

TEACH	s10	Free play and games to change the learning and teaching	session plan EQF level 5 unit of L.O. TEACH 2
Objectives <ul style="list-style-type: none"> • Initiate and facilitate games • Understand the difference between games and free play • Explore values through games Methods <ul style="list-style-type: none"> • Direct experience of group games • Direct experience of free play • xxx 		Trainer	
Content <ul style="list-style-type: none"> - The relevance of play in learning - The inner child - Game vs. free play, what is gamification - What you can do with games (access to intangibles, the subconscious, creativity ...) - Values fostered with play and games - Competition vs. cooperation (winning vs. evolution) - How to gamify a content - How to instruct a game (as a trainer) - How to achieve a change through playing games - How to assess games - Games for people with special needs - Group dynamic games, their effects and potential for manipulation (sociological, in regard to minorities, avoid violence, ...) 		Place indoor and outdoor	
Activities <ul style="list-style-type: none"> - Address the values selected in s8 through games: at least awareness, inclusion, empathy, cooperation, creativity, humour, enthusiasm - After each game, do a feedback round or use an applausometer to evaluate how the game fosters the personal/emotional position to a value - Initiate a moment of free play - Discuss about the difference of free play and games - Handout materials about free play xxx 		Time 1 day	
Preparation Select a series of games and prepare them		Documents <ul style="list-style-type: none"> - JUMP! Toolbox - xxx t_ressources= Links to other toolboxes Equipment <ul style="list-style-type: none"> - Depending on the games - Applausometer 	