

ENGAGING LEARNERS IN THE LEARNING PROCESS VIA GAMES

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The usage of interactive games in the classroom is an excellent method for improving learners' skills in many topic areas. Through games learners can develop academic skills in socialization and communication. They gain confidence as they express themselves and know how to handle both winning and losing in a positive way. It also reduces stress and classroom boredom. A fun and relaxing activities allow them to cope with their problem and becoming motivated to actively participate in the discussion. Some examples of interactive games that help improve the learners' skills are think and pair share, live Polly, and group problem solving, word bingo, flashcard race, story puzzle, Guess Word, Math relay, Number hunt, Equation math, charade, picture talk and word chain. It also enhances critical thinking skills by challenging the learners to analyze information, evaluate evidence and solve problem creatively. By engaging in solving problem to real world scenario makes them prepare to become confident in every challenge that they encounter. Educational games are more than just entertaining hobbies; they help to promote active learning. Games promote critical thinking, problem solving, and decision-making by actively engaging students in the learning process. Furthermore, they promote a collaborative environment by encouraging students to work together toward common goals.

References:

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