



# Video game Programmers

Ambassador Go-lab

Lidia Ristea

**TIWI**  
Teaching ICT with Inquiry

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# Do you like the games ?

I organized an online meeting with the 7th grade students, inviting them to an online lesson called "Video game programmers". I created this lesson, in order to inform them about the profession of video game programmer and the development of their interest in the IT field and especially for programming, at which to participate and solve in collaboration the activities proposed in the lesson plan.

Project title

Video game  
Programmers

Ambassador Go-lab  
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- ▶ Catching attention - we started with simple questions that arouse their interest and curiosity (e.g. what role do programmers have for today's society? What would happen if they did not exist? ...)

- Learning through research / investigation methods, students were challenged to research the launched issue in more depth;

The screenshot displays a Google Classroom interface. On the left, a sidebar lists the lesson stages: Learning goals, What do a programmer, Conceptualisation, It's time to learn!, Investigation, Conclusion, and Reflection. The main content area is titled 'Who are the programmers and what do those?' and includes a paragraph about the role of programmers and a video titled 'Why Programming Is Important?'. The video player shows a close-up of a person's face with the name 'MARK' overlaid. At the bottom, a Windows taskbar and a Zoom meeting overlay are visible, indicating a live session on April 23, 2020.

Learning goals

What do a programmer

Conceptualisation

It's time to learn!

Investigation

Conclusion

Reflection

**Who are the programmers and what do those?**

The job involves creating programs on the computer. The applications programmer writes programs that allow users to use them and are sometimes known as "system inventors".

Look at this video.

Why Programming Is Important?

Watch later Share

MARK

14:11 WhatsApp Image...jpeg

10 || 30

Show all 00:1

13:45 23.04.2020

I started from the idea that if we are still at "home school", to offer them a lot of information to attract them, to explore and research about a future profession in the IT field.

I introduced in the lesson plan several videos about what he does and what are the attributions of a programmer, with everything that involves.

Video games are an environment conducive way to promote active learning and to improve problem-solving skills.

Who are the programmers and what do they do?

The screenshot shows a Zoom meeting interface. The main window displays a presentation slide titled "The programmers and the games". The slide has a blue header with a hand icon and the title. Below the header, there is a list of learning goals: "Learning goals", "What do a programmer", "Conceptualisation", "It's time to learn!", "Investigation", "Conclusion", and "Reflection". A text input field with the placeholder "Type Here" is visible. Below this, there is a blue section titled "Feedback" with a hand icon. A message in the feedback section states: "You have not received any feedback yet." At the bottom of the slide, it says "Let's now move to the next phase." The Zoom interface includes a sidebar on the right with three video thumbnails of participants. The bottom left corner of the Zoom window shows the text "zoom\_0".

In the created lesson support I included: general information about programming, programmers, video materials, applications and virtual laboratories on the Go-Lab and Graasp platform.

By the nature of the lesson plan, I started with the following questions: do you like games? Who do you think creates them? What knowledge do they need to have? What is the name of the game maker's job?

Would you like to become a future programmer and to have others to test and to run the games that you have created?

Purpose - Why learn about this subject or trade.

Relevance - we introduced real life topics starting from the personal needs and goals of the students.

Confidence - I have adopted strategies to make students believe that they are able to succeed in what they set out to do.

Satisfaction - I give students positive feedback for involvement and participation in the lesson.

I offered students the opportunity to make choices and have control over the activity.

I offered them the possibility of a personalized approach to the study topics, I - as a teacher acting as a facilitator and I let the students search, discover, apply using the information, to self-evaluate, to evaluate others.



## STEP BY STEP

# Making games through the online application: Sploder

<http://www.sploder.com/free-arcade-game-maker.php>

I integrated the lesson plans and activities that I created in the school curriculum at the school's decision, but also at the curriculum at the school's decision for each learning cycle and I launch them in the classroom for teaching, learning and assessment but also for collaboration.

A problem for me it was the time , I don't have enough to do more things. The students like to use the Graasp platform , all information in the same place, they can collaborate, communicate and they can work and they can upload all tasks.

## Lesson plan

<https://cloud.graasp.eu/en/pages/5d97bd76359f923defccb486/subpages/5d97bd79359f923defccb4d4>