

## INTERACTIVE GAME-BASED STRATEGY IN AP SUBJECT

by:

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An educational game is a tool for exploration and experience learning that incorporates competencies. It is a technique that may be used in the learning process. Additionally, Membrebe and Tiu referenced A. Hellerstedt. & Mozelius (2018) As more students engage with gaming, educators have the chance to use it as a teaching tool that encourages student participation and an experimental approach. The best-designed games can serve as a great teaching tool because of this. It can influence learning and support the development of 21st century skills and learning experiences in a complex and relevant setting. Game actually learns. (2015). Argued that game-based strategy was developed wherein both the learners and facilitator have instruments to measure quality of learning. Games, furthermore, Membrebe and Tin (2016). States that Game based strategy developed the learners valuable skills like problem solving and creativity.

Games allow children to explore their environment and build their knowledge; play and learning have strong connections in terms of achievement, literacy, social, physical, and emotional development. According to the study document, game-based strategies can be a child-centered approach wherever children are participating and learning through games (Ontorio Ministry of Education, 2017). Additionally, (Ontorio Ministry of Education (Tran 2017), introduces students to drawback finding skills with wealthy association to world experiences and support experiential learning. (Pyle and Bigelow, 2015). Though learning through games will have a big impact on young children, there are unit considerations with this new approach, such as assessment ways.

According to the K to 12 Curriculum Guide published by the Department of Education, “Araling Panlipunan is a learning area that provides Filipino children a thorough and well-rounded social studies education that encourages the growth of their critical thinking, global awareness, and sense of social responsibility”. The learners will gain a thorough understanding of geography, history, politics, economics, and other societal structures. Likewise, the K to 12 Curriculum Framework is anchored on the constructivist theory, guided by the teachers to approach the delivery of education, which claims that opposed unlike relying just on rote memorization, students can use their past experiences to expand their knowledge and create meaning.

The way that Araling Panlipunan is taught emphasizes memorization of dates, events, and people's names rather than interaction, which demotivates the youngster. Low test scores may result from students' inability to participate in conversations. Students are able to interact with the material more fully when they play interactive games. Critical thinking, problem-solving, and teamwork are all talents they help people acquire. Students learn how to operate as a team, communicate effectively, and respect each other's viewpoints through cooperative exercises. Working on specific tasks gives them greater confidence in their ability to conquer challenges.

### *References:*

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