

Game-Based Learning and Gamification



A 5-Day Training Program for Educators

Introduction

This training course is designed for teachers and educators who want to explore the exciting world of **Game-Based Learning (GBL)** and **Gamification**. Discover how games can transform your classroom into an engaging and effective learning environment.

We'll cover the benefits of GBL, 21st-century skills development, ICT gamification, and practical applications using video games, indoor/outdoor activities, and hands-on workshops.

Course Overview

This 5-day program will provide you with the knowledge and skills to:

- Understand the principles of Game-Based Learning and Gamification.
- Identify the benefits of GBL for student engagement and learning outcomes.
- Develop 21st-century skills through game-based activities.
- Integrate ICT and gamification techniques into your teaching practice.
- Design and implement effective game-based learning experiences.
- Utilize video games, indoor/outdoor activities, and workshops to enhance learning.

Course Content

- **Day 1:**
 - Introduction to GBL
 - Benefits of GBL
 - **Day 2:**
 - 21st Century Skills
 - Game Mechanics
 - **Day 3:**
 - ICT Gamification
 - Digital Game Design
- Each day will consist of lectures, discussions, group activities, and hands-on workshops. We'll explore real-world examples of GBL in action and provide you with the tools and resources you need to implement GBL in your classroom.
- Day 1** focuses on foundational concepts.
- Day 2** considers the key skills which can be nurtured using game based learning.
- Day 3** looks at how Information and Communications Technology (ICT) can play a part in gamification of the learning environment.

- **Day 4:**
 - Video Games in Education
 - Outdoor Activities
- **Day 5:**
 - Workshop & Presentations
 - Course Conclusion

Day 4 will cover practical activities that can be played in the classroom or in large spaces, using video games as an educational tool, as well as learning through outdoor play.

Day 5 will be a workshop where you will have the opportunity to design and present your own game-based learning activities. We'll conclude with a course review and discussion of next steps.

Expected Outcomes

By the end of this course, participants will be able to:

- Define and differentiate between Game-Based Learning and Gamification.
- Design and implement engaging game-based learning activities.
- Integrate 21st-century skills into game-based learning experiences.
- Utilize ICT and digital tools for gamification.
- Evaluate the effectiveness of game-based learning strategies.
- Create a more interactive and motivating learning environment for their students.

Next Steps

Upon completion of this course, you will be well-equipped to start integrating Game-Based Learning and Gamification into your teaching practice. We encourage you to:

- Experiment with different game-based learning activities.
- Share your experiences and insights with colleagues.
- Continue to explore new tools and resources for gamification.
- Seek out opportunities for professional development in this area.