

TEACHING SOCIAL STUDIES USING OFFLINE GAMES

by:

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The study of social studies is essential for developing students' knowledge of geography, history, culture, and societal dynamics. The learners considered social studies a difficult and tedious topic. Thus, using a variety of techniques and exercises, such as offline games, can be a great tool to engage students, foster critical thinking, and enhance their understanding of the various social studies disciplines.

The use of offline games in social studies has a number of advantages. It provides learners with a hands-on and interactive experience that can hold their interest. Whether it's a geographical riddle, a historical role-playing game, or a cultural simulation, these exercises foster active engagement by fostering a dynamic learning environment.

Offline games promote teamwork and collaboration while helping to enhance critical thinking skills and make abstract ideas more concrete. It needs the ability to make decisions, solve problems, plan strategically, understand interpersonal skills, and cultivate an appreciation for various viewpoints and perspectives.

Lastly, make ensuring that the incorporation of offline games is in line with learning objectives and competency is crucial, though. Offline games should be chosen based on their compatibility with the curriculum and potential to improve student learning outcomes. Teachers have the power to design an engaging and productive learning environment that connects with students and equips them with the skills they need to be active citizens in a complicated world.

References:

Zirawaga, Victor Samuel., et al (2017). Gaming in Education: Using Games as a Support Tool to Teach History. <https://files.eric.ed.gov/fulltext/EJ1143830.pdf>