

# Triseum Pilot: Future Classroom Scenario

*Title of the scenario:*

**Learning to play with *Variant: Limits***

*Names of author(s)*

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## **Relevant Trends/s**

*Write the trend(s) or trends the Scenario is intended to respond to.*

*e.g. <http://www.allourideas.org/trendiez/results>*

Game Based Learning & Gamification: Pedagogies based on game design principles and play are increasingly seen as a tool for enjoying teaching and learning.

## **Learning Objectives and Assessment**

*What are the main objectives? What skills will the learner develop and demonstrate within the scenario? (e.g. 21<sup>st</sup> Century Skills). How will the progress in achievement be assessed, ensuring the learner has access to information on their progress so they can improve?*

Use games to motivate and engage students in their learning.  
The learner will use the properties he has learned to overcome the challenges of the game.  
The assessment of the student is made according to his progression in the levels of the game.  
At the end the student will respond to a questionnaire on the mathematical subjects that he consolidated with the game.

## **Learner's Role**

*What sort of activities will the learner be involved in?*

The goal is for the student to become independent and responsible for monitoring and managing his own learning.  
Teachers will guide students by giving hints about the mathematical concepts they must possess to overcome the challenges of the game. Often they create worksheets to consolidate learning, use motivational videos on the domains under study, and encourage students to produce videos on subjects under study.

## **Tools and Resources**

*What resources, particularly technologies, will be required?*

Computers are required, students need to have information to record the levels they are reaching in the game. We should support the use of a social network that allows students to share with other colleagues experience and access to additional challenges. For this, we must allow the use of several mobile devices.

## Learning space

Where will the learning take place e.g. school classroom, local library, museum, outdoors, in an online space?

Computer lab, classroom and home.

## Future Classroom Scenario Narrative

Describe the main ideas of the scenario

Maria is a Mathematics teacher who is a fan of video games and is interested in using games in her class because she believes that using games in the classroom environment can improve teaching and learning. Overcoming the challenges of the game are motivating and engaging for players developing in them various skills both at cognitive and socio-affective levels. Maria begins by presenting a video about limits to motivate student learning, then students begin to play the game variants limits and solving several puzzles using the concept of lateral limits, the value of a function in a point and properties of the limits with operations between functions. To prepare the computer lab where students will play Maria has received the support of two ICT teachers from her school.

The student's assessment will be made according to his progression in the levels of the game, through discussion among peers and in interaction with their teacher. At the end the student will respond to an online questionnaire with feedback response of mathematical subjects that he had consolidated with the game. He will reflect and discuss with his peers and the teacher about the mathematical subjects he has learned.

## Learning Activities

Link to the Learning Activities created with Learning Designer (<http://learningdesigner.org>)

<https://v.gd/Hc25ml>

*This Future Classroom Scenario has been developed as part of the Triseum Pilot project. Find more Future Classroom Scenarios in the Future Classroom Lab website (<http://fcl.eun.org/directory>) and learn how to create your own scenarios by using the Future Classroom Toolkit (<http://fcl.eun.org/toolkit>).*



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