

Educo Workshops

FREE



Gamification and Game-Based Learning

Teachers will learn how to successfully implement educational games in the EFL classroom across school subjects. Using a 'Learning by Doing' approach, teachers will practically explore theoretical methodologies through a range of games and activities. This workshop practically demonstrates GBL And Gamification across a range of mediums both physical and digital.

Obiettivi

- Participants will develop game based strategies to enhance learning.
- Participants will develop practical skills in game design and learn how to transfer this to an EFL classroom in order to inspire and incentivise students.
- Participants will develop a digital gaming toolkit to implement these strategies and methodologies online
- Participants will learn how to support students' development of transferable and professional skills such as communication, collaboration, problem solving, critical and creative thinking skills.



Level: Primaria IV/V
Media I, II & III

Durata: 4 ore

Costo: FREE

Codice SOFIA: 48106 Edition: 77401

Contatti: formazione@educoitalia.it



Educo Italia



Our team of teacher trainers have a wealth of experience in drama, theatre and education. Between them they have degrees in Community drama and theatre and over 1000 hours teaching experience. Each of our teacher trainers have taken part in Educo camps, taught PON courses and contributed to the creation of Educo's extensive didactic material. Each of our trainers bring their own personal experience and skills to their workshops and provide a quality experience for all participants.



Programma

Part 1: Webinar - Game-Based Learning: Let's play some games!

- Warm up
- Introduction to Game Based Learning and Gamification
- Discussion - experiences of Game Based Learning and Gamification
- Series of practical examples of classroom based games and online games including; who wants to be a millionaire, kahoot, drama-based games and simple gamification additions to known classroom activities
- Explore a range of useful sites to build your own games

Part 2: Self-study: GBL and Gamification and Theory and Pedagogy

- Explore GBL theory including:
 - Blooms Taxonomy
 - Experiential Learning Cycle
 - Smale's learning through quests and contests
 - Francis' Model of multiliteracies

Experience and Quality

Educo has over 15 years experience in English education and is accredited by MIUR based on the Ministerial Directive n. 170 of 21/03/2016. Educo is a Trinity College London Exam Centre (Registered Exam Center 64205) and our TEFL- Performance and Play course for tutors is accredited by the International TEFL Accreditation Council. So, you can be sure that you and your students are gaining the best quality experience.



An Ongoing Commitment

When you complete an Educo teacher course you don't just gain the first-hand experience of our expert teacher trainers but gain ongoing support from a company that cares. All our workshops and courses are accompanied by post-teaching materials to put your knowledge into practice. You can also access our free resources online, get discounts on other Educo products and our offices are always available to answer your queries.



What we do...

Educo has four key principles that we believe all teachers and learners should share:

Global Citizenship, Digital Innovation, Creative Application and Motivation to Learn. With these four principles we hope to create well rounded 'future proof' teachers and students!

How we do it...

The Educo team works as an Educational Collective with expertise across a range of methodologies and teaching practices. We learn from each other and share what we believe to be the best practices for creating students and teachers that are motivated, innovative, creative and culturally aware.