



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

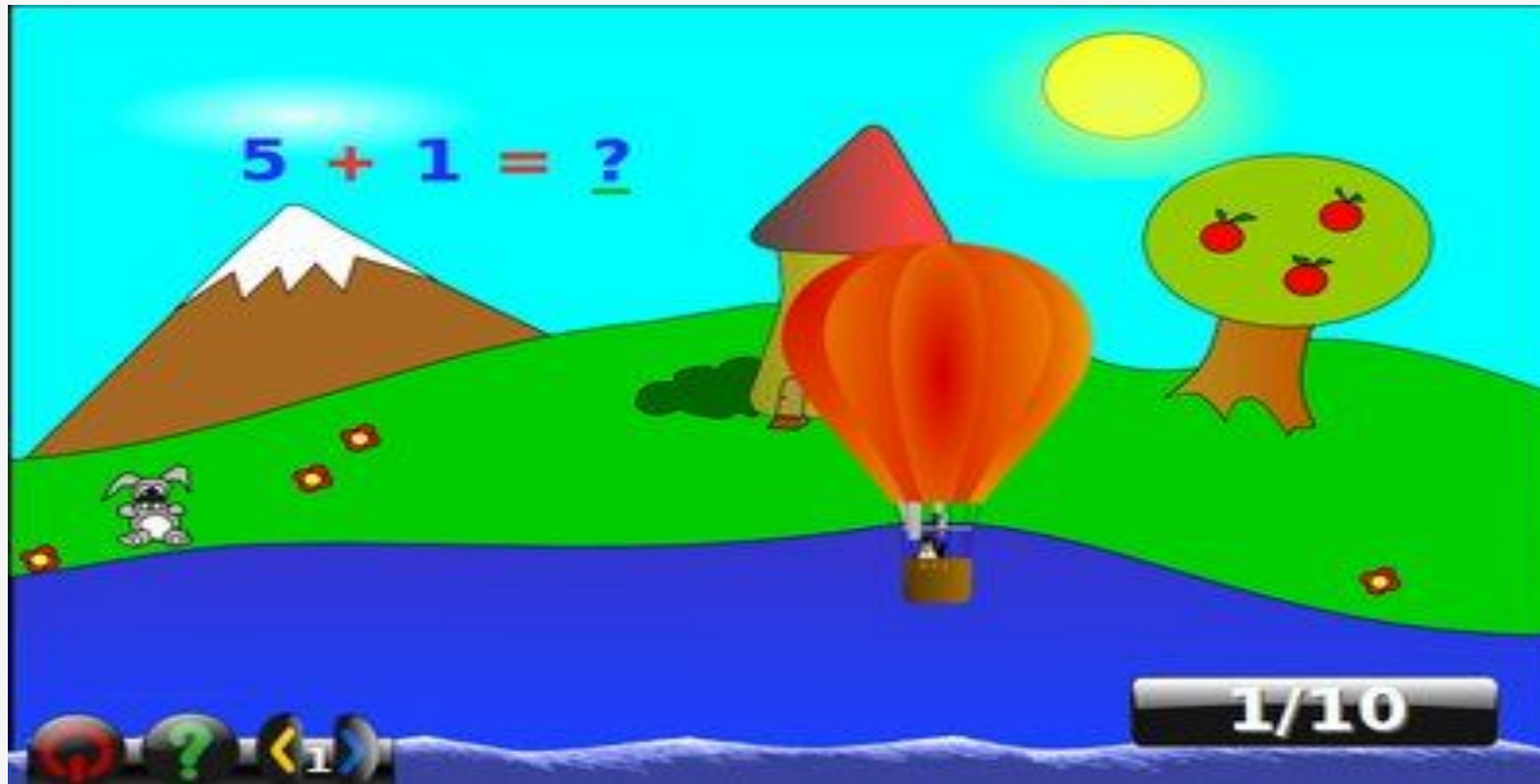
Complete the puzzle	A baby wordprocessor	Make the ball go t...	Click and draw	Click On Me	Move the mouse o...	Click or tap		

I'm Cortana. Ask me anything.

Desktop 4:04 PM 5/21/2020

DIGITAL GAMES

3. Helps With Fast Strategic Thinking & Problem-Solving



DIGITAL GAMES


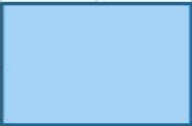

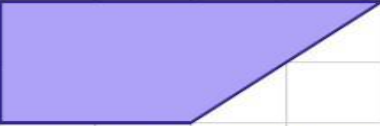

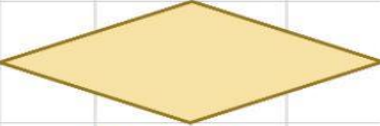

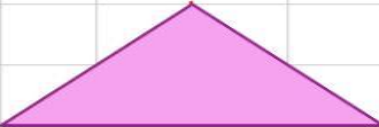
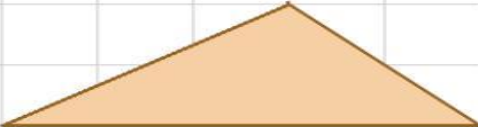
4. Develops Hand-Eye Coordination



DIGITAL GAMES

5. Skill-Building

The screenshot shows a web-based application titled "Shape Maker" with a cartoon squirrel avatar in the top left corner. The interface includes a top navigation bar with text "Logged in as: Guest (Log out)" and "#rds/064". Below the title, there is a subtitle "Let's see what shapes you can draw". The main area is a grid displaying nine different geometric shapes, each with a label below it. On the left side, there is a vertical toolbar with various drawing tools, including a selection tool, a plus sign, a minus sign, a cross, a dot, a pie chart, a leaf, and a clock. The shapes shown are:

 Rectangle	 Square	 Right Trapezium
 Right Trapezium	 Parallelogram	 Rhombus
 Right Triangle	 Right isosceles triangle	 Obtuse Triangle

DIGITAL GAMES

EDUACTIV8



GCOMPRIS



EDUACTIV8

eduActiv8 - v 4.18.12

Logged in as: Guest (Log out)



v.4.18.12

eduActiv8



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EDUACTIV8

Multiplication Table
Find the product

Logged in as: Guest Bug report

0001/027 5 1/36

1	2	3	4	5	6	7	8	9	81
2	4	6	8	10	12	14	16	18	72
3	6	9	12	15	18	21	24	27	64
4	8	12	16	20	24	28	36	48	63
5	10	15	20	25	30	35	40	45	56
6	12	18	24	30	36	42	48	54	54
7	14	21	28	35	42	49	56	63	49
8	16	24	32	40	48	56	64	72	48
9	18	27	36	45	54	63	72	81	45

1 2 3 4 5 6 7 8 9 10
12
14
15
16
18
20
21
24

4 × 8 =

42 40 36 35 32 30 28 27 25

Multiply fractions
Enter your simplification

0001/278

$$\frac{2}{3} \times \frac{1}{4} = \frac{2 \times 1}{3 \times 4} = \frac{2}{12} = \frac{1}{6}$$

Experiments with elapsed time 2
Visualize your answer

0001/000

Start time: 01 : 35

Elapsed time: 3 hours 10 minutes

End time: 04 : 45

EDUACTIV8

Enable sounds

Enable speech synthesizer if available

Level down
Right click: Go to first level

Level up
Right click: Go to last level

Level number

Chapter up

Activity instructions

Activity number

Chapter down

Number of tasks per level

Current task number

Close the program

Back button
Right click: Go to Home Screen

eduActiv8

Language

Mathematics

Other

Normal and high-contrast modes

Theme Editor
Icon colours and shape

#049/140

3
1/3

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EDUACTIV8

The screenshot shows the 'Complete the ABC' game interface. At the top, there is a header with a cartoon animal icon, a progress indicator 'AAA', and a login status 'Logged in as: Guest (Log out)'. Below the header, the game title 'Complete the ABC' and 'Uppercase Letters' is displayed. A progress bar shows '3/140' with navigation arrows. The main area features a grid of letter boxes. The first row contains 'A B C D' followed by two empty boxes, then 'G H', two empty boxes, and 'K L'. The second row contains 'J', 'V E T I R M', and 'U Y P'. The third row contains 'F Z X W N S O'. The fourth row contains 'Q' followed by seven empty boxes. A purple banner at the bottom reads 'Complete the abc using the letters above.' The left sidebar contains various icons for navigation and game settings.

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



- 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.

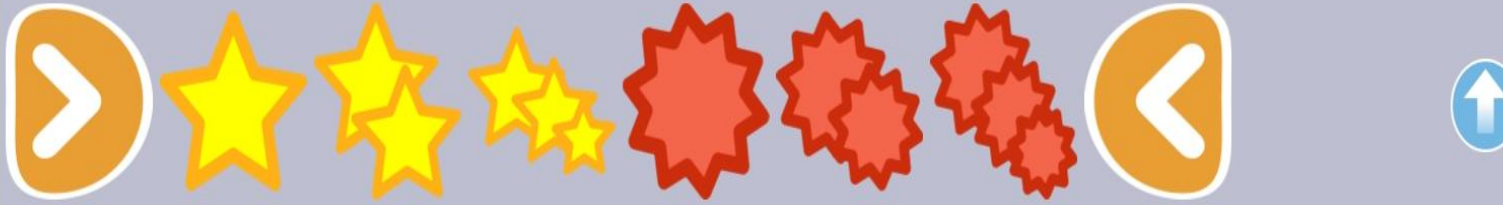
Quit ,

About GCompris ,

Help

Tool box .

Difficulty filter:



Configuration

- You have the full version
- Enable audio voices
- Enable audio effects
- Fullscreen
- Virtual Keyboard
- Enable automatic download/updates of sound files

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

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