

# 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:

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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?*

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*What is your learning goal?*

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

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

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**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](mailto:dfreas@caltech.edu) if you ever have any questions about using games in class or planning recitations!**