

Games for Learning



Key Features:

- ✓ 150 ways to engage students to maximise learning
- ✓ See how quality decision-making, creativity, communication and problem-solving games can be built into your school
- ✓ Works equally well with G&T, SEN and disaffected pupils

Hands-on, highly practical

- Kinesthetic games for the fidgety learner
- Contain, explain and entertain
- Game rules and conduct - how to explain them in a way that motivates

Why games work

- Engage all types of learners
- Level up - getting to flow and deep learning through games
- Making the student do the hard work
- The principles of engagement
- What makes a good game

Fun and easy-to-use games

- Improve questioning skills
- Engage thought patterns
- Develop listening
- Encourage collaboration
- Practice interpersonal skills
- Enhance memory and recall
- Unpick the learning
- Evaluate meaningfully
- Reflect purposefully
- Improve judgement

Course manual & electronic resources available.

Big Games and Little Games

- 150 starters, energisers and plenaries
- Learn how to revamp any area of the curriculum with '3 minute Movitators'
- Use games to make repetition fun
- Impress in lesson observations

"Brilliant ideas . . . Surpassed my very high expectations. The best course I have been on in a very long time."

Sammia Nazir - Feresham College

Booking details and fee: Contact us for details

BOOK NOW!

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