

FACTSHEET

If I don't play much/at all myself, can I really expect to use games with my students?

It can be intimidating for teachers and educators who do not play video games regularly or have never played at all, to start thinking about using video games or game-related material in their teaching activities. Here are some ways to get started:

- You could ask your students what games they like and watch their trailers, maybe gameplay videos, and look whether teachers have already used them in the classroom to get inspiration. If you can, try to play a few games from your students' suggestion.
- You can look for lists of games that could be useful for the subject you teach for particular lessons.
- If you do not have a lot of resources available, do not hesitate to start by using game trailers or other videos to prompt conversation with your students about a specific topic (such as comparing the depiction of war or battles in different games). It can be a good tool for media education.
- You could also introduce a lesson topic and ask your students to look for games related to it, maybe even to prepare a presentation about the games.



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In other words, you do not have to bring games themselves into the classrooms, but you can discuss the topic with your students. Remember to keep an open mind, even when students mention games that look violent or that you do not find interesting: if you ask them why they like them, it could help you create a connection through their interests, understand video games a bit more, and find ways to use them in the classroom.

If you feel unsure, do not hesitate to make the game a small part of your lesson at first, and ask your students if they found it interesting or if it sparked their curiosity.

In Gaming for Skills, we are developing 88 pedagogical sequences to bring video games into the classroom that are meant to be used by educators who do not have specific knowledge about video games.

In addition, to discover games that can have a positive impact, take a look at:

<https://www.gamesforchange.org/games/>.

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