

GAME BASED LEARNING DURING DISTANCE LEARNING

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Game-Based Learning is seen to be one of the effective techniques in helping students to improve the quality of teaching and learning process in learning Mathematics. Students generate knowledge rather than passively acquiring information, according to constructivism theory. People construct their own representations and assimilate new information into their pre-existing knowledge as they meet and reflect on the world. This is because the Game-Based Learning technique encourages students to solve problems and learn on their own, enabling them to acquire a mathematical concept without even realizing it. As a result, self-esteem and self-confidence among students may increase, be improved, and help in the achievement of students in mathematics.

Math presents a variety of problems to students. One factor that makes math tough for many students is that it requires patience in order to come up with the right solution. Sometimes teachers do not take enough time to teach their students in a way they can easily understand. Some would just solve the equation or problems and then ask the students if they understood then assume that the whole class did. That is why some students lose their interest and find mathematics a difficult to pass subject (Fleming, 2018). "Mathematics is commonly thought of as a boring and difficult subject to study," says the author Sedig (2008). As a result of these concerns, it has been discovered that interactive games can assist students in retaining their interest and attention while learning to solve mathematical equations and problems. To solve the issue, educational manipulative games were used.

There are a lot of Games that can be used which can make the students learn and at the same time enjoying during learning process. Below are some of them:

Bingo - this game can be used in solving equations and problem-solving. First prepare BINGO cards, then prepare the questions. Make sure that the answers can be found on the numbers of your cards. There are also some apps online that can help teachers in preparing BINGO cards, like the <https://myfreebingocards.com/>, that can be used during remote learning.

Math Simons Say - this game can be used in teaching lines and angles. The students can use their hands in showing the lines and angles. For example, Math Simons Says " Show me a straight line", the students/pupils may extend their hands to show straight lines, or if they were grouped they may hold each other to show straight lines. When it comes to angles their fingers can be used to show the measurement of the angle. For example, Math Simons Say "Show me a right angle", the students/pupil will show their thumb and pointer finger apart.

Kahoot - this game can be used for review of the lesson and at the same time to motivate the students for the new skills that need to be learned for the day. First you prepare your questions using the Kahoot app. Then give the code to the students and let them join the game. When students are all joined you can now start the game. During the answering process students can see their rank that can make them excited to see the next question.

Mentimeter - is an interactive presentation tool that allows every voice in a classroom or lecture hall to be heard and helps to engage students. It could be used to assess student comprehension, evaluate knowledge retention, or simply to provide a pleasant method to break up studying.

These games make the teaching learning process interactive, enjoyable, and at the same time learning takes place without realizing it. Education cannot be stop that is why experts continue their research and innovations in order for the learners easily understand and learned the required skills to be learned in their Mathematics subjects.

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