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Games

SPED 8326



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What are games as a learning strategy?

It is when learning is presented in the form of a game. These games can be implemented online, in class, and in any way that allows the child to learn through playing a game. Games allow children to develop mastery of skills. These skills can be in math, reading, writing, science, or virtually any other subject.

*“Birds fly, fish swim, children PLAY!”
- Vickie Squires*

Research Supporting Games as a Learning Strategy:

- Successful in children with learning difficulty (Elliott, 2014).
- “Games and activities have the capacity to not only convey but also teach a wide variety of skills and concepts from problem solving and moral reasoning” (Baker, 2012).
- Children can develop leadership skills through games (de Freitas, 2013).

How to Use Games When Teaching Students with Mild Disabilities:

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- Step 1: Assess the developmental levels of the children in your classroom.
- Step 2: Decide what concept or skill you want your students to learn.
- Step 3: Create a game yourself or look online for pre-existing games for your developmental age group and learning concept or skill.
- Step 4: Implement your game in the classroom either online or in person.
- Step 5: Assess the level of success to determine if the same game should be used again.

Ex. 1: Where the children having fun?

Ex. 2: Did the children learn the concept or strategy being presented through the game?

- Step 6a: If it was successful modify the game for other concepts or skills.

or

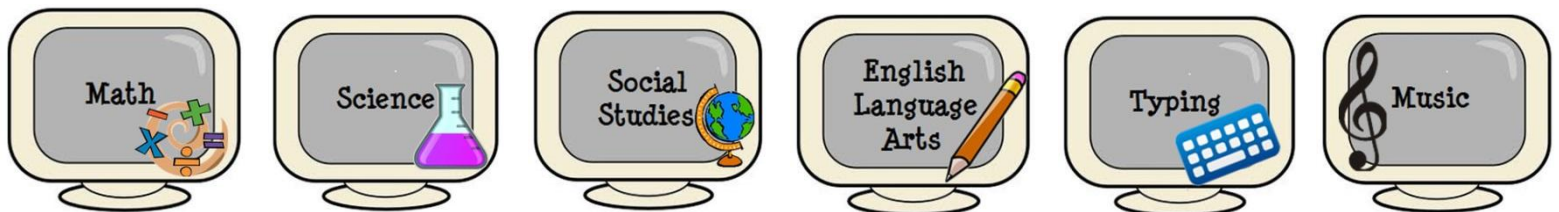
- Step 6b: If it was not successful either modify what went wrong or try another game for the future.

Fun and Games

Explore Play Enjoy

Effective on the Following Populations:

- Modified to fit any school-age group (preschool through young adults)
- Learning Disabled
- Autism
- Speech or Language Impairments
- Communication Disorders
- Emotional Disorders
- Behavioral Disorders
- Other Health Impairments
- Modified for Hearing Impairments
- Modified for Visual Impairments
- ** Not always ideal for children with ADHD**



References

- Baker, L. j. (2012). Fun and Games: Connecting for learning. *International Journal of Disability, Development & Education*, 59(1), 119-123. doi:10.1080/1034912X.2012.654975
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- Elliott, D. d. (2014). Levelling the playing field: Engaging disadvantaged students through game-based pedagogy. *Literacy Learning: The Middle Years*, 22(2), 34-40.