

LEARNING THROUGH GAMES

(INNOVATION CODE - SKM/18/07)

Young children learn basic life skills, such as running, climbing, problem solving and collaborating with others, on their own by playing various games. This is a natural way for children to grow up. If this approach is used in schools, then students are in their best element while learning. They find it relevant and joyful, which directly impacts their interest in learning, class attendance, and the school's overall teaching environment. Also, it has often been seen that when teachers participate in activities alongside students, education process becomes much more effective. The 'Learning through Games' innovation provides a method of teaching-learning that makes education experiential and student-centric. It also develops students' leadership skills and instils sportsmanship spirit. No wonder, it is the most popular zero investment innovation so far.

Names of the innovators

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Benefits of this innovation

- Students develop interest in studies and there is improvement in class attendance.
- There is a marked increase in students' participation in class activities, along with enhanced values and life skills.
- Revision of syllabus topics becomes easy as well as effective for both teachers and students.

Impact areas

Better learning outcomes and decreased learning gaps; Inclusion of children with special needs; Improve student enrolment and reduced drop-out ratio and absenteeism.



Summary

The implementation of 'Learning through Games' innovation is done through various games. Every game requires a T.L.M. which can be used round the year. The games are selected on the basis of the class objectives, such as introduction to the topic, recapitulation, and revision. The games can be adopted to any topic from the syllabus.

Activities for classroom

1. Football

Introduction: In higher classes, subjects like Mathematics and Physics can become difficult to grasp given the complexity of the theoretical concepts. Many students lose interest in these subjects due to hard work that goes into understanding them. To help them, the game of football comes in handy and makes the whole process of solving difficult combinations and trajectory formulas simple and easy for the children to grasp.

Classroom Application: It is useful for concept explanation as students are able to see and understand important points with ease. The open field and football experience helps them unwind from the theory of the subject. This exercise can also encourage them to continue learning these subjects further in their professional studies.

Planning/Preparation: Identify beforehand the topics that need practical explanation and arrange a game of football on the field.

Implementation:

- ◆The teacher explains the concept in the class and takes the students out in the playing field.
- ◆One student is asked to kick the football and the teacher demonstrates the curve, angle and the speed it takes after being hit with force. The teacher can also explain the Newton's law of gravity and motion. Students are then asked to analyse the players and the score board through mathematical calculations and word problems.

For instance:

- Average height, weight and age of the players.
- My team averaged 18.2 points per game over a 5 game span. In the first four games, we scored 21, 14, 30, and 17. How many points did we score in the fifth game?
- ◆ For the elementary classes, football could be a fun way of teaching different numbers to the students. For example: the students should be asked to identify the age of the players and maintain a score card. This way they will be able to learn the numbers and basic addition, subtraction and multiplication.

2. Calendar

Introduction: Young students are easily distracted and sometimes it gets difficult for teachers to



develop their interest in a complex topic, especially when it comes to subjects like Mathematics. The numbers and different equations make the subject monotonous and some students find it very abstract. To overcome these issues and motivate students, calendar teaching can help break the monotony and develop interest of students in the subject.

Classroom Application: This method improves the learning environment. It also increases enrolment rate and promotes inclusion of students with special needs in the classroom activities.

Planning/Preparation: Bring previous years' calendars in the class and use it as a TLM to teach number functions.

Implementation: Distribute cutting of various month pages among students and ask them to solve mathematical problems using this calendar page. For example:

- ◆ Number identification and number progression
- Speak a number out loud and ask students to circle it on their page, helping them identify and understand different numbers.
- ◆ Simple date calculations Add, subtract, multiply or divide any two dates in the calendar.
- ◆ Word problems For example, if a person eats 2 apples for two weeks, how many apples does he eat in the given period?
- ◆Complex calculations For example, simple and compound interest for a certain duration, age calculations, scientific calculations such as 'half life' concept of Physics. ■

