








Enough Theory, Let's Play! Fun Games for Developing the Whole Child

By Stefano Scotti

Course details

-  One week course
-  Starting from 480€ (Cultural activities included)*
-  Min. 4 - max. 14 participants
-  Certificate of attendance included (80% of attendance required)
-  Available in Florence, Nice, Prague, and Tenerife

* A 60 € late registration fee will be applied if you register less than 8 weeks before the course start date.

Course description

Playing is sometimes considered an unstructured, purposeless activity reserved for children and teenagers but it actually has an important educational value. In games, participants project themselves in external activities, which can be exploited to make them reflect on themselves and increase their self-awareness.

They need to communicate and cooperate with others, which contributes to their emotional and social intelligence. They can express themselves creatively while also respecting shared rules, increasing their capacity to concentrate and self-regulate their behavior.

This course will teach you to use games in your class to enhance your students' capacities of self-expression and promote their personal (i.e., cognitive, emotional, and social) development. It will also help you create a more cohesive group, thus improving the quality of both your pupil's learning and your experience as a teacher.

The course will introduce different kinds of games:

- Uninhibited and cohesive games, aimed to create a sense of trust in others, indispensable for the expression of the child within a community;
- Expressive games, involving storytelling, drama, and role-playing, teaching children to express themselves, and communicate with others;
- Relaxing games, helping children to focus on their feelings, and grow emotionally.



As a participant, you will discover new games by actively playing them. Hence, you will come to the course with comfortable clothing, ready to move and use your body!

By the end of the course, you will know how to use games in your class to make it a more comfortable environment for the personal and social growth of your pupils, thereby strengthening the relations among them and with you as a teacher.

Learning outcomes

The course will help the participants to:

- Design and supervise playing activities;
- Conceive playing as an expressive tool that enhances spontaneous creativity;
- Use games to stimulate your pupils' capacities of self-expression and self-awareness;
- Resolve conflicts and encourage cooperation in your class;
- Manage and reduce inequalities through play;
- Promote social and intercultural interchange among your pupils.

Tentative schedule

Day 1 – Course introduction & relaxation methods

Course introduction

- Introduction to the course, the school, and the external week activities;
- Icebreaker activities and warm-up games;
- Games to present and introduce oneself.

Relaxation methods

- Games to relax focusing on the body;
- Presentations of the participants' schools.

Day 2 – Warm-up games

- Warm up games;
- Uninhibited and contact games;
- Games to relax focusing on dance and movement.

Day 3 – Imitation games

- Warm up games;
- Imitation games, pantomime games, games with objects and disguises;



- Games to relax focusing on imagination.

Day 4 – Storytelling games

- Warm up games;
- Storytelling games, drama and role-playing games;
- Games to relax focusing on breathing.

Day 5 – Designing games

- Warm up games;
- Designing games for your class;
- Let's play our games created after the experience in the course.

Day 6 – Course closure & cultural activities

- Course evaluation: round up of acquired competences, feedback, and discussion;
- Awarding of the course Certificate of Attendance;
- Excursion and other external cultural activities.

*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.

Our courses usually include two cultural activities. Further information is available on the webpage of each course location.

About the provider

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