

Course code CSS.1.BOAR

Last update 03/03/22

Course information

Title	Promote 21st Century Skills with Board Game-Based Learning
Concept by	Marco Fenici
Course URL	teacheracademy.eu/course/board-game-based-learning/
N. of participants	Min. 4 - Max. 14
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"> • Florence - Third Monday of the month • Prague - Second Monday of the month • Rome - First Monday of the month • Split - Fourth Monday of the month <p>On request, we can organize this course directly at your school. Discover all the dates at teacheracademy.eu/courses-dates/</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	<p>Starting from 480€ *</p> <p>* Our courses are eligible to be completely funded by the Erasmus+ KA1 funds and several other programs.</p>

Course contents

Description

No, today's board games have little to share with the old "classics" such as Monopoly, Risk, or Trivial Pursuit.

Following a renaissance in gaming since the '90s, "modern" board games – such as Pandemic, Dominion, or The Settlers of Catan – have promoted an innovative, affordable option for engaging in social interaction. Therefore, they are more popular now than ever before among people of all ages.

Being cheap and easily available, they also represent an effective way to **develop vital learning skills** in young and older learners for those teachers who are willing to venture into this unexplored landscape.

Are you ready to take on the challenge?

This course will help you introduce board games in your classes as a novel teaching tool to **engage your learners** and promote their **social and cognitive growth**, as well as to raise pupil's interest in curricular content.

Depending on the selected game and the focus of the classroom activity, there are **tons of lessons** your pupils can learn by playing in the classroom.

While board games may not represent the preferential route to teaching every curricular subject, they are extremely successful in promoting the acquisition of key competencies for lifelong learning, such as:

- Ethical capacities: rule-following, learning to lose, respect;
- Soft skills: sharing and openness, storytelling, just competing;
- The popular "4 Cs": communication, collaboration, creativity, and critical thinking;
- Cognitive skills: self-regulation, working memory, cognitive flexibility, inhibitory control, problem solving, risk assessment, autonomous decision-making, metacognition, learning to learn.

Board games are also optimal to make pupils practice in curricular subjects such as **math, languages, or science**. Finally, educational games are also suitable to familiarize learners with more unusual subjects such as **environmental sustainability** and the nature of European Institutions.

As a participant of the course, you will learn how to plan and conduct game-based learning activities to train your learners in the social and cognitive skills that are relevant to your subject. You will learn how to **design an effective gaming session**, how to explain the game and the rules, **how to make your pupils play**, and how to debrief about the gaming experience.

The course proposes a **hands-on and collegial approach**. We will play a wide variety of titles of the last decade (from the simplest to some more complex) to help you acquire the practical understanding necessary to re-propose them in your classroom. After each session, we will also discuss what skills and competences the game may scaffold in different age groups (6-13-years-old), considering the different motivations and needs of primary and secondary school students.

What are you still waiting for? By the end of the course, you will be ready to **surprise your students** with an engaging activity, and to exploit a **new active learning paradigm** to develop their ethical, social, and cognitive skills.

Learning outcomes

- Select games apt for educational activities;
- Design and conduct board game learning activities;
- Debrief a gaming session;
- Inspire their learners with engaging learning activities;
- Introduce board game activities in the school curriculum;
- Start a board game club at their school.

Tentative schedule*

Day 1 – What are board games?	Day 2 - Board games in educational contexts
<ul style="list-style-type: none">• Introduction to the course, the school, and the external week activities;• Presentations of the participants' schools;• Varieties of board games and gamers;• Icebreaker games for primary and secondary schools.	<ul style="list-style-type: none">• Game-Based Learning (GBL) vs. Gamification;• What board games may help to learn (and not to learn);• Training soft skills and key competences with board games;• Educational games on environmental sustainability;• Focus: How to design a learning activity with board games.
Day 3 - Games for ethical and social skills	Day 4 - Games for cognitive skills
<ul style="list-style-type: none">• Ethical and social development in childhood and adolescence;• Social board games, storytelling and logical deduction;• Board games for the 4 Cs: creativity and critical thinking;• Focus: How to implement a learning activity with board games.	<ul style="list-style-type: none">• Cognitive development in childhood and adolescence;• Strategy games, planning, and risk assessment;• Board games for the 4 Cs: communication and collaboration;• Focus: How to debrief a learning activity with board games.
Day 5 - More games from the previous days, or a selected subject among the following proposal:	Day 6 - Course closure & cultural activities
[A] Board games for curricular subjects <ul style="list-style-type: none">• Science, Biology, and Physics;• Languages;• Mathematics. [B] From abstract to simulation games <ul style="list-style-type: none">• A day in the prehistory for primary and secondary school students; or• Discover Renaissance and Florence through board games. [C] Board game design <ul style="list-style-type: none">• Notes on board game design;• Board game design activities for your classroom.	<ul style="list-style-type: none">• 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.

Links and resources

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- Self-paced online courses for teachers: online.teacheracademy.eu
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