Video game Programmers

Ambassador Go-lab

Lidia Ristea

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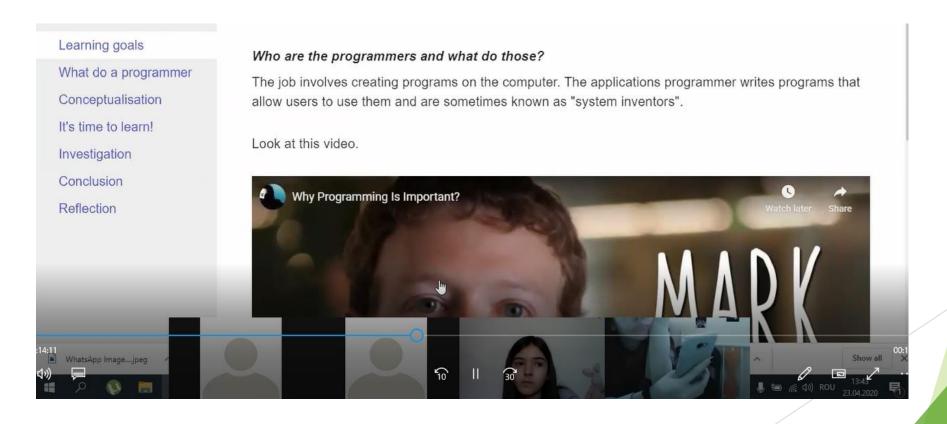
Do you like the games ?

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.

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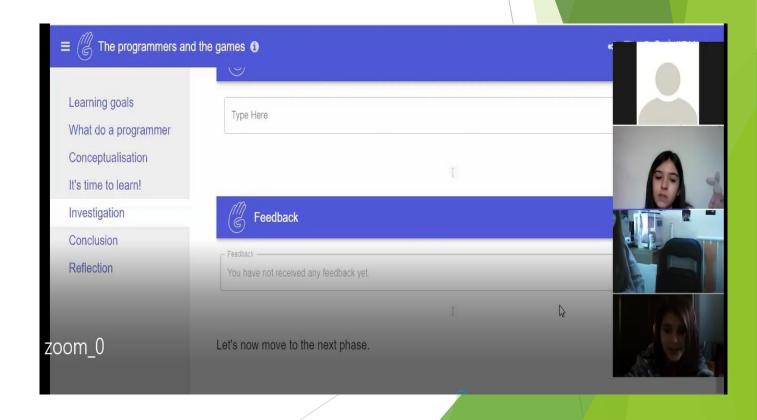
I started from the idea that if we are still at "home school ", to offer them a lot of information to attract them, to explore and research about a future profession in the IT field.

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?

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.

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