

Game On!

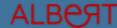
C1-C2 Module 4

ALBеят

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.