GAME: A HELPFUL INSTRUCTIONAL TOOL

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Educators are always battling between the traditional teaching methods and modern methods in education. Throughout the years, more researches had favored the use of technology in learning process, however the absence of such tools and reinforcement are disabling to meet the demand of future educators. Having the eagerness but lacking the materials, what would educators do?

How can educators teach effectively without the use of these technology and electronic devices yet avoiding traditional way?

Is it possible for a teacher to have interesting discussions, even without the use of modern technology?

In an article written by Shayla McGhee (2016), a blogger of Georgia school district in Education Matters, she wrote “20 Great Icebreakers for the Classrooms”. Most of these involve students’ participation and group activities; focus on students’ building confidence and rapport. She presented activities that do not use technology and goes-out well effectively.

Rebekah Stathakis(2013), author of ‘A Good Start; 147 Warm-up Activities for Spanish Class”, posted a blog on Education World, the “Five Reasons to use Games in the Classroom”. She referred to game as learning through play, active engagement and fun. According to Stathakis, playing games is a powerful instructional tool, on top of the list, students learn to comprehend by understanding the direction/mechanics of the game, secondly, it widens their vocabulary by engaging in practices, like word games. Furthermore, games also help develop important skills, like creativity, teamwork, good
sportsmanship and critical thinking skills. In addition to these, games grab students’ attention and actively engage them. We all love games, students are full of energy just to be spent sitting down in the room.

Making learning fun, interesting and easy is the top most tasks of the teachers. If the learners failed to learn, we may say that teachers also failed to teach. With the absence of technology, teachers look for more effective ways to teach that is, being creative and innovative. Teachers can teach effectively even without the use of technology by incorporating games, though it means more effort in the part of the teachers, but the flow of the lesson will be more enjoyable. In doing so, the teachers should make guidelines of do’s and don’ts, and at the end, she should solicit responses from the students by making them draw the process; write something about the topic or a simple interview with few students.

Here are some games that teacher can use in their lessons, a little adjustment can be done to fit the interest of the learners.

1. Word puzzle

2. Quiz bee style. Set timer for each questions, categorized questions from easy, moderate and difficult

3. Ball of questions, at the end of the song the student holding the ball will answer a question from the ball.

4. Cat versus dog, the buzzer will be aw and meow, using a flash card show the question, students will signal if they know the answer by aw or meow.

5. Use of white boards and markers to show their answer within the given time

6. Tall tale (for English) teacher will begin the tale, and student will add their own sequence of the story and pass on the next students.
7. Use of Hugot lines that are connected to the topic, before or after the class starts.

8. Two blind folded students will be assigned as they were being blind folded to write something or continue an equation on the board, as they were being guided by his/her team mate.

9. Sound track, after grouping the student ask them to make a song about the topic

10. Snow ball pick, ask student to ask question/equation in a piece of paper, then dropped it in the box, then it will be distributed on each students and they will answer the question on it.

11. The navigator, (for angle and distance) take students outside and assigns the angle and the length of the line, provide some guided questions in it.

12. Algebra crossword, a cross word using the algebraic equations

13. In to the market, the teacher will play as an old deaf lady, asking students how much their product is repeatedly; the group with more error in answering will lose.

14. Family feud, this is done by group of two, where teacher will ask something about the past lesson, the more information a group can give the highest is their score.

15. Sudoku, a number game can keep students busy and be patient.

16. Evolution of eggs. Each student will start by moving in duck playing jack en poy, as they win, they will move to the stage half standing and play jack en poy, the last stage is the standing were students will compete to his kind, as they lose they will be back on the first stage, the egg.

There are more games that a teacher can search through the internet which they can incorporate in the lesson. Enjoy teaching, while playing!
References:
