

Di GameWorks and Inquiry-Based Learning

Inquiry-based learning is based on the philosophy that learning should be based around student's questions. DevInfo GameWorks (*DIGW*) is based on a simple principle: *you might learn something from playing a game, but you will definitely learn something from creating a game.* *DIGW* encourages meaningful inquiry as the basis for the game design, uses real data, and supports a community of learners.

How is di GameWorks is a inquiry-based learning project?

- 1) *Using collaborative learning**
 - a. Students partner to create game
 - b. Students invite players to join game
 - c. Students give feedback to game designer
- 2) *Age –Appropriate activities*
 - a. Gaming
 - i. *How do you learn while gaming?*
 - ii. *What will you learn by creating a game online? Who else will learn?*
 - b. **If the World Were a Village** by David Smith
 - i. *What surprised you the most in the book?*
 - ii. *Where do you think the author obtained his information?*
 - c. Standards based
 - i. *How can I as a teacher use this inquiry-based learning project to address the standards I am required to teach to engage my students?*
 - d. Questions to ask:
 - i. *What do you think, are the biggest problems in your community, country, or world?*
 - ii. *Why is it important to know what is going on in the rest of the world?*
 - iii. *Where will you be in the year 2015*
 - iv. *Do you think the world will be a better place?*
 - v. *What can you do?*
 - vi. *How can countries work together to make the world a better place?*
- 3) *Developing Good Questions*
 - a. Questions to ask:
 - i. *How does you country compare with other countries?*
 - ii. *How does the primary enrollment rate contribute to the literacy rate?*
 - iii. *How does the Internet access rate in a developing country in Asia compare with a developing country in Africa?*
 - iv. *How has the incident rate of HIV changed over time?*
 - v. *How does the news media report information connected with the MDGs?*

- b. The idea is for students to begin using questions naturally and to take over much of the questioning.
- 4) *Incorporate discovery into lessons*
 - a. Questions to ask after exploring MDGs from UN Cyberbus and DevInfo
 - i. *What did learn from the Cyberbus website?*
 - ii. *Which statistic from DevInfo did you find the most surprising? Why?*
 - iii. *Which of the eight MDGs do you find the most interesting? Why?*
 - iv. *Which of the goals do you think needs to be addressed in your community or country?*
 - v. *What other questions did exploring these sites raise?*
 - vi. *What else do you want to learn?*
- 5) *Incorporate observation into lessons*
 - a. Questions to ask after playing a published game
 - i. *What did you notice about the games that you played?*
 - ii. *Why were some of the facts interesting?*
 - iii. *What resources did they use?*
 - iv. *What could have made their game more interesting?*
 - v. *What positive feedback could you give them on their game?*
- 6) *Use model-building exercises in lessons*
 - a. *Create class game*
 - b. *Use Group application*
 - i. *Teacher administrator*
 - ii. *Students play peers games before being published for public play*
 - iii. *Feedback and comments*
- 7) *Incorporate hands-on activities in lessons*
 - a. Questions to ask before, during and after game creation by students
 - i. *Does anyone have an idea for a theme or name for your first game?*
 - ii. *What do you want the players to learn? For example:*
 - 1. *What is your goal? Can you explain it?*
 - 2. *What do you want them to see?*
 - 3. *How does this relate to what you already knew?*
 - 4. *Do you want them to learn about your community/country?*
 - a. *Problems and solutions*
 - 5. *Do you want them to learn about another country?*
 - 6. *Do you want them to compare countries?*
 - 7. *Do you want them to learn about the Millennium Development Goals?*
 - iii. *Will it be interesting to other players?*
 - iv. *What resource are you using for your information?*
 - 1. DevInfo
 - 2. Cyberbus
 - 3. Textbooks
 - 4. Internet

5. Student created media from community
 6. Other sources
- v. *What type of media are you going to use?*
1. Text
 2. Image
 3. Video
- vi. *Will it be easy to play? Is it an introductory game?*
- vii. *Will players have to think critically to play? Is it a more advanced game?*

For more hands-on activities after creating a game see ***Extension Activities***

**Adapted from <http://www.worksheetlibrary.com/teachingtips/inquirybasedlearningtips.html>).*