CIET (NCERT)

ICT-TOOLS WEBINAR

31.08.2021

LEARNING THROUGH DIGITAL GAMES :

EDUACTIV8 AND GCOMPRIS

DIGITAL GAMES

•Any game that involves electronics in some way.

OR

• A digital game is any game (where a game is something fun) played on a digital device such as a computer or a cellphone.

OR

• A digital game is a game played using digital technology.

OR

•A digital game is an electronic stimulation for educational or entertainment purposes.

DIGITAL GAMES

- **Digital games** provide learners strategies, resources, and opportunities to transform traditional learning modes from the classroom into relevant contexts.
- To highly engage learners, **digital games** must include rules, goals, immediate feedback, outcome evaluation, competition, and interaction.
- Compared to traditional instruction, digital game-based learning has shown to be more effective in improving students' learning.
- Blended learning classrooms that use both traditional lessons and digital game-based learning have the most effect on student learning.

DIGITAL GAMES

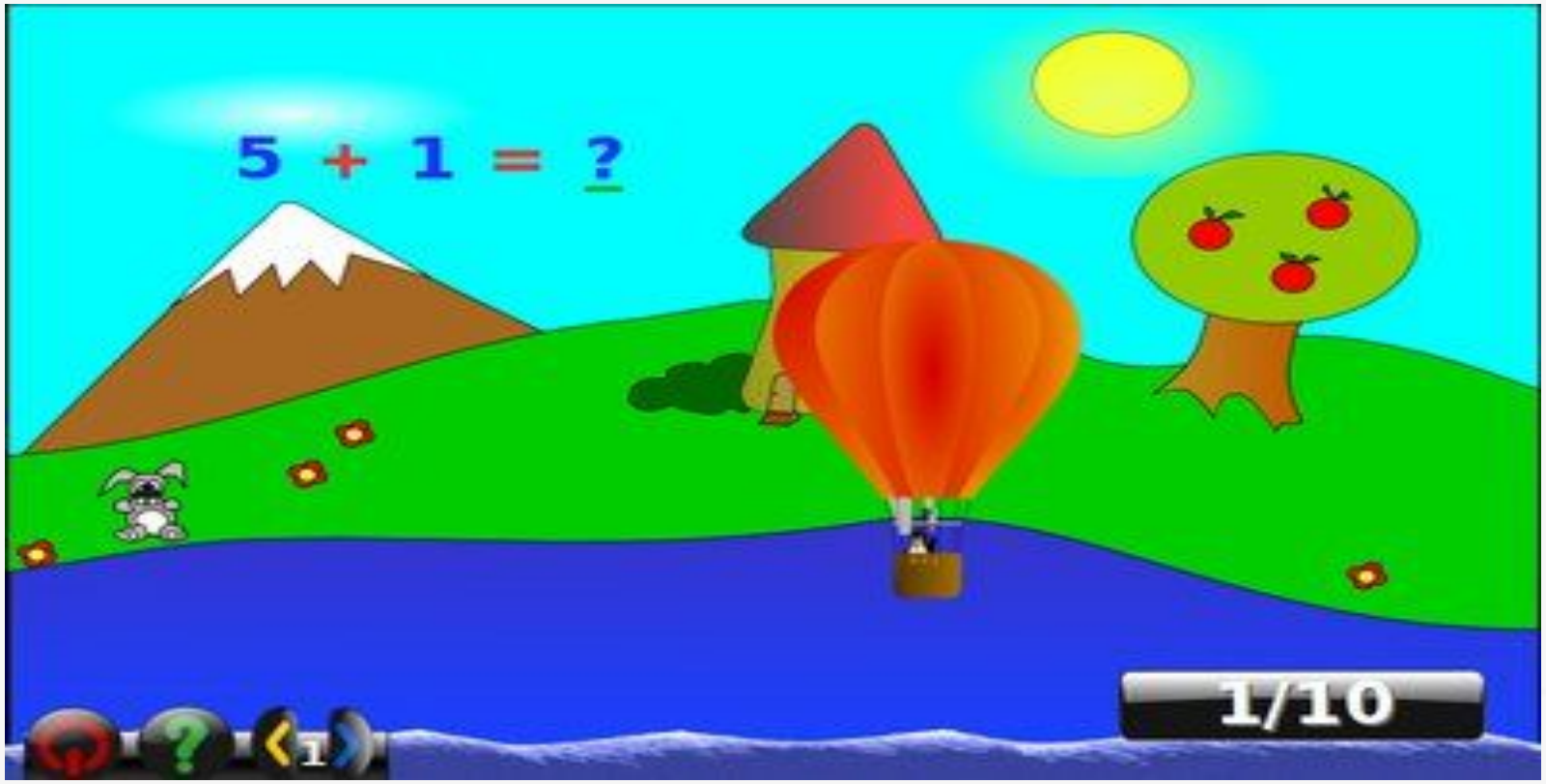
1. Increases A Child's Memory Capacity

DIGITAL GAMES

2. Computer & Simulation Fluency

DIGITAL GAMES

3. Helps With Fast Strategic Thinking & Problem-Solving

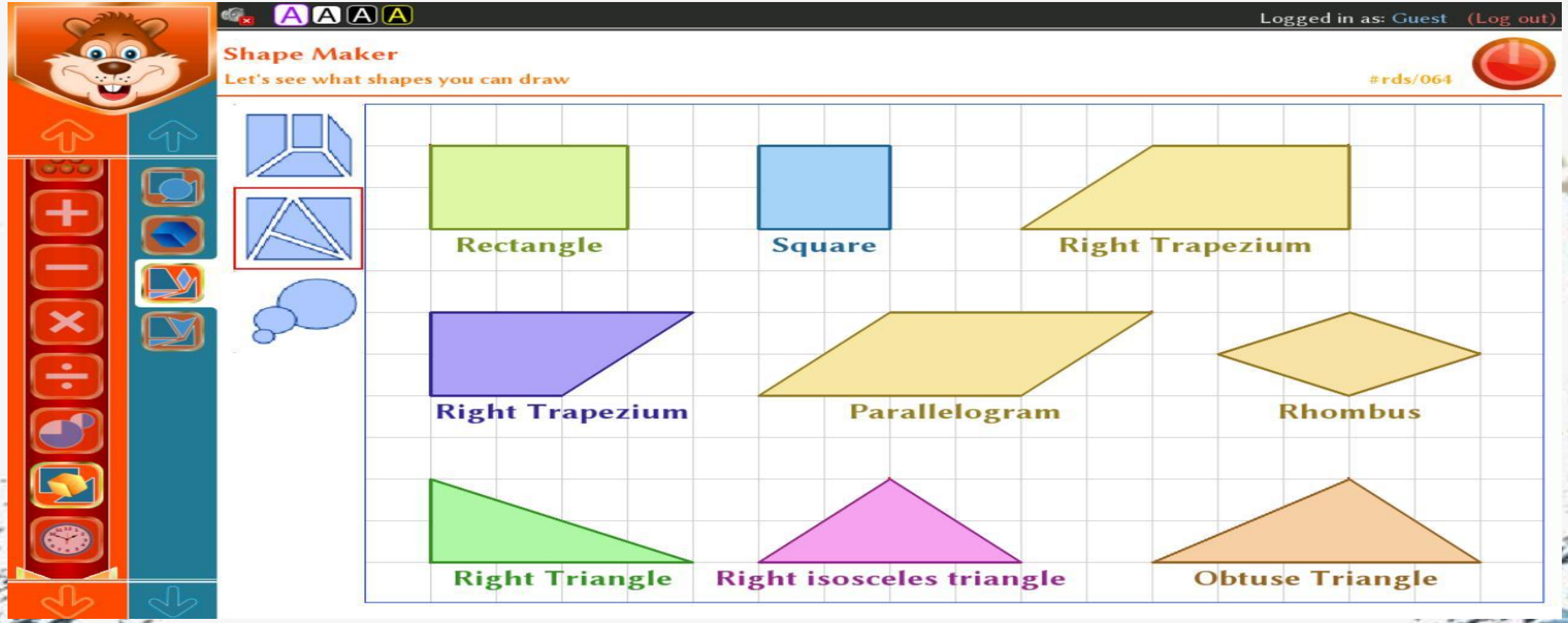


DIGITAL GAMES

4. Develops Hand-Eye Coordination

DIGITAL GAMES

5. Skill–Building



DIGITAL GAMES

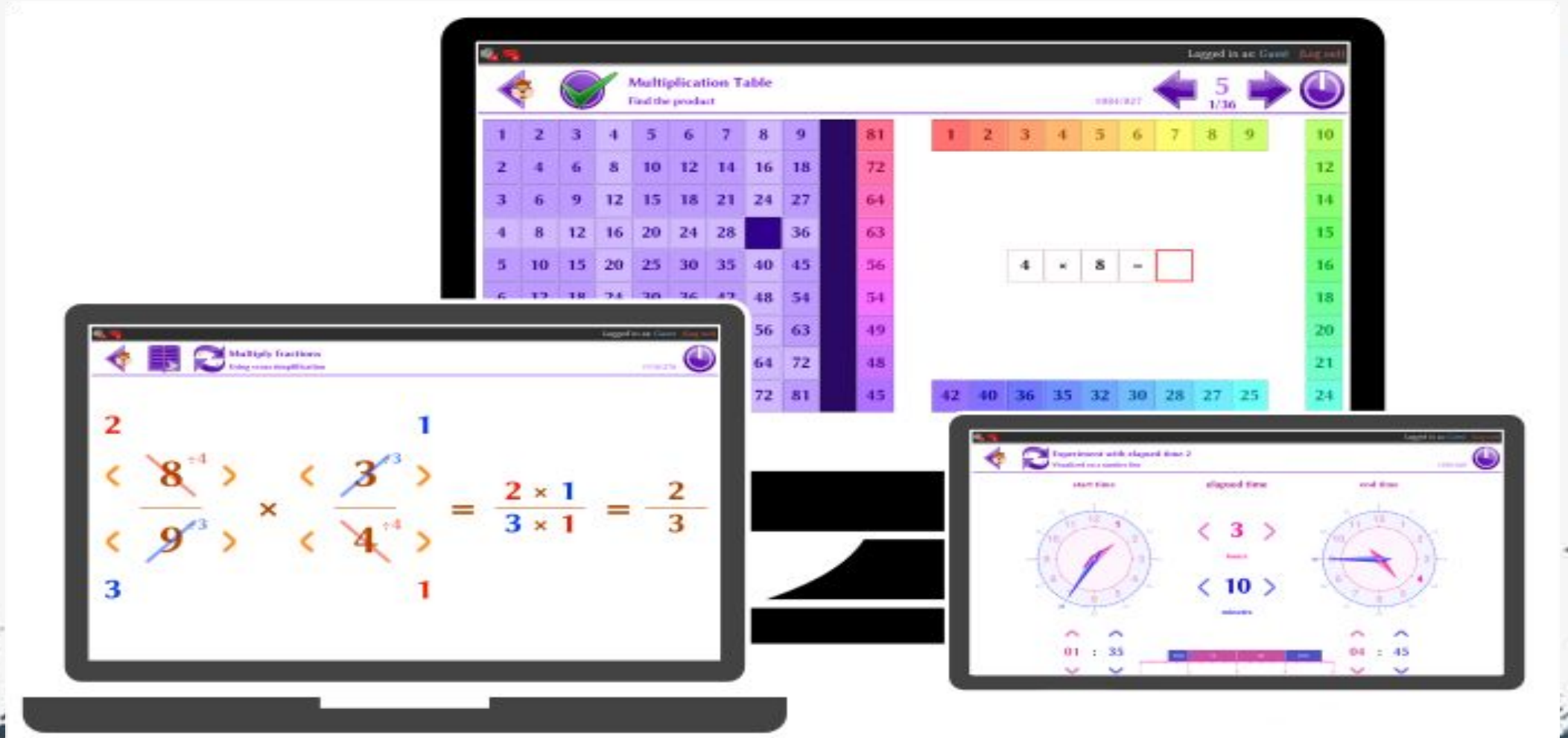
EDUACTIV8

GCOMPRIS

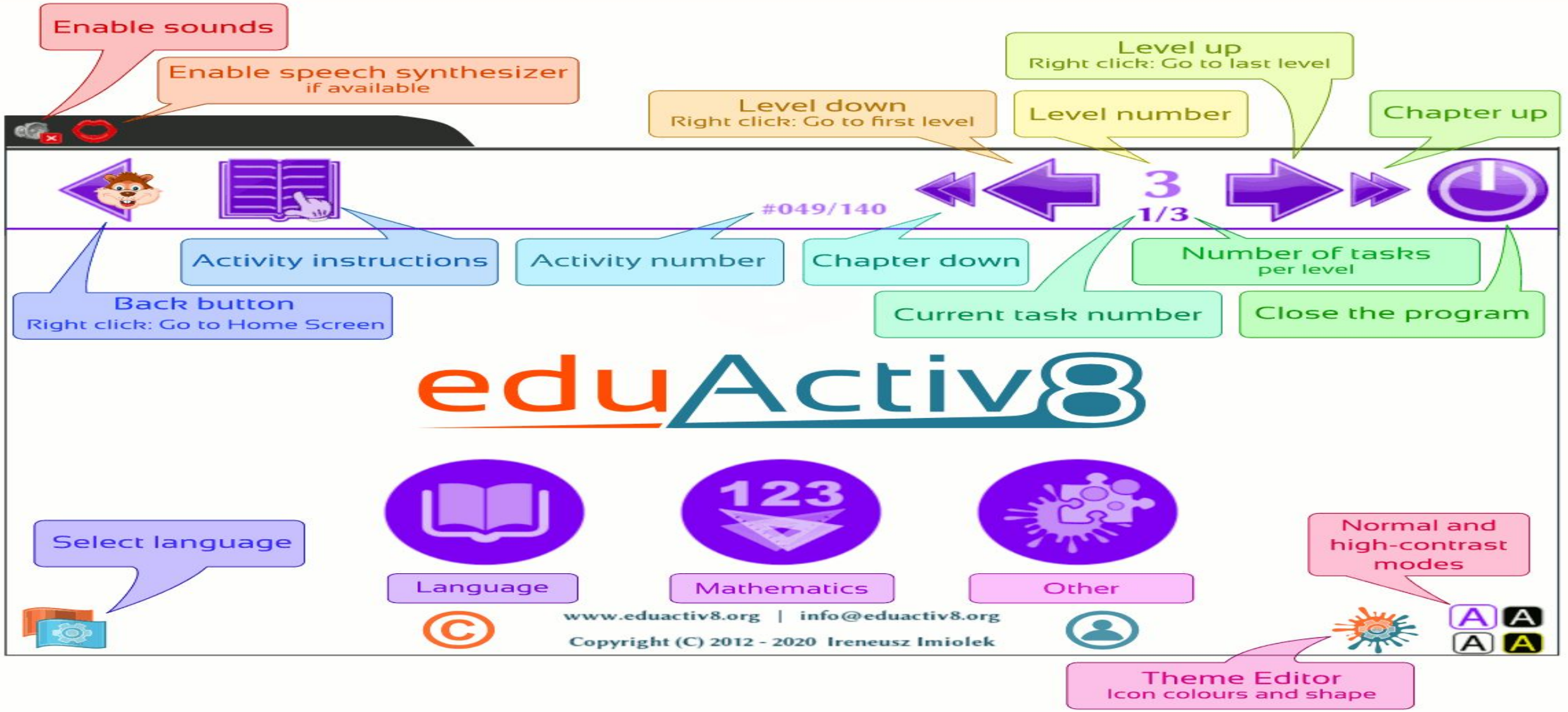
EDUACTIV8

eduActiv8 - v 4.18.12
Logged in as: Guest (Log out)
v.4.18.12
eduActiv8
123
www.eduactiv8.org | info@eduactiv8.org
Copyright (C) 2012 - 2018 Ireneusz Imiolek

EDUACTIV8


Multiplication Table
Find the product
Multiply fractions
Experiment with elapsed time 2
start time
elapsed time
end time

EDUACTIV8


Enable sounds
Enable speech synthesizer
if available
Level up
Right click: Go to last level
Level down
Right click: Go to first level
Level number
Chapter up
3
1/3
#049/140
Activity instructions
Activity number
Chapter down
Number of tasks
per level
Back button
Right click: Go to Home Screen
Current task number
Close the program
eduActiv8
Select language
Language
Mathematics
Other
Normal and
high-contrast
modes
www.eduactiv8.org | info@eduactiv8.org
Copyright (C) 2012 - 2020 Ireneusz Imiolek
Theme Editor
Icon colours and shape

EDUACTIV8

- **Language activities:**
  - learn the alphabet in a selected language
  - learn new words in multiple categories – a variation of spelling, matching and listening activities

EDUACTIV8

- **Maths activities:**
  - Learn numbers 1 - 20
  - Learn number spellings 0 - 100
  - Learn to count
  - Learn to add, subtract, multiply and divide (positive and negative numbers)
  - Columnar addition and subtraction, long multiplication and division
  - Compare and sort numbers
  - Fractions - also included multiple activities helpful in learning to solve problems related to addition, subtraction, multiplication and division of fractions, as well as finding equivalent fractions, etc.
  - Decimals, percentages and ratios
  - Learn shapes and solids
  - Learn to draw shapes
  - Draw symmetric shapes and find lines of symmetry

EDUACTIV8

- **Time activities:**
  - Play with clock hands and learn how to tell time
  - Learn to set the clock by dragging the clock hands
  - Match digital time to analogue time
  - Learn to find a difference between two times
  - Learn to find time so long after or before a given time
- **Art and Colour activities:**
  - Basic painting activity
  - Learn colour names
  - Learn how colours are formed both by light (RGB) and ink (CMY)

EDUACTIV8

- **Memory activities:**
  - Memorizing a sequence of highlighted squares
  - Memorizing a set of directions
  - Memorizing locations of matching images
- **Other activities:**
  - Matching shapes
  - Tracing lines
  - Finding the matching images
  - Multiple variations of the "Fifteen" game

GCOMPRIS

GCompris
PUT YOUR FAVORITE ACTIVITIES HERE BY SELECTING THE SUN AT THE TOP RIGHT OF THAT ACTIVITY.

GCOMPRIS

- Learning how to use a computer
- Practising reading with activities to learn letters, words and lexical sets
- Acquiring proficiency in math by practising numeration, arithmetic, measures and puzzles
- Discovering the world through logic, the arts and music
- Exploring science and humanities through experimentation, history and geography
- Developing strategic thinking with board games

GCOMPRIS

The control bar has the following icons.

Quit ,

About GCompris ,

Help

Tool box .

Difficulty filter:

GCompris Main Menu

The following icons are displayed:
(note that each icon is displayed only if available in the current activity)

- Home – Exit an activity, go back to menu (Ctrl+W or Escape key)
- Arrows – Display the current level. Click to select another level
- Lips – Repeat the question
- Question Mark – Help
- Reload – Start the activity from the beginning again
- Tool – The configuration menu
- Three lines – The activity settings menu
- G – About GCompris
- Quit – Quit GCompris (Ctrl+Q)

The stars show suitable age groups for each activity:

- 1, 2 or 3 yellow stars – from 2 to 6 years old
- 1, 2 or 3 red stars – 7 years and up

If there are two different star icons on an activity, the first one shows the minimum difficulty, and the second one the maximum difficulty.

Keyboard shortcuts:

- Ctrl+B Show or Hide the control bar
- Ctrl+F Toggle full screen
- Ctrl+S Toggle the activity section bar

THANKYOU

PRESENTED BY –
REKHA CHOUDHARY
T.G.T SCIENCE
KENDRIYA VIDYALAYA
VIKASPURI