


Playful Learning (FLO) Focus on Fun

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Alike



A film by Daniel Martínez Lara & Rafo Cere Méndez

Playful Learning

We learn to play and play to learn.

We learn best through play.

Playful Learning

Animals (Play fighting)

Children (Playground)

Adults (?)

School (?)

Business world (?)

F L O

FUN

Get to know your students and what they find enjoyable and meaningful.

LEARN

Design learning activities for your students that are authentic and personal.

OTHERS

Provide your students with the ability to learn from and with others.

Learning objectives for this session

FLO

F is for Fun

- What is fun for you?
- What is fun for your students and how do you find out?
- How is fun connected or disconnected to learning?

What is fun for **you**?

Discuss with group

Share

What is fun for **me**?



What is fun for **you**?

Let's play!

Game on!

Thoughts about the game you played.

Was your game fun?

Can you connect to learning? (**discuss at the end of session**)

Did you learn from and with others? (**discuss at the end of session**)

Having fun....

Student

Teacher

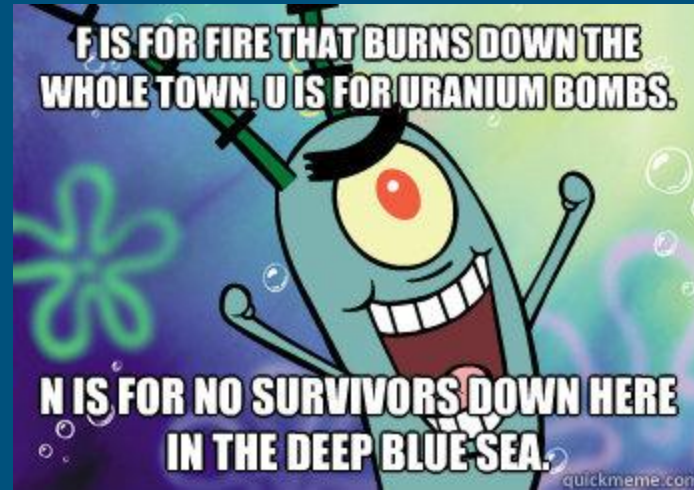
Administrator

Fun/enjoyment is individual

FUN



F U N



Why is having fun (being happy) important?

Harvard Research Reveals a Fun Way to Be More Successful

Do I really need to list more research?

Happiness is important, but we need to understand what makes us happy and how to be happy more often?

Why is having fun important?

From the Playful Learning [Website](#)-

“If it’s true that 97 percent of teens in the U.S. are playing digital games, then the focus on how games can fit into the shifting education system becomes that much more important.”— [MindShift](#)

Why is having fun important?

From the Playful Learning [Website](#)-

“And while educational games aren’t new, Minecraft has some unique advantages that could usher in a new direction in education. In the future, students across the world may spend their class time punching trees.”— [PBS Idea Channel](#)

Why is having fun important?

From the Playful Learning [Website-](#)

“What if, instead of seeing school the way we’ve known it, we saw it for what our children dreamed it might be: a big, delicious video game?”— [The New York Times](#)

What is fun for your **students**?

1. Why is knowing what is fun for your students important?
2. How do you gather this information?

Survey your **students**?

What tools can we use to survey our students?

- [Google Forms](#) ([Alice Keeler](#))
- Survey Monkey
- Paper survey
- [Kahoot!](#) ([Polls and Surveys](#))
- Any others?

Is fun connected or disconnected to learning?

Do you need to have fun all the time in class?

Do you need fun in order to learn?

Learning and Others

LEARN

- Can you connect to learning? (from the game you played)

OTHERS

- Did you learn from and with others in your group? (from the game you played)

F L O - Thoughts

If I can have a lesson where students have....

- Fun
- Personally connect to their learning
- Help others and learn from others

....then we all win!

Game on!

When We Stop Playing,
We All Lose



Questions?

