

THE EFFICACY OF PINOY GAME-BASED ACTIVITIES IN TEACHING

by:

Karen M. Caole

Teacher III, Kataasan Elementary School

The use of current and emerging tools in education is becoming a hot topic among educators and educational institutions. Gaming in education may be viewed as an interference to learning, but its role in education is to increase learners' motivation and engagement, to enhance visual skills, to improve collaboration and interface abilities with their groups, and to allow them to relate gaming values to a real-world situation.

The effectiveness and usefulness of games as a tool for teaching perceptions while motivating and inspiring learners is now well accepted in almost all subjects and levels of education. The Pinoy game-based activities were valid in terms of their instructional characteristics, objectives, content, and evaluation categories and, therefore, are good materials for concretizing the learning of some physics concepts.

The pinoy-game-based activities affirmed their worth and advantage as instructional materials in teaching perceptions of work, power, and liveliness and enhanced learners' achievement and interest in the subject.

In addition, the ideas and concepts embedded in the Philippine traditional games can be used as instructional materials in teaching and learning different subjects. With the inclusion of these traditional games, the learners will become more interested in learning and, at the same time, they will have fun.

References:

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