CERTIFICATE OF COMPLETION

TEACHER ACADEMY COURSE

Learning with creativity: Let the game begin!

29 April - 12 June 2019

This is to certify that

Matthias Giger

has successfully completed the "Learning with creativity: Let the game begin!" online course at the Teacher Academy

Brussels, 24 June 2019

Course details

Duration: 15 hours
Description: http://academy.schooleducationgateway.eu//web/learning-with-creativity-let-the-game-begin
Organiser: School Education Gateway, Directorate General for Education and Culture of the European Commission
To contact the organisers, please visit:
http://www.schooleducationgateway.eu/en/pub/about.htm

Erasmus+

Learning Objectives & Activities

Module 1: Breaking into games

The learning objectives for this module are:

1. Understand the pedagogical value of playing
2. Acquire an understanding of how games have developed over the years
3. Reflect on how learning happens through games
4. Reflect on how the use of games can change the way we teach
5. Define gamification and game-based learning
6. Explore ways to bring creativity in your classroom through games
7. Recognise different types of games and ways to use them in education
8. Explore game design
9. Discover practices and methods to make learning more engaging
10. Reflect on your own teaching
11. Make connections to fellow teachers
12. Learn from the experiences of educators around Europe

Module 2: Learning with games

The learning objectives for this module are:

1. Learn about game-based learning
2. Describe the role of the teacher during game-based learning
3. Identify serious games
4. Understand the potential of physical adventure games for learning
5. Explore games for thematic learning

Module 3: Creating through games

The learning objectives for this module are:

1. Define the relation between play and creativity
2. Understand what the maker movement is and what its benefits are for learning
3. Recognise coding as a useful approach for matching creativity with play
4. Identify how creativity and play are combined in virtual worlds

Module 4: Emerging into the world of game design

The learning objectives for this module are:

1. Identify the art of game design and its importance
2. Recognise design thinking as a method for creative problem-solving

Learning Objectives & Activities

3. Analyse the mechanics of games, considering how these affect the player experiences
4. Reflect on how you could use game design for your own teaching context
5. Recognise how game design serves as a foundation for gamification and find a way to move from an idea to its actual implementation

Module 5: My funtastic class

The learning objectives for this module are:

1. Recognise how active learning and games are connected
2. Analyse the case of a school and a classroom that embraces games for learning
3. Identify various gamification techniques
4. Develop a gamified lesson plan