

TIPS FOR USING VIDEOGAMES IN THE CLASSROOM

1 Teachers do not need to be **avid gamers**, but they should at least be interested in them.

2 Videogames should not be the main method for educating students. They are just **one of the tools available**.

3 **Check the age recommendations** on videogames. Avoid those for 18 years and over.

4 Before you select a videogame, be clear about the **skills and competencies** you want to develop.

5 Students are **motivated by progressing** from level to level. It is important not to set impossible challenges.

6 Schools must be equipped with **suitable technology** before introducing videogames into the classroom.

7 Students can get hooked on videogames so teaching how to **control their use** is also part of classroom education.



Source: European Schoolnet.