

GAME-BASED LEARNING: LEVEL UP!

by:

HORAZE KYLE V. LOZANO

Teacher I, Mariveles National High School – Poblacion

As technology continues to rise, children are also immersing themselves in digital tools and games. Naturally, classrooms must also adapt and keep up with this pace. Amidst the traditional teaching methods of lecture, memorization, and standardized assessment, teachers are becoming more creative and innovative in the classroom - and the use of games enters the scene as one of the promising tools to enhance teaching and learning.

Game-based learning is an approach that combines games and learning activities to teach concepts. This type of approach aims to spark the intrinsic motivation of the learners, keeping them excited as they use critical thinking, creativity, and problem-solving skills to explore the games. Because of this, learners switch their roles from being passive absorbers to being active players of their own learning.

Minecraft Education Edition, Kahoot, Quizziz and Blooket are some of the examples of game-based learning, which turns learning into games with points. There is also another approach called gamification, differing from game-based learning in a way that it only uses game principles like leaderboards, points, missions, to simulate games but does not use actual games.

Studies have concluded that game-based learning results in increased engagement and cognitive skills. However, the success of this approach also depends on addressing the implementation challenges and ensuring accessibility for all learners.

Teachers should address the digital divide, where not all learners have access to technology. Additionally, teachers also have to balance the excitement and educational value of the games, and prevent the overreliance to this approach. Lastly, not all teachers are well-versed with technology, which is why it is also necessary to train our teachers so that they can use it effectively in their classrooms.

Teachers continuously find ways to transform their classroom into exciting and engaging spaces to learn. Using these innovative pedagogical approaches such as game-based learning, learners become more intrinsically motivated and make them look forward to the knowledge they are about to acquire. Teachers, schools, policymakers, and game developers should work hand-in-hand to support and level up learning through this approach. After all, learning should not feel like a chore - sometimes, the best way to learn is to play.

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