

## TEACHING FILIPINO THROUGH GAME-BASED ACTIVITIES: A PATHWAY TO ENGAGED LEARNING

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Traditional teaching practices alone will not be enough to catch the passion and interest of young students in today's technology-based society of rapid advancements. Young learners are accustomed to classrooms full of excitement and collaboration, rather than classrooms full of standardized lessons. Game-based learning is one effective way to capture their attention. When it comes to Filipino class, games as a tool creates a pathway for students to participating in the language naturally, meaningfully, and hopefully with enjoyment.

Game-based learning is not about just getting them to play for fun; we are using the structures and dynamics associated with game-based learning to reinforce language concepts. Learners pick up new skills effortlessly while participating in word bingo, charades with Filipino vocabulary, quiz bowls and language apps on mobile devices. Game-based learning fosters fervent participation from reticent learners and helps build confidence as they collaboratively play and learn alongside classmates. Filipino language bursts vibrantly into existence in this particular sense. Memorizing stuff isn't all there is; it facilitates pretty legitimately authentic experiences.

Powerful game-based activities embed diverse learning opportunities for various kinds of learners with colorful flashcards and digital games popping up everywhere. The implementation of games makes differentiated instruction more accessible (without the stress of creating and planning elaborate lessons) enabling every child an opportunity to shine depending of their learning preferences.

Teachers can benefit from this approach as well. Instead of being only lecturers, they become facilitators of learning by observing, clarifying, and providing feedback to students as they interact. The classroom is a much more enjoyable and less stressful environment and educators can also facilitate and assess learning on the fly, while students are using learned concepts through play. It is a great approach because it builds both skill and community such that all students look forward to every class.

Filipino students learn not just language but culture through games and associate it with meaning that feels deeply personal and connected somehow. Learning becomes deeply ingrained when infused with enjoyment and significance making it remarkably memorable and lasting over time somehow. Gee asserted in 2003 that “good video games embody sound learning principles which can be leveraged in classroom games with clear educational objectives”. We're cultivating a deep affection for Filipino and teaching it with utmost fervor simultaneously inside classrooms.

#### *References:*

Gee, J. P. (2003). What Video Games Have to Teach Us About Learning and Literacy. Palgrave Macmillan.