Unit 7. Play Activities in the Primary Classroom (I). General Aspects

Rhythm, Play and Games

Facultad de Lenguas y Educación



GLOBAL CAMPUS
NEBRIJA

Contents

- Primary Education children characteristics
- The Primary Education group
- Motivating elements to play
- Gamification
  - General concepts
  - Elements
- ICT resources for Primary Education



PRIMARY EDUCATION CHILDREN CHARACTERISTICS

Pre-operational stage	• 6 and 7 years old children
Concrete operational stage	• 7-11 years old children

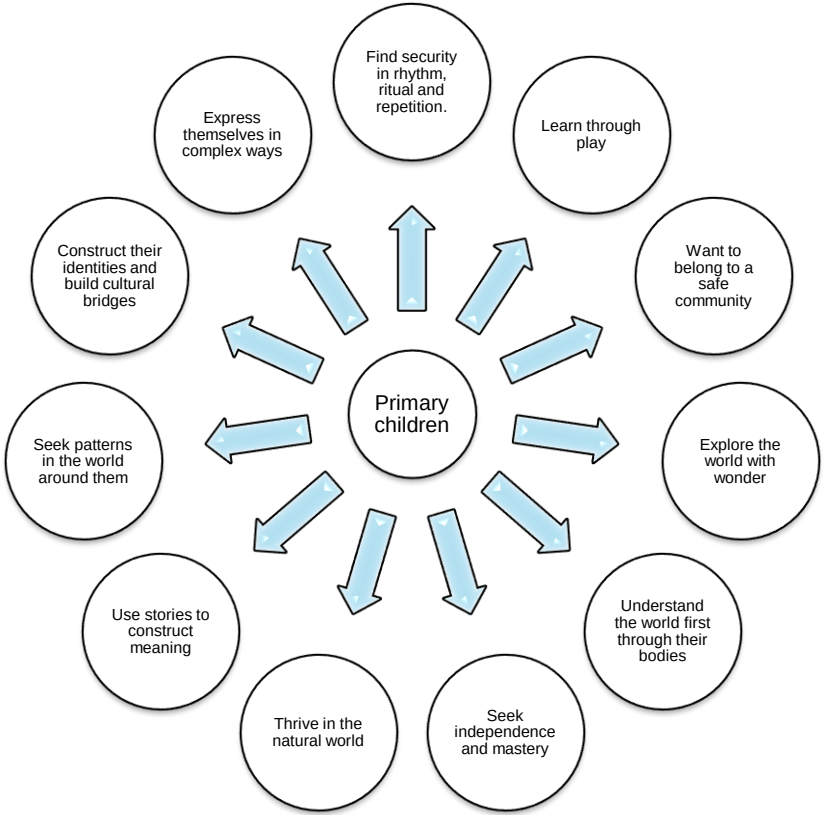


CONCRETE OPERATIONAL STAGE

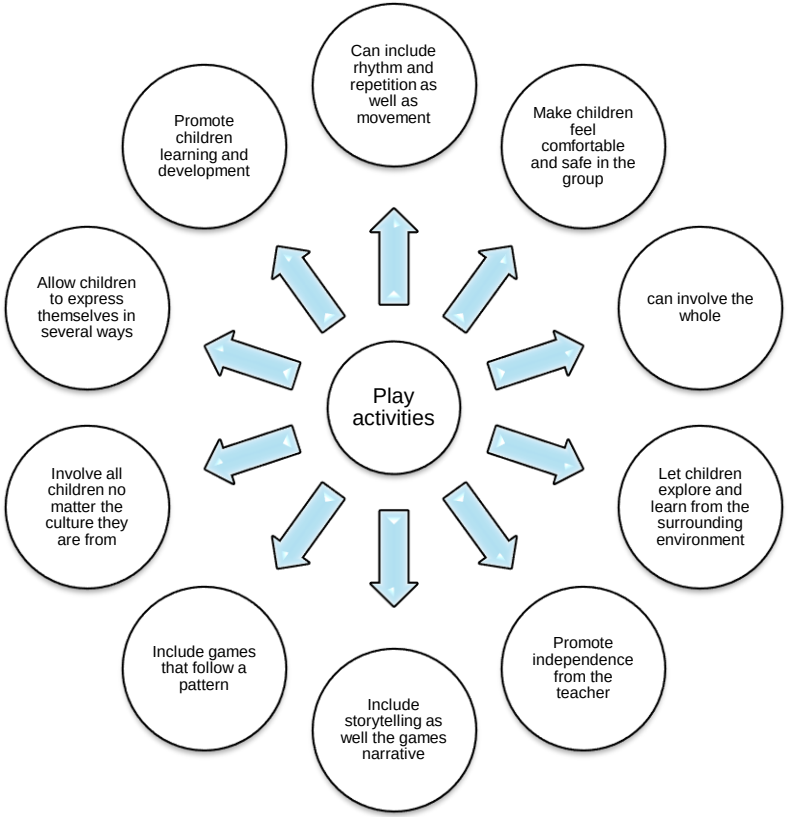
Seriation	•Ability to organize objects following a pattern
Ordering	•Ability to sort out objects according to a characteristic
Classifying	•Ability to categorize objects
Transitivity	•Ability to recognize logical relationships among elements
Decentering	•Ability to focus on different aspects of a problem in order to solve it
Reversibility	•Ability to understand that some objects can change and return to their original state
Conservation	•Ability to understand that "*Certain basic properties of an object (e.g., volume, mass, and weight) remain the same even if its physical appearance changes" (Piaget)*
Elimination of egocentrism	•Ability to understand different points of view



THE PRIMARY EDUCATION GROUP



Play activities in the Primary classroom



GLOBAL CAMPUS NEBRIJA

MOTIVATING ELEMENTS TO PLAY. RAMP Model (Marczewski, A. 2013)

Relatedness	• The desire to be connected with others
Autonomy	• Children can choose their own paths, individually or in groups
Mastery	• Developing a skill, mastering it
Purpose	• Connecting our actions with a greater reason

*We can include Acknowledgement (Extrinsic motivation)

TYPES OF GAMERS

Socialisers	• Motivated by relatedness.
Free spirits	• Motivated by autonomy.
Achievers	• Motivated by mastery.
Philanthropists	• Motivated by purpose.
Players	• Motivated by rewards and acknowledgement.
Disruptors	• Motivated by change.

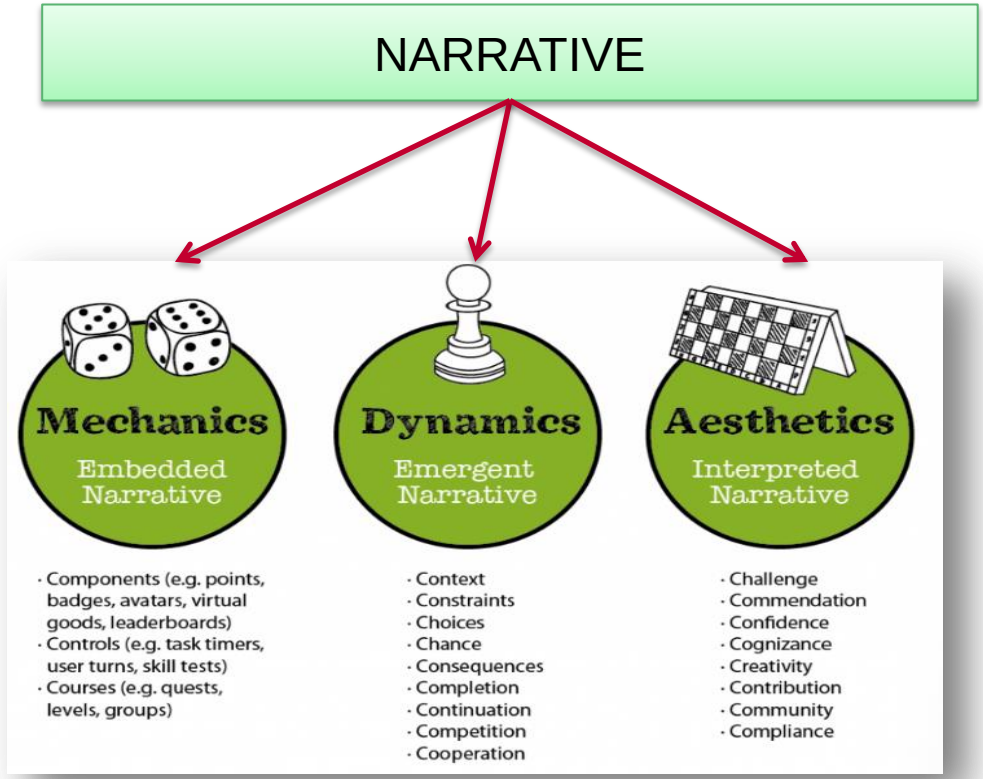


GAMIFICATION. General concepts

Play	• Without an order, without rules
Game	• It has rules to follow and goals to achieve
Formative game	• Game with a pedagogical purpose
Gamification	• Methodology that includes some tools from games for purposes that are not related to the game



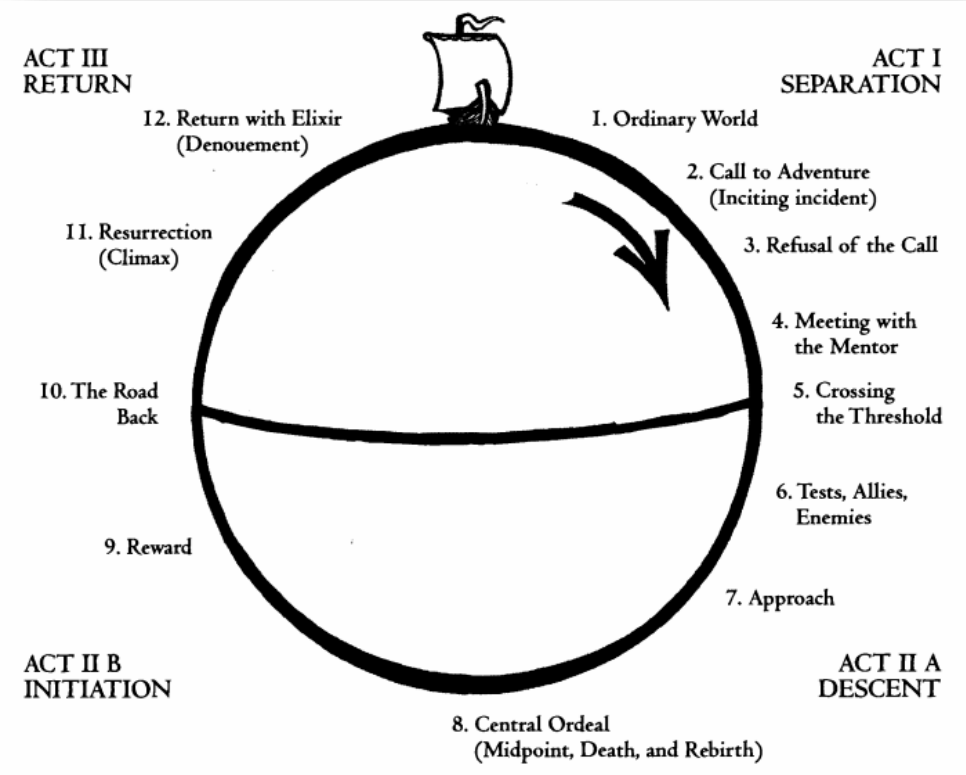
GAMIFICATION. Elements. Narrative



http://www.gameffective.com/new-framework-enterprise-gamification-mechanics-dynamics-aesthetics/

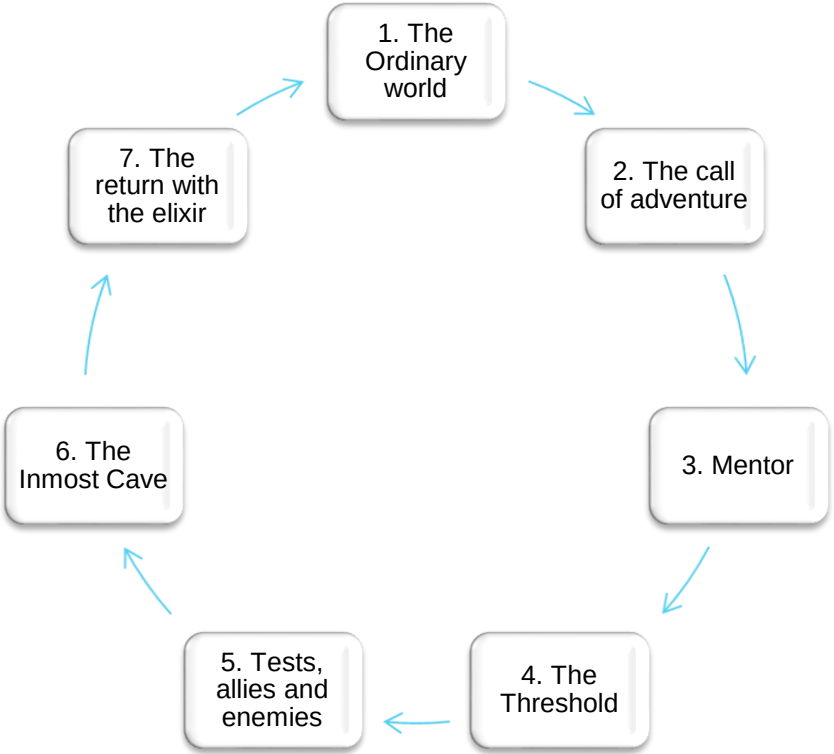
GLOBAL CAMPUS NEBRIJA

GAMIFICATION. Narrative. The heroe's journey

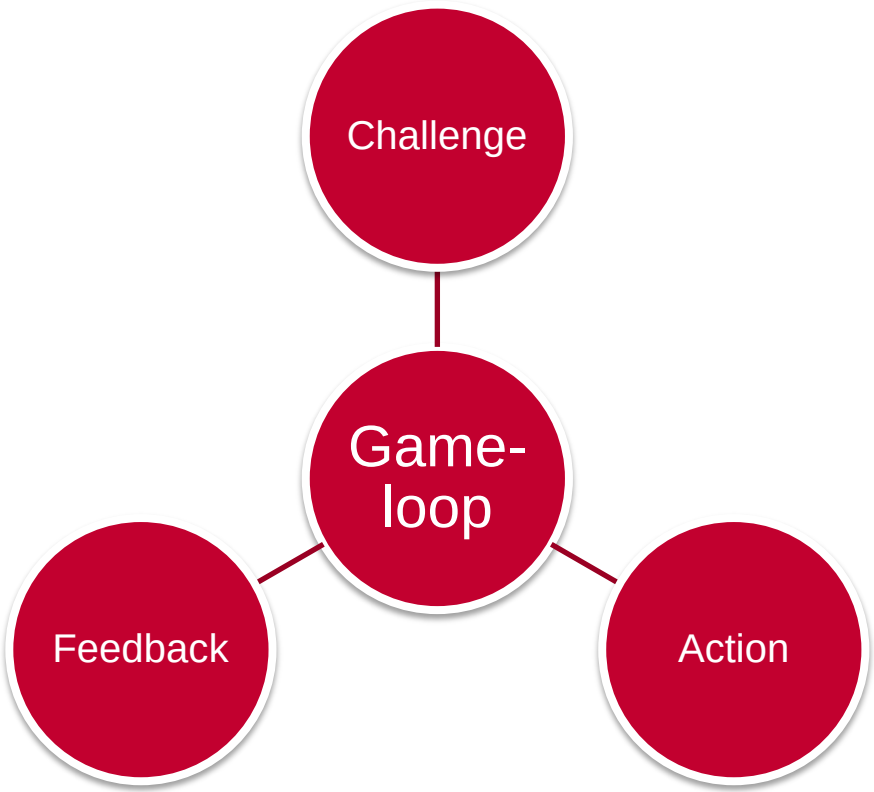


(Voegler, C. 1949:9)

In order to create a game's narrative we can simplify the 12 steps in 7 steps…

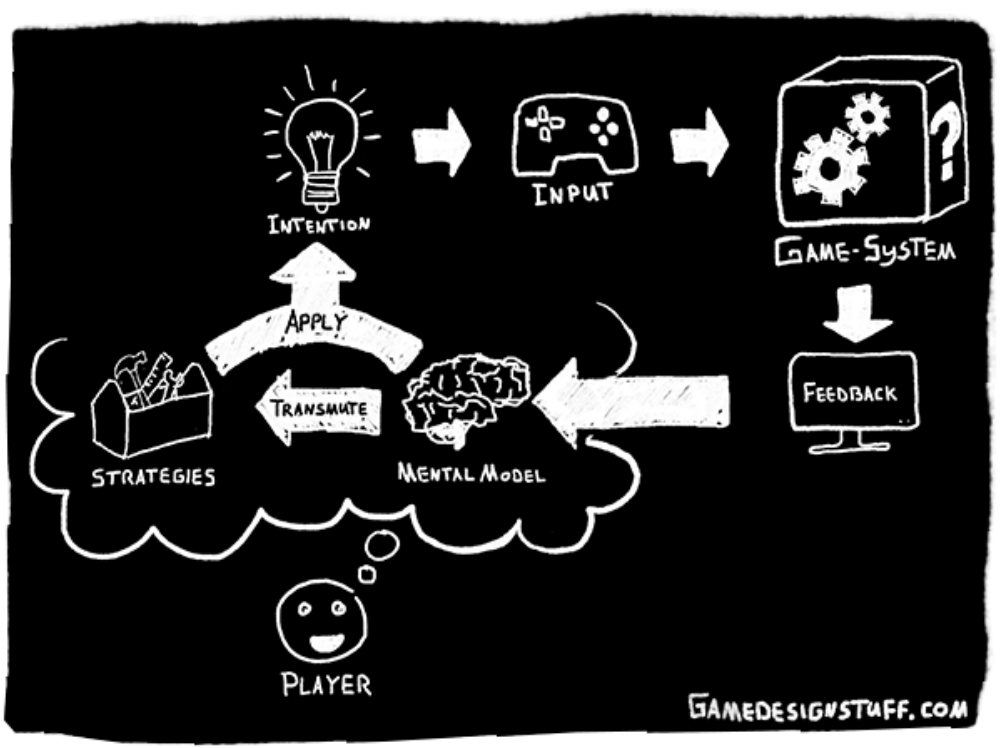


GAMIFICATION. Elements. The game-loop



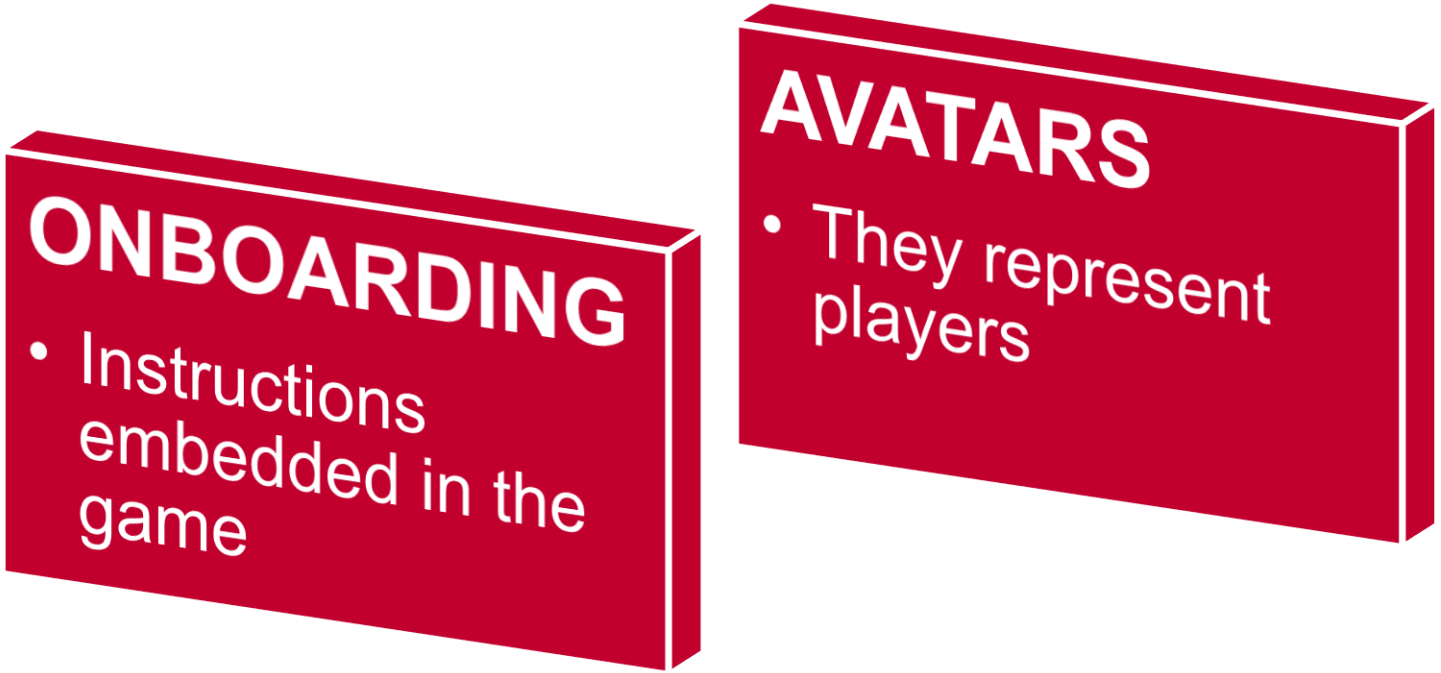
Koster, R. (2004)

GAMIFICATION. Elements. The game-loop



http://www.gamasutra.com/blogs/PhilippZupke/20150622/246672/The_Heart_of_Game_Systems.php

GAMIFICATION. Elements



GAMIFICATION. Other elements

Easter egg

- *Special present for students that overcome a difficulty.*

Market place

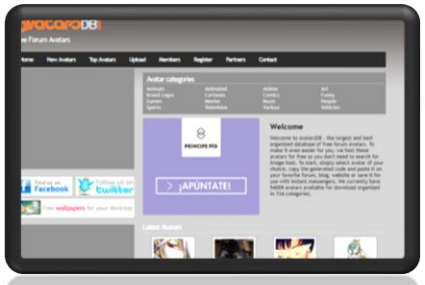
- Place to communicate and interchange objects and information.

Boss fight

- *Children fight against something/someone to overcome a level.*

ICT RESOURCES FOR PRIMARY EDUCATION

AVATARSDB. You can find free avatars in this website.



http://www.avatarsdb.com/



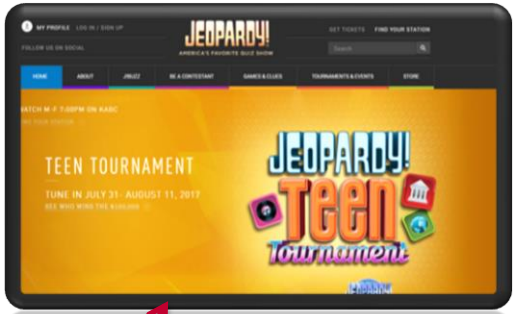
http://doppelme.com/

DOPPELME. To create free avatars.

MINECRAFTEDU. It is an open-world game that promotes creativity, collaboration and problem-solving in an immersive environment where the only limit is your imagination



https://education.minecraft.net/



https://www.jeopardy.com/

JEOPARDY. A website to create games.

PADLET. To create and share diaries.



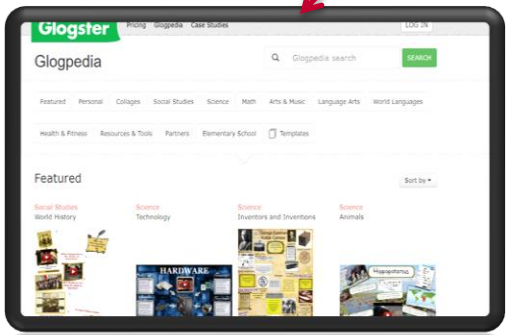
https://es.padlet.com/



http://www.dvolver.com/moviemaker/make.html

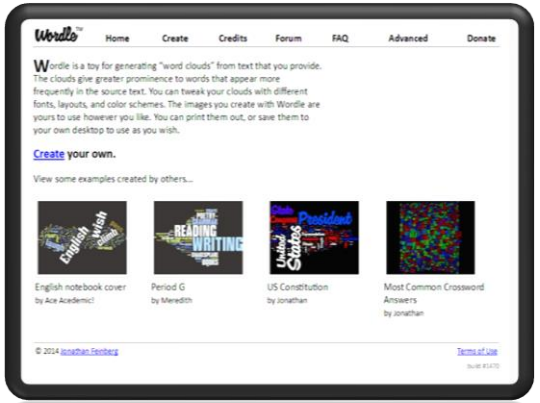
DVOLVER. A website to create videos.

GLOGSTER. To create posters and murals.



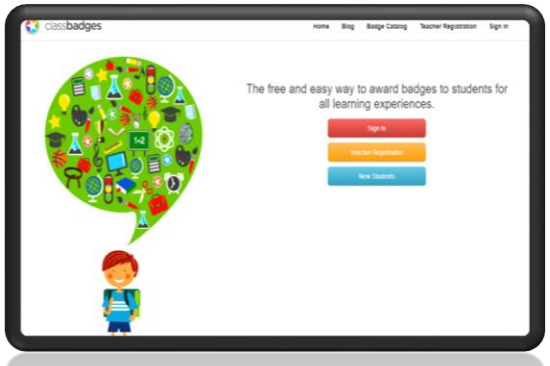
http://edu.glogster.com/

WORDLE. To play with words.

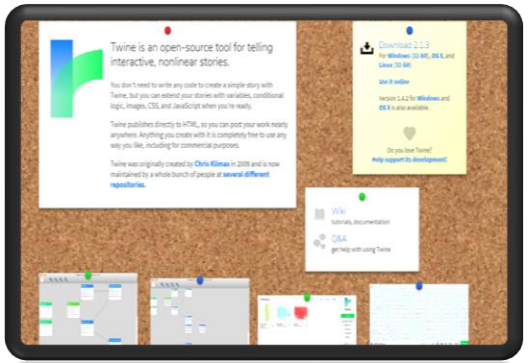


http://www.wordle.net/

CLASSBADGES. To download badges for your games.



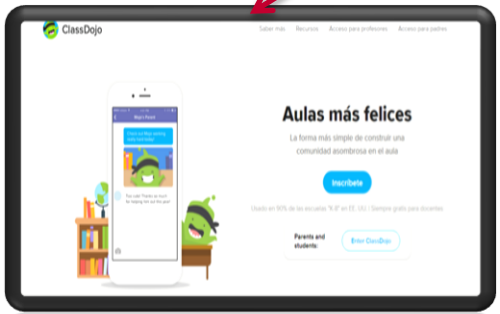
http://classbadges.com/



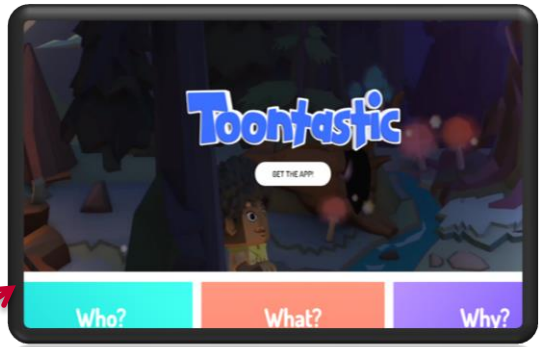
http://twinery.org/

TWINERY. To create interactive stories.

CLASSDOJO. For classroom management.



https://www.classdojo.com/es-es/



https://toontastic.withgoogle.com/

TOONTASTIC. To create stories online.

STORYBOARD THAT. To create comics and storyboards online.



http://www.storyboardthat.com/



https://www.classcraft.com/es/

CLASSCRAFT. To create your gamification system (for 5th - 6th graders and Secondary schools)



GLOBAL CAMPUS
NEBRIJA