despite the common belief that computer games are harmful, well designed ones become an excellent medium for teaching and learning.
- Since such games are mostly a part of everyday life for students, they are well acquainted with them and enjoy them, they approach them with interest and they are always ready to put a lot of effort into solving problems.

EVERYTHING IS
POSSIBLE !



THINK POSITIVE ☺

- Games on computers enable a large number of students to play, regardless of whether they are in classrooms, in the park or at home.
- They also provide extremely fast feedback on the effects of other people's and their own activities.



AT THE END...

- When preparing computer games, it is important to respect certain requirements and/or limitations brought by the material and technical base available to the school, teachers and students, as well as to take into account the computer/digital competencies of all game participants.



REMEMBER !

THE EXPERT IN
ANYTHING WAS
ONCE A BEGINNER!

A white rectangular box containing the handwritten text "Thank You!" in a green, cursive font. Below the text is a simple green smiley face consisting of two dots for eyes and a curved line for a mouth.

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