



DAILY PROGRAMME

Game-Based Learning Strategies in the Classroom

DURATION 5 days · 25 hours	DAILY SCHEDULE 09:30–15:00 Monday to Friday, with a break for lunch	LANGUAGE English (B1+)
COURSE CENTRES Antalya · İstanbul · İzmir · Mersin · Budapest · Bremen · Rome Dates and cities of the scheduled sessions are listed on the course page.		GROUP SIZE Max 20 participants

Week at a glance

DAY 1 Game-Based Learning, Gamification and Gee's Principles	DAY 2 Gamification Taken Apart	DAY 3 Games Without Screens	DAY 4 Testing and Revising	DAY 5 Your Activity in Your Curriculum
--	--	---------------------------------------	--------------------------------------	--

Day by day

Day 1

Game-Based Learning, Gamification and Gee's Principles

- **Meet and warm up by playing:** the group runs one short game together, then names what it actually made them do — pay attention, take a risk, try again after failing — and that list is what Gee's principles are checked against later in the day
- Presentations of participants' schools — a few words each, no slides needed
- **Two ways to use games in class:** working definitions of game-based learning and gamification
- James Paul Gee's 2003 catalogue of 36 learning principles found in well-designed video games — where it comes from, and how the week uses a short list of them as a lens
- **Choosing your lens:** three principles you want to see in your own lesson, and one topic from your curriculum

Day 2

Gamification Taken Apart

- **Warm-up in new pairs:** each participant describes a game their own students already play outside school, and the pair decides what, if anything, it teaches
- **Taking a gamified lesson apart:** what it keeps from a game, and which of your three principles it leaves out

- **Rebuilding it as a game-based activity:** a goal, rules, feedback, and a safe way to fail
 - **Points, badges and leaderboards as a tool:** when they help and when they get in the way
 - **Your before-and-after pair:** one gamified lesson and its game-based rebuild
-

Day 3

Games Without Screens

- **Real examples of game-based activities:** card and dice mechanics, puzzle and escape-room formats, role-play, quiz races
 - **Where creativity enters:** students inventing questions, characters or rules
 - **Designing your own paper prototype** from your topic and your three principles, with a partner who plays it and questions it as you go
 - **Writing the rules on one page:** goal, turns, feedback, and what happens when a player fails
-

Day 4

Testing and Revising

- **Play-testing your prototype:** colleagues play as students while you watch and do not help
 - **What to look for:** where players got stuck, got bored or found a shortcut, and which of your principles showed up
 - **Revising your activity** from what you observed
 - **Building a screen version** of one round of your activity, if that helps: a slide deck, a quiz tool such as Kahoot or Socrative, or a spreadsheet — and checking what it needs first (accounts, devices, connection)
-

Day 5

Your Activity in Your Curriculum

- **A second play-test round** in small groups, with feedback against your three principles: which showed up, which did not, and what to change
- **Fitting the activity into your unit:** where it goes, how long it takes, and a 20-minute first version
- **If it does not work the first time:** what to change and what to keep
- **Your plan for trying it** with your own students in the first two weeks back
- **Reflection and self-assessment**

- Course evaluation
- Issuance of the Certificate of Attendance

PLEASE NOTE

Sessions run from 09:30 to 15:00, Monday to Friday, with a break for lunch. Timings can shift a little to suit the venue and the group.

Course activities and content may vary depending on participants' needs and the trainer leading the session; any changes are at the trainer's discretion. If there is a specific topic you would like included, please let us know — content-related requests must reach us at least 3 weeks before the course start date so we can confirm them in time.

ISSUED BY

Erasmus Mobility Academy

OID E10304561

Cumhuriyet Mah. 1637 Sk. Yaşar Şahin Apt. No:3/2

Yenişehir/MERSİN

info@erasmusmobilityacademy.com

+90 530 319 40 65

COURSE PAGE

erasmusmobilityacademy.com/courses/game-based-learning-strategies-in-the-classroom