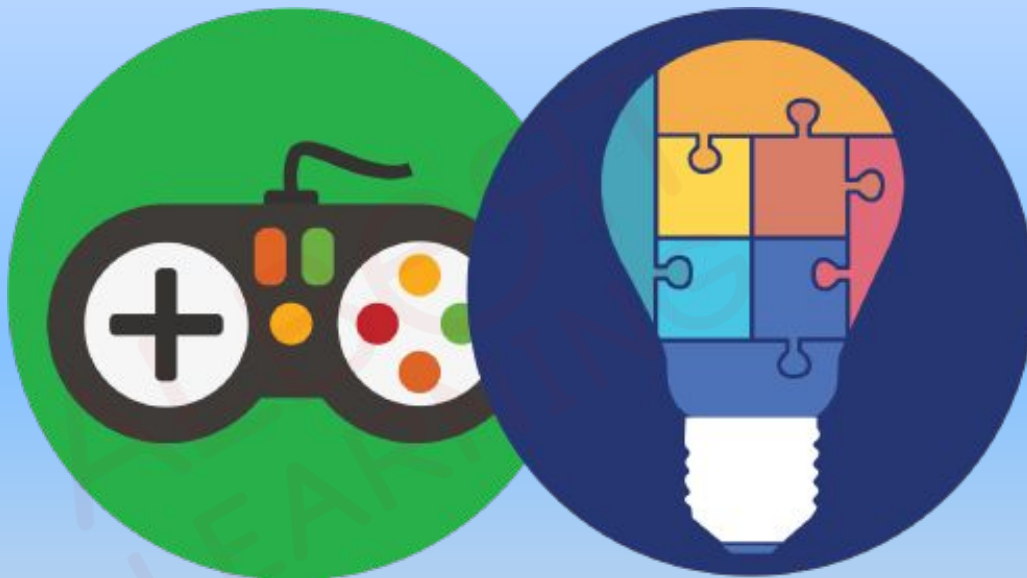




Game On!

C1-C2

Module 4

Here's What
We Will Be
Learning:



Summary

- ❑ Introduction.
- ❑ Games As an Educational Tool.
- ❑ Counter Argument.
- ❑ Games as an Assessment Tool.
- ❑ Best Educational Games for Children.
- ❑ Games at Work.
- ❑ Exercises.

VOCABULARY

Crucial: extremely important or necessary.

Gamification: the practice of making activities more like games in order to make them more interesting or enjoyable.

Experiential Learning: the process of learning through experience, and is more specifically defined as "learning through reflection on doing".

Inference: a guess that you make or an opinion that you form based on the information that you have.

Cornerstone: (in this context) something of great importance that everything else depends on.

Intrinsic: being an extremely important and basic characteristic of a person or thing.