

GAME-BASED LEARNING

1 WEEK COURSES FOR EUROPEAN TEACHERS

Dublin, Ireland 2024

This course on Gamification and Game-based Learning provides primary and secondary school teachers with:

- an overview of how games function as effective pedagogical tools
- participation in game-based activities
- opportunities to develop game-based integrated learning for your 21st Century skills classroom
- opportunities to exchange ideas and develop links with other European teachers
- inspiration for professional development to refresh your teaching and learning skills
- insights into Irish culture



COURSE OBJECTIVES:

You will develop practical skills, experience, knowledge and understanding of:

- Why and how games can function as effective pedagogical tools
- When games and game-based learning can be integral to the 21st Century skills classroom
- How elements of a gamification approach will help you build a supportive learning culture and improve classroom motivation and dynamics
- How to design collaborative challenges by using healthy competition to increase agency in teaching and learning
- Ways of evaluating traditional and digital tools to increase active engagement and mediation in language(s) for communication and collaboration
- How games can develop social and emotional learning, problem solving, interactivity and autonomy
- Why you should involve colleagues and learners in educational games strategies in your classroom or online
- Exchange ideas and develop links with teachers from different European countries

COURSE CONTENT:

1. **Workshops on Gamification and Game-based learning**
2. **Lecture on Irish History, Culture and Traditions**
3. A guided walking tour of Dublin and cultural visits to National Museum: History & Decorative Arts, National Museum: Archaeology, National Botanic Gardens and Chester Beatty (World Art Museum)

COURSE PROGRAMME:

Sunday

- Arrive Dublin

Monday

- Welcome, orientation, participant interchange and guided walking tour of Dublin
- **Lecture on the Irish History, Culture & Traditions**

Tuesday **Workshops on Gamification and Game-based Learning** *0930–1300 and 1400–1700*

- Introduction. Professional networking activities and interchange of teaching contexts
- Target setting; negotiating needs; evaluating expectations and sharing experiences of game-based teaching and learning.
- Team building via games and challenges
- Practical insights into 21st century skills and the pedagogic value of gamification
- Daily reflective journaling round up (digital or physical); focus on reflection and developing metacognition in the 21st Century classroom

Wednesday **Workshops on Gamification and Game-based Learning** *0930–1300 and 1400–1700*

- Group presentations and experiences of why and how games function as effective pedagogical tools in learning experiences
- The theory and practice of neuroscience and brain functioning during playful learning
- Practical experience of participation in activities from learner perspectives
- How games can develop social and emotional learning, problem solving, interactivity and autonomy
- Daily reflective journaling round up (digital or physical); focus on upskilling and transferring learning to your teaching context

Thursday **Workshops on Gamification and Game-based Learning** *0930–1300 and 1400–1700*

- Group presentations and experiences of how elements of a gamification approach can build a supportive learning culture in your classroom
- Co-design and creation of an interdisciplinary (or CLIL) gamified learning projects in groups
- Trialling, evaluation learning products using an assessment for learning approach
- Daily reflective journaling round up (digital or physical); focus on learning-oriented feedback to improve and redesign games produced collaboratively

Friday **Workshops on Gamification and Game-based Learning** *0930–1300 and 1400–1700*

- Collaborative challenges and experiments in using healthy competition to increase learner agency and motivation
- Exploring and evaluating traditional and digital tools to develop engagement
- Group sharing and presentation of learning designs co-created for educational games strategies to implement in your classroom
- Daily reflective journaling round up (digital or physical); focus on planning for implementation of gamified approaches in your subject, how to involve colleagues in working partnerships
- Evaluation Session

Saturday

- Cultural visits to National Museums in Dublin

Sunday

- Depart Dublin

METHODOLOGY:

Our approach is hands-on, with a peer-to-peer shared learning approach, where trainers and participants work together as professionals, sharing roles as experts and co-learners.

We use carousel learning, peer presentations and teaching, lightning talks and open space technology, along with discussion and reflection on multimedia input (e.g. recordings from leading practitioners or real life visits), participant creations, examples and experiences and texts.

We believe that every participant is capable of developing professionally throughout the teaching and learning processes. Assessment for learning is on-going, using reflective approaches and peer feedback on learning designs, tasks and products produced in challenges and workshops.

Participants are expected to make active contributions to shared input, feedback and reflections on best practice from the course.

A European perspective from colleagues working in similar contexts will allow participants to take away practical outputs and learning plans to implement skills and strategies, as well as examples of game-based ideas for future learning and teaching.

We encourage and support participants to create a digital portfolio of resources and learning designs to cascade training into their schools, with a daily session of resource creation.

Feedback and further individual professional development action plans will be provided according to participant preferences.

LOCATION

DUBLIN, Ireland: Population: 1,228,000

Famous for its cultural heritage and warming hospitality, Dublin is a lively city with a rich history, situated on the east coast of Ireland. Notable historic sights include its elegant Georgian squares, Dublin Castle, Christ Church Cathedral, the Book of Kells at Trinity College, Kilmainham Gaol and National Museums. Temple Bar is a busy riverside neighbourhood with live Irish folk music venues.

Close to the city are the beautiful hills and lakes of Wicklow Mountains National Park and attractive coastal scenery.



2024 DATES:

Spring

Sunday 14 April - Sunday 21 April 2024

Sunday 28 April - Sunday 5 May 2024

Summer

Sunday 26 May - Sunday 2 June 2024

Sunday 16 June - Sunday 23 June 2024

Autumn

Sunday 22 September - Sunday 29 September 2024

Sunday 17 November - Sunday 24 November 2024

TOTAL PRICE:

1 Week: €1,447

The price includes:

(a) COURSE FEE to include:

Full programme of study sessions and visits as itemised above.

NB. Participants are responsible for paying their own daily transport costs, including visits to schools.

Any optional visits are not included in the price.

(b) HOST FAMILY ACCOMMODATION to include:

Full board Accommodation with a local family (inclusive of registration fee): 7 nights

(Teachers may request to be the only guest of their mother tongue or to stay in the same family as a colleague).

Host families are carefully selected and offer a friendly welcome and opportunities to chat and learn more about life in Ireland today. Participants often find that the experience of staying with a host family is one of the most memorable aspects of the course. Accommodation is in single rooms (unless participants request to share). Breakfast, packed lunch and evening meal are provided by the host family. (Food allergies, likes and dislikes are taken into account.)

Please note that many suitable residential areas are not within walking distance of the city centre and most host families are a bus ride from the city centre/tuition centre. A travel pass for all Dublin public transport costs €32 per week and can also be used to visit nearby coastal villages, beaches and cliffs.

Accommodation can be provided for family members (but not unaccompanied children) subject to availability. (Rates on request).

Alternatively on summer courses between 16 June and 18 August:

Self-catering accommodation in a university residence in a central location - single bedroom with ensuite shower/ wc; no meals provided (inclusive of registration fee):

Total fee: 1 week course + 7 nights self-catering accommodation: €1,479

Participants wishing to arrange their own (hotel or self-catering) accommodation may pay a fee for the course only.

TRAVEL:

Participants are responsible for arranging their travel to and from Ireland.

Express buses run from Dublin Airport to the city.

PAYMENT:

Full payment will be due 2 months before the course begins, or for teachers awaiting funding: as soon as the grant is received.

No refund for cancellations within 5 weeks of arrival. Applicants are strongly advised to take out cancellation insurance.

Postponement due to Covid-19 will be possible if necessary.

PREPARATION:

Participants are asked to complete a questionnaire before the course starts in order to ascertain their level of experience and training, the age groups and types of learners they teach and their expectations from the course. This helps trainers to respond to participants' individual needs and ensure that the most relevant areas are carefully integrated. Suggestions for optional pre-course reading are given.

EVALUATION:

At the end of the course teachers participate in a detailed evaluation of the course.

FOLLOW UP:

At the end of the course teachers are asked to consider which aspects of the course will be the most relevant to their own teaching situations. On their return they are invited to keep a record of how they have been able to utilise ideas gained on the course in their own classrooms.

They are encouraged to share their experiences with their fellow participants by email.

CERTIFICATE & ERASMUS+ VALIDATION:

A certificate of attendance (stating course content, learning outcomes and number of hours) will be provided and Erasmus+ documentation will be validated.