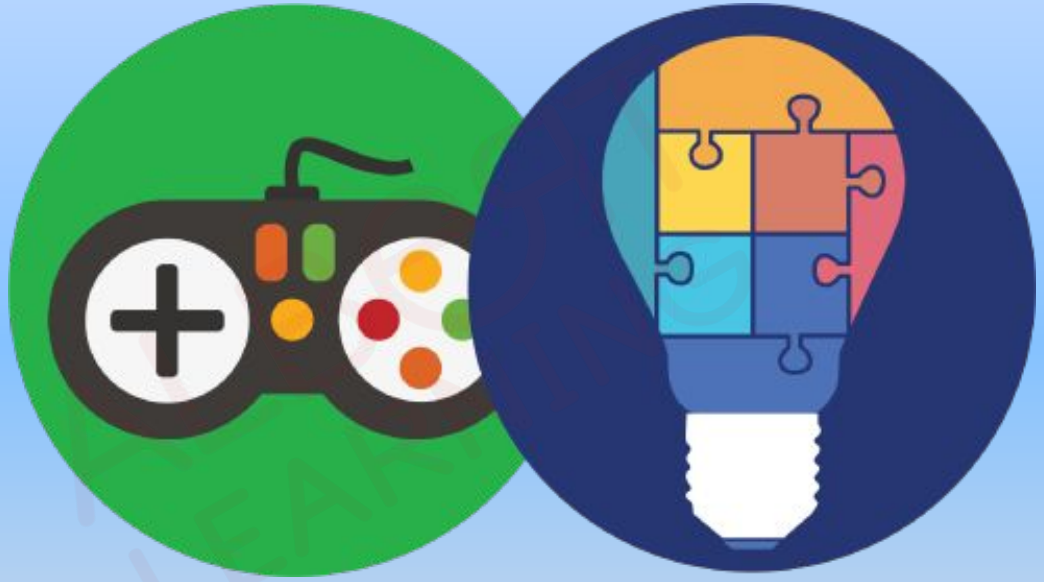

Game On!

C1-C2

Module 4

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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.

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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.

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