

GAME-BASED, CASE-BASED, AND TEAM-BASED LEARNING AS APPROACHES IN MODERN EDUCATION

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Teaching pedagogy is one of the factors that make our lessons meaningful to our students. It is, therefore, important for the teacher to plan, create, and develop teaching strategies that are appropriate and suited to the background and needs of the learners. At the same time, the teacher must also craft instructional materials that fit the interests of the students.

When deciding how to present a lesson or lesson episode, Mosston and Ashworth (2002) offer a wide choice of delivery options. How can I decide which style to utilize, one is left to wonder? Consider the episode's or lesson's learning objective(s) and choose the style that will help students learn those objectives most successfully. Not only that, but the student's aptitude for and fit for this style, safety, and learning preferences should also be taken into account. Today, three teaching strategies emerge to be the most utilized in the classroom. These are Game-Based, Case-Based, and Team-Based Learning.

The teacher may use the teaching games for understanding strategy (Bunker and Thorpe, 1982) to meet predetermined learning objectives. In order to combat the traditional method of teaching, specifically motor responses in a technical sense, Bunker and Thorpe (1982) developed the teaching games for understanding strategy approach. It was deemed inappropriate because it focused on the content rather than the student and could be demoralizing because it emphasizes the outcome rather than the process. To stimulate curiosity and interest, teaching games for understanding strategy invites students to come up with their own ideas for concepts and strategies.

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Another strategy is Case-based learning (CBL). According to Yale.edu (2021), it is a well-known method that is applied across disciplines and encourages students to use their knowledge in real-world situations. Students often work in groups on case studies or stories with one or more characters and/or events in CBL programs. The cases provide a disciplinary issue or issues, and the students come up with remedies while being guided by the teacher.

Lastly, Team-based learning (TBL) is also an effective approach. It is a pedagogical approach that involves group cooperation and individual testing to activate student understanding. Students collaborate in groups to solve problems after giving individual responses, appealing their decisions when they are wrong. This technique exposes students to a variety of thought processes devoted to a single subject while motivating them by holding them accountable to themselves and one another (Yale, 2021).

Certainly, the teacher's effectiveness in teaching can be determined on the way they present the lesson. Choosing the appropriate strategy depend on many factors. The teachers just need to ensure that they know how to determine the best strategy in different contexts.

References:

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