

eTwinning contact seminar – Digital Game-Based Learning in the classroom

Date:

19th to 21st October, 2018

Where:

Luxembourg City (Luxembourg)

Rationale:

Many of today's pupils bathe in the video game culture and videogames assume an important place in their everyday life. To understand and to talk the language of this subculture can help teachers to have an easier access to their pupils and to increase their interest for the learning content.

In parallel, more and more educators consider that gaming is an educational tool that can be beneficial to learning and represents a promising addition to existing learning and teaching methods. Others, do not share the same opinion.

In any way, most practitioners will agree that digital game-based learning (DGBL) is a developing field that nevertheless raises a number of questions and challenges ranging from the role of the educators, the heterogeneity of the learners' skills, the often self-admitted low gaming literacy among teachers, the integration in the curriculum, the required infrastructure or simply the lack of time to explore innovative learning methods.

Objectives:

The seminar aims at helping teachers to become more comfortable and confident when incorporating digital game-based learning in their classrooms.

The participants will get a general introduction on DGBL and attend presentations on best practice approaches and practical examples for using digital games in the classroom.

A selection of relevant digital games will be presented and made available to the participants during the seminar.

During group work sessions, participants will design units of lesson plans that deploy the DGBL approach. Furthermore, they will associate with colleagues from other countries to integrate the units in a collaborative European eTwinning project.

Target public:

The seminar is aimed at language teachers and teachers of social science in a broad sense (history, geography, communication, sociology, etc.) – age range of pupils 10-16 years.

The participants should have some experience with the eTwinning platform and international projects. No workshop on the functioning of the eTwinning platform will be provided! The seminar language is English.

Draft agenda

Friday, 19th October

14.00 – 15.00 : **Welcome and registration**

15.00 – 15.15 : **Opening:** aims of the seminar and programme overview

15.15 – 16.15 : **Key note speech:** Introduction to DGBL

16.15 – 17.15 : **Presentations:** Examples of inspiring practice

17.15 – 17.45 : Coffee break

17.45 – 19.45 : **Workshop 1:** Play and discuss

20.00 – 23.00 : Dinner

Saturday, 20th October

09.00 – 10.00 : **Presentation :** Tips and hints to design DGBL scenarios for your classroom

10.00 – 11.00: **Workshop 2:** Clustering and Group building

11.00 – 11.30 : Coffee break

11.30 – 12.30 : **Workshop 3:** Project work – Ideas and goals

12.30 – 14.00 : Lunch

14.00 – 15.30 : **Workshop 4:** Project work – Planification (tasks. timeline,...)

15.30 – 17.30 : Free time

17.30 – 20.00 : Social activity

20.00 – 23.00 : Dinner

Sunday, 21st October

09.30 – 11.00 : **Workshop 5:** Time for project planning and registration

11.00 – 11.15 : Coffee break

11.15– 12.00 : **Project presentations**

12.00 – 12.30 : Closing session