

CERTIFICATE OF COMPLETION

Games in Schools

27th October – 14th December 2014

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European Schoolnet Academy

This is to certify that

John Murphy

has successfully completed the Games in Schools online course on the
European Schoolnet Academy

Brussels on 14 December 2014



Benjamin Hertz
Games in Schools Coordinator
European Schoolnet



Marc Durando
Executive Director
European Schoolnet

Course details

- Dates: 27 October - 14 December 2014
- Duration: 18 hours (approx. 2-3 hours per week)
- Description: <http://www.europeanschoolnetacademy.eu/web/games-in-schools/>
- Organiser: EUN Partnership aisbl (known as European Schoolnet), Rue de Trèves 61, B-1040 Brussels

Course contents

Module 1: Why use computer games?

- Understand why using computer games provides substantial added value to teaching and learning in the 21st century classroom
- Develop an understanding of how students learn using computer games
- Reflect on how familiar games can be used as a tool for teaching and learning

Module 2: Using games for thematic learning

- Explore examples of how games can be used for thematic and project based learning
- Identify challenges and solutions of using commercial games in the classroom
- Identify and reflect on how known commercial games can be turned into tools for

Module 3: Learning games - what games are out there that will help children learn?

- Explore and reflect on a range of languages games
- Explore and reflect on a range of movement games
- Explore and reflect on a range of brain training games
- Explore and reflect on a range of simulation games
- Rank challenges of using computer games in the classroom

Module 4: What can we learn from games?

- Understand the concept of Augmented Reality and how to use it in the classroom
- Explore geocaching and how to use it in the classroom
- Understand the concept of gamification and reflect on how schools and classrooms can be gamified
- Explore the concept and use of digital badges

Module 5: Designing games

- Understand the importance of getting students to create and not just to consume digital artefacts
- Explore a range of games design tools for younger children
- Explore a range of games design tools for older children

Module 6: Why is it important to teach about games?

- Understand how games have developed and continue to develop
- Explore game rating mechanisms and parental control systems
- Reflect on why it is essential to talk and engage with our students about games