

Fun and Games: Creating Enjoyable and Memorable Learning Experiences in a Comfortable Setting

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Objectives: The goal of this session is for you to learn about:

- Recognizing the potential advantages / disadvantages of classroom games for both students and instructors
- Effectively incorporating a game into a classroom
- Assessing games and critiquing poorly planned / executed games

Activity #1: A mock-game and your own experiences

Feel free to use the following lines to jot experiences you've had with games in a classroom:

What do you think are some potential advantages and disadvantages of games?

Advantages of games

Disadvantages of games

Steps for effectively incorporating a game into the classroom

1. Establishing a comfortable and welcoming learning environment as soon as possible
2. Choosing, planning, and facilitating a game
 - a. Know your audience
 - b. Identify the learning goal
 - c. Choose a game that is suitable for the audience and learning goal
 - d. Facilitate the game in an effective manner

ACTIVITY #2: Assessing games in class

Scenario 1

What was good?

What could be improved?

Scenario 2

What was good?

What could be improved?

Scenario 3

What was good?

What could be improved?

ACTIVITY #3: Designing your own game

What is your audience?

What is your learning goal?

What kind of game(s) might be suitable for this audience and learning goal?

Are there any things you can imagine doing to while facilitating the game that will make it more enjoyable / educational for your audience?

Thank you for attending this session! All of the information we talked about today (and maybe a little more) is available on the session handout online. Feel free to contact me at dfreas@caltech.edu if you ever have any questions about using games in class or planning recitations!