Facultad de Lenguas y Educación

Maestro de Educación Infantil y Primaria
Rhythm, Play and Games



RHYTHM, PLAY AND GAMES

UNIT 7. Play activities in the Primary Education classroom (I). General aspects

Unit 7. Activity

GLOBAL CAMPUS
NEBRIJA

Unit 7. Activity **¡Error! Marcador no definido.**

NOMBRE Y APELLIDOS:

Unit 7. Activity

Think about three games you already know and define their main characteristics: narrative (mechanics, dynamics and aesthetics), onboarding (if possible), avatar and other elements. Follow the example.

Example: Monopoly:

Narrative. A normal person becomes millionaire.

Mechanics: Taking turns and throwing a dice.

Dynamics: Collecting.

Aesthetics: A city with streets, train stations, hotels, etc.

Onboarding: Basic instructions are given and we learn how to play throughout the game.

Avatar: Coloured counters.

Other elements: The surprise/punishment cards or the jail square.

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NOMBRE Y APELLIDOS: