
Let's escape the classroom to cater for our students' needs!

*Lidia Casalini**
Argentina

*Carla Alberio***
Argentina

Abstract

Teaching these generations implies exploring new ways of fostering motivation, promoting 21st century skills such as critical thinking, problem solving, team work as well as students' creativity. This usually requires moving away from the traditional teaching context. By creating a fun classroom atmosphere, escape the classroom challenges may represent a priceless asset both for the students and the teacher. Qualitative and quantitative evidence show that if learners are offered a gamified environment they become more engaged and autonomous while working on the activation of prior knowledge, revision, or formative assessments. Immediate feedback makes the experience more profitable. Reports of students' progress help the teacher cater for their learners' needs. In this presentation we will share some insights we have gained from implementing these games within both at primary, secondary school and at teacher training colleges.

Keywords: motivation- 21st century skills engagement- autonomy- prior knowledge- assessment-gamification

* Magíster en Enseñanza de Inglés como Lengua Extranjera (TESOL) por la Universidad Europea del Atlántico, España. Profesora en Inglés por la Universidad del Museo Social Argentino. Correo electrónico: lidiacasalini@gmail.com

** Profesora en Inglés por el ISFD y T No. 24. Correo electrónico: carlaalberio@gmail.com

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