



**Nanyang Girls' High School and Hwa Chong Institution
Integrated Programme Conference on Education 2018**

**Game Theory:
Using Educational Games to Motivate 7th to 10th Grade
Students in their Study of Science**

Guiding Questions

1 – Factual Questions

- a) What constitutes an educational game?
- b) What reasons are there for playing educational games with your students?
- c) What are the principles behind designing a good educational game?

2 – Conceptual Questions

- a) Why are elements of conflict and tension important in game play?
- b) Why are co-operation and collaboration important in game play?
- c) Why is immediate feedback / resolution important in game play?

3 – Controversial / Debatable / Provocative Questions

- a) What simple games can you think of that have the potential to be converted into educational games within your subject area?
- b) How should students be grouped to play educational games? Does it matter? Should each student have a role in their group? What should teachers do about **i)** students who are very excited and want to dominate the game **ii)** students who are not interested in playing games?
- c) What are the possible disadvantages / negative consequences of playing educational games with your students?

4 – Shared Thoughts and Reflections

Please click on the link given below if you have any thoughts or reflections about the use of educational games in the teaching and learning of Chemistry that you would like to share.

[Please click on this link to share your thoughts and reflections.](#)