Shall We Play a Game . . . Utilizing Games, Simulations and Role-Plays in the Classroom

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Hello - My Name is Tom and I am a Geek
1. Definition and Examples
2. Characteristics
3. Creating
4. Assessment
Games

Games are typical an item where participants are trying to win within a set of rules. There typically are no real world ethics involved except fairness and the spirit of the game.
Why Games?

• Reinforce Content Knowledge or Skill
• Do not teach larger complex theories
Examples of Games
Simulation

Participants work within a scenario or situation where they keep their own personalities, operate within a simulated environment, and typical maintain real-world ethics. The “winning” of the simulation is not necessarily the goal, but rather to try and gain an understanding of the scenario or situation.
Why Simulations?

- More real-world phenomenon
- Content Knowledge - Forest instead of the tree
- Skills - Teamwork, strategical planning, and working with others
Role-Play

Though similar to a simulation, here the participants are often given a set of personalities or motives, which they must perform as part of the scenario or situation. Again the goal is not to necessarily win, but rather for participates to gain an understanding of the scenario or simulation based on the personalities and motives they were given.
Why Role-Play?

• Similar to Simulation
• Taking on a Role
• Powerful
Overall Characteristics

Whether it is a game, simulation or role-play there are similar characteristics that all of them share. Most research indicates at least three common traits:

1) Goal/Motivation
2) Rules
3) Acceptance
Goal/Motivation

• Goal

• Motivation:

When we set parameters of telling students “this is your motivation” instead of “this is your goal” we are providing a more realistic scenario by which students participate.
Rules

THERE ARE ALWAYS RULES!!!!!!!!!!
Acceptance

• Accepting the Rules
Creating Games

- Informal Assessment
- Reinforcing what has/should have been learned
Creating Games

Board Race / Fly Swatter Game
Basketball Trivia
Creating Simulation and Role-plays
3 main stages of a Simulation and Role-play

There are three main stages surrounding a simulation and role-play to consider.

1. Preparation
2. Interaction
3. Debriefing
Preparation

• Content Knowledge
Interaction

- Activity
- Big picture ideas
Debriefing

• Assessment
Interaction Stage - Details

1. Purpose of Goal
2. Environment, Procedures and Stages
3. Individual or Group
4. Time
Interaction Stage - Other items

- Procedures vs Content Knowledge.
- Problem-based Solutions
- Be Ready to Make Changes
I'm not judgmental. I just have excellent assessment skills.
Assessment/Debriefing

• Different than games

• Assessed on
  1. Description
  2. Analysis
  3. Application
Debriefing - Description

Here we are asking students to describe their experience and how it might relate the object that we are trying to reinforce with the simulation or role-play.
Debriefing - Analyze

Here students are asked to analyze a portion of the simulations or role-play’s environment and what it might mean or its implications.
Debriefing - Application

Here students are asked to look at the process or the simulations or role-play as a whole and see how it might apply to a real-world setting.
My Own Experience

- What about that “one kid”
- Groups
- Tell them how it is