








Introducing Sustainability Through Game-Based Learning and Gamification

By [Vasiliki Plati](#)

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 [Athens](#), [Lisbon](#), [Madrid](#) and [Vienna](#)

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

Course description

Conversations over environmental issues and the urgency to act for sustainable development are more significant than ever in today's education.

However, implementing sustainability-oriented lesson plans in the classroom may be extremely challenging for teachers at their first experience.

The course has been designed to support primary and secondary school teachers, who want to introduce sustainability in the curriculum. It will help them integrate this subject in the classroom with the help of innovative didactics – i.e., Game-Based Learning (GBL) and Gamification.

Learners who play games face challenges, make decisions, get feedback, and generally learn through experience with fun. According to researchers, using digital games and gamified activities enhances students' awareness and motivation.

Players also make mistakes and revise their decisions, therefore, learn through trial and error, thereby enhancing their metacognitive skills.

In short, Game-Based Learning and gamification offer a wonderful example of a teaching methodology open to experiential learning.



The course builds on such benefits to help teachers introduce sustainability issues to their students. Participants will discover and discuss the 3 Pillars of Sustainability, and the UN's 17 Global Goals for Sustainable Development.

They will also explore the educational benefits of GBL and gamification methodologies, and learn to exploit them for the sake of teaching about sustainability.

Since playing games is not enough to raise awareness on relevant issues, participants will have hands-on knowledge on how to design and implement effective lesson plans for GBL and gamified learning activities.

Teachers who speak their students' "digital language" can positively impact their conceptual development. By developing appropriate educational activities, participants will manage to motivate their students and activate their 21st-century skills.

By the end of the course, the participants will have acquired a solid understating of the fundamentals of both sustainability, and Digital/Game Literacy. They will be ready to plan effective gamified lessons on sustainability for their classroom.

Learning outcomes

The course will help the participants to:

- Discover the 3 Pillars of Sustainability and the UN's 17 Global Goals for Sustainable Development through multimedia content and games;
- Design gamified activities using brand-new gamification digital tools;
- Implement Game-Based Learning activities;
- Enhance Lesson Designing skills by having a relevant template and creating a sustainability-oriented lesson plan incorporating a Game-based learning approach;
- Promote collaboration in working groups, play games, and exchange good practices with other participants.

Tentative schedule

Day 1 – Introduction to the course and sustainability

- Introduction to the course, the school, and the external week activities;
- Icebreaker activities;



- Presentations of the participants' schools;
- The 3 Pillars of sustainability;
- UN's 17 Goals for Sustainable Development;
- Discussion and experiences sharing over the topic.

Day 2 – Game-Based Learning and gamification

- Gamification and GBL approaches: basic features and differences with the traditional teaching methods;
- Educational Benefits and Challenges of integrating GBL into the Curriculum;
- Examples of games on sustainability. Play relevant games individually or in groups to realize why and how one can learn about sustainability through games;
- How to integrate Digital Games into the classroom in an effective way. Case Studies.

Day 3 – Hands-on learning on new gamification application

- Introducing brand new gamification applications and educational activities examples;
- Tips for building effective gamified activities;
- Hands-on learning on gamification. Choose a Global Goal and build a gamified activity using a Gamification app;
- Presentation and feedback on the participants' gamified activities.

Day 4 – Game-Based Learning lesson planning activity

- Essential elements of Instructional Design by integrating GBL and Gamification approaches;
- Sharing a relevant template and using it to develop their Sustainability GBL and Gamification-oriented lesson plan.

Day 5 – Lesson plans' presentation and feedback

- Finalizing their lesson planning;
- Each group or individual will present their lesson plan and get feedback from the other participants.

Day 6 – Course closure and cultural activities

- Course evaluation: round-up of acquired competencies, 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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