**KNOWLEDGE AND AWARENESS MAPPING PLATFORM**

KNOWLEDGE SESSION 2023: EPISODE 30

**Topic:** Level up engagement through game-based learning   **Date:** July 06, 2023

**Organized for:** Teachers from all over India       **Category:** Teacher Training

**Speakers/Presenters:** Ms. Namya Joshi (Edupreneur)

**No. of Participants:** 750+ Teachers from different schools across India

**Overview:**

On July 6th, 2023, KAMP conducted its 30th exclusive knowledge-sharing session on the topic "Level up engagement, through game-based learning" with 750+ teachers from different schools across India. The main aim of this workshop was to understand why game-based learning is important, what Minecraft is, and how teachers can use Minecraft for teaching their students through Game based learning.



The session was convened by Mr. Aniket Arora, and facilitated by Ms Namya Joshi, who is a 16 year old edupreneur. She is a Minecraft Mentor, Steminist, Innovative Podcaster, YouTuber, Speaker, Author and and Entrepreneur. Currently, she has helped more than 15,000 individuals all over the world with the power of Minecraft, coding, python and other ICT tools.



Teacher training programs offer numerous benefits that contribute to the overall improvement of the education system. Such programs play a vital role in improving the quality of education by equipping teachers with the skills, knowledge, and support they need to excel in their profession. The benefits extend beyond individual teachers, positively impacting students, schools, and the education system as a whole.

In this workshop, Ms. Namya mentioned that Game based learning, as the name suggests is learning through games. This can be really helpful in schools, as teachers can design several games, irrespective of the subject that they teach. Using such games can result in deeper classroom engagement, where the students can understand difficult concepts also quite easily, making them ask questions, becoming inquisitive, and moreover enabling them to discover, learn, and explore more about the topic.

Furthermore, she introduced Minecraft for the use of designing game-based learning and shared her projects with the teachers and showed them how they could also share their knowledge with the students by designing simple games on Minecraft. The best part is that to use Minecraft, the educator does not need professional design or animation skills for the game design. The user can create a simple design based on their needs.
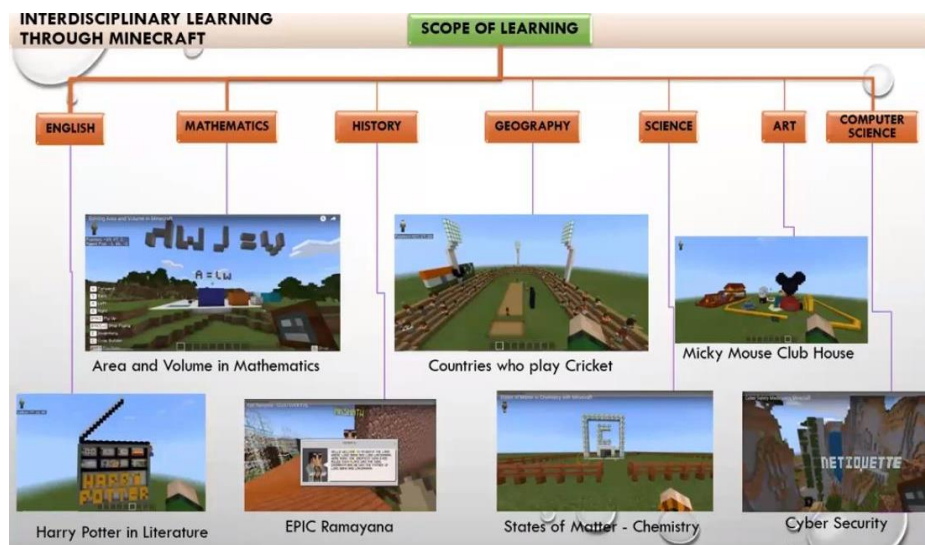


Game based E-Learning

- Deeper Classroom engagement and interaction
- Understanding about abstract & difficult concepts
- Discover and learn
- Objects modeling
- **Can work with the help of Android and iOS phones**

Minecraft, a popular sandbox video game, offers several educational benefits and has been increasingly used as an educational tool in schools. Minecraft provides a virtual environment where players can build and create using various blocks and materials. It encourages creativity, problem-solving, and critical thinking as students design and construct structures, landscapes, and complex systems within the game. This stimulates their imagination and promotes innovative thinking.



INTERDISCIPLINARY LEARNING THROUGH MINECRAFT | SCOPE OF LEARNING

ENGLISH | MATHEMATICS | HISTORY | GEOGRAPHY | SCIENCE | ART | COMPUTER SCIENCE

Area and Volume in Mathematics
Countries who play Cricket
Micky Mouse Club House
Harry Potter in Literature
EPIC Ramayana
States of Matter - Chemistry
Cyber Security

Minecraft can be integrated into various subjects across the curriculum. For example, in history classes, students can recreate historical landmarks or events. In science, they can build and explore ecosystems or conduct experiments virtually. Math concepts like geometry and measurement can be reinforced through building structures and

calculating resources. This integration enhances engagement and helps students visualize and apply knowledge in a practical context.

By leveraging the engaging and immersive nature of Minecraft, educators can harness its potential to enhance learning experiences, promote critical skills, and foster a love for exploration and discovery. However, it is important to integrate Minecraft into the curriculum with clear learning objectives and thoughtful lesson planning to maximize its educational benefits.



The purpose of KAMP's fortnightly workshops is to help students develop creativity, meaningful learning, and critical reading and thinking skills that bring out their inherent abilities. The vision of KAMP is to identify and capture Scientific and Technological temperament in students to make India a Global Leader in the fields of Science, technology, and the humanities.

Such workshops, conducted by KAMP, deal with various topics that fall under the categories of Science, technology, and innovation, Scientific and Life Skills, Career and Professional Development, Academic development, and training trainers and teachers.

KAMP believes that with exposure to such topics from experts within such specific fields, students will become aware of real-life situations and challenges, develop a helping, problem-solving nature wherever possible, understand their core values and personal interests, evaluate their skills within the given area, and achieve their best in their most desirable way.

**Organized By:**
**Knowledge and Awareness Mapping Platform**
(KAMP Operations and Coordination Office)

**Moderated By:**
**Mr. Aniket Arora**
(Outreach Coordinator)

**Team Credits:**
**Ms. Arika Mathur**
(Member, KPMC)

**Ms Vishakha Gola**
(Sr. Coordinator KAMP)