

presenting the free online course

Learning with creativity: Let the game begin!

starting Monday 29 April 2019

Why a course on games and creativity?

Many teachers will have taught a class with the 'Just-Not-Interested' syndrome. Games are problem-solving activities approached with a playful attitude, making them great ways to engage students while developing their creative thinking. Both playing and creating games results in deeper learning and development of various skills when used for educational purposes. Teachers, however, may be sceptical regarding classroom management and the educational value of games.

Key information

- Target audience: primary & secondary school teachers interested in the topic
- Duration: 6.5 weeks
- Commitment: 3-4 hr / week
- Language: English
- Start date: 29/04/2019
- End date: 12/06/2019

Course contents

In five modules, the course unlocks the power of play and potential of games in education. After an introduction into the history and pedagogical benefits of play, the course explores ways of using games in the classroom and focuses on gamification techniques that may be integrated in regular lessons. The course showcases some tools for game development and ways to help students learn while designing and creating games. Lastly, the course looks at technological changes affecting play and education.

Useful links

Registration

Online discussion via
#GamesCourse

Dissemination package



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