

Course code ICT.1.GBL

Last update 04/02/2022

## Course information

Title	Digital Game-Based Learning & Augmented Reality for Schools
Concept by	<a href="#">Lorenzo Gaspari</a>
Course URL	<a href="https://teacheracademy.eu/course/game-based-learning-augmented-reality/">teacheracademy.eu/course/game-based-learning-augmented-reality/</a>
N. of participants	Min. 4 - Max. 12
Course length	One week (6 days, Monday - Saturday)
Language	English. Other languages may be available upon request
Locations and starting dates	<ul style="list-style-type: none"> <li>• <a href="#">Florence</a> - First Monday of the month</li> <li>• <a href="#">Dublin</a> - Second and fifth Monday of the month</li> <li>• <a href="#">Berlin</a> - Fourth Monday of the month</li> <li>• <a href="#">Barcelona</a> - Third Monday of the month</li> </ul> <p>On request, we can organize this course directly at your school. Discover all the dates at <a href="https://teacheracademy.eu/courses-dates/">teacheracademy.eu/courses-dates/</a></p>
Free time activities offered	All courses include at least one city guided tour and one full-day Cultural Activity.
Type of certification awarded	Certificate of Attendance, including a description of the course contents (80% of attendance required); other Certificates may be available upon request
Price	Starting from 480€ *  * Our courses are eligible to be completely funded by the Erasmus+ KA1 funds and several other programs.

## Course contents

### Description

It is a truth universally acknowledged that teachers should make available activities that are capable of involving students in the learning process. Games and digital tools are terrains that amplify reality and that educators must explore to move in that direction.

Games and technology represent perfect environments to facilitate exploration, having a strong impact on a student's ability to learn-by-doing and immediate acquisition of knowledge and skills.

While playing and interacting with different forms of reality, students can sometimes learn without even realizing it! Fun and engagement are the backgrounds on which abilities and understanding are constructed. Theory and practice are smoothly integrated into the process of solving issues within the scope of a game.

By the end of the course, participants will have understood how learning chances, learning reinforcements, stimuli, autonomy, collaboration are part of game-based learning. They will be able to appreciate the pros and cons connected to different techniques. They will be confident in selecting the best game-based activities depending on their teaching goals and their students' needs.

SUGGESTED COMPUTER PROFICIENCY: INTERMEDIATE

### Learning outcomes

- Understand what game-based learning is and how to confidently implement it in class;
- Find the best tools and products for using Extended/Augmented Reality in your school;
- Discovering strategies to foster students' motivation and creativity with games and Extended/Augmented Reality;
- Create lesson plans based on digital game-based learning and Extended/Augmented Reality;
- Recognizing risks and advantages in implementing digital games in your class;
- Exploring assessment strategies for game-based learning and Extended/Augmented Reality activities.

## Tentative schedule\*

<b>Day 1 – Course introduction &amp; Classroom techniques</b>	<b>Day 2 Learning through digital tools</b>
<ul style="list-style-type: none"><li>• Participants' presentation and warm up;</li><li>• Introducing the concepts of games-based learning and augmented reality;</li></ul> <b>Classroom techniques</b> <ul style="list-style-type: none"><li>• Exploring the possibilities that a teacher has to apply these techniques in the classroom;</li><li>• Discussing difficulties and advantages.</li></ul>	<ul style="list-style-type: none"><li>• Learn how to use Minecraft as an educational tool;</li><li>• Building a meaningful, educational, virtual environment and discovering the numerous benefits of learning with such a program;</li><li>• Improving the skills necessary to choose the best game for your students.</li></ul>
<b>Day 3 – Finding new skills</b>	<b>Day 4 – Virtual reality</b>
<ul style="list-style-type: none"><li>• Deep approach with the concept of Augmented Reality, understanding the endless potential of this method;</li><li>• Improving the skills about the use of Augmented Reality by realizing fun activities for the classroom which will easily engage both students and teachers in the teaching learning process.</li></ul>	<ul style="list-style-type: none"><li>• Understanding the concept of virtual reality and its exploitation inside of a school;</li><li>• Concrete examples of 360° videos with the implementation of VR Headsets.</li></ul>
<b>Day 5 – Learning is fun</b>	<b>Day 6 – Course closure &amp; Excursion</b>
<ul style="list-style-type: none"><li>• Writing and building the ideal role play game for your classroom, paying attention to the several details of the game, such as environment and characters, but also including into the game the learning objectives connected to the curriculum.</li></ul>	<ul style="list-style-type: none"><li>• Course evaluation: round-up of acquired competencies, feedback, and discussion;</li><li>• Awarding of the course Certificate of Attendance;</li><li>• Excursion and other external cultural activities.</li></ul>

\*The schedule describes likely activities but may differ significantly based on the requests of the participants, and the trainer delivering the specific session. Course modifications are subject to the trainer's discretion. If you would like to discuss a specific topic, please indicate it at least 4 weeks in advance.

## Links and resources

Discover our:

- Self-paced online courses for teachers: [online.teacheracademy.eu](https://online.teacheracademy.eu)
- Online English Courses for Teachers: [online.teacheracademy.eu/tag/english-courses/](https://online.teacheracademy.eu/tag/english-courses/)
- The New 2021-2027 Erasmus+ Programme Made Easy: [online.teacheracademy.eu/course/erasmus-programme-2021-2027/](https://online.teacheracademy.eu/course/erasmus-programme-2021-2027/)
- CELTA Courses for teachers: [teacheracademy.eu/celta/](https://teacheracademy.eu/celta/)

Discover Europass Teacher Academy Network:





Academy of Creativity: [eacbarcelona.eu](https://eacbarcelona.eu)

Italian Language School: [europassitalian.com](https://europassitalian.com)

Teacher Academy Ireland: [teachertraining.ie](https://teachertraining.ie)

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