



WORDO.... a fun way of learning for Computing Students

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Our learning environment needs to be Fun. One way to achieve this is to use games to create a motivating, kinaesthetic, and informal learning environment for computing students.

Not all learners are suited to a classroom, lecture situation, even tutorial situations. There are many different forms of learner and many different styles of learning. This game is one method I have tried in a computing environment for students of different ages, maturity and abilities. This is an educational game based on Bingo.

It is used as a way of sharing knowledge and skills and can be used to reinforce terminology, key skills or shortcuts. It is intended to excite students to learn and then apply this knowledge not just to their computing paper, eg Excel, Word and Accounting but to themselves to be part of a team—in a classroom, with work colleagues.

Playing the Game

This game can be played individually, in pairs or teams. It can be played using mediums such as laminated card and pens or electronically.

As it is a “Live” game it can be updated as required. The focus of WORDO is fun, to create consolidation of learning and reinforcement of skills. It is played in a non-threatening learning environment. WORDO encourages critical thinking and listening skills,

Manzo (1995) suggests higher order thinking in the classroom by

- encouraging/creating curiosity and new ideas with enthusiasm; these can often lead to the most valuable “teachable moments.”

- “Reset our expectations to the fact that there will be many more “misses” than “hits” when reaching for workable new ideas.

- Or exposing learners to new twists on old patterns and invite looking at old patterns from new angles.

General Use

WORDO can be applied in other situations eg across different levels of difficulty, with various software packages, courses which use Computer Based Learning and hardcopy versions for other subjects.

Feedback

The student feedback has been very encouraging with responses such as positive and yet fun, enjoy pair/group work, friendly competition, reinforcement of skills.

This poster reflects progress so far and future development using traditional games such as Snakes and Ladders (with a twist on the traditional method) are planned. A more quantitative process including student feedback is still being collated and measured.

References:

- Manzo, A. & U., (1995) Teaching Children to Be Literate: A Reflective Approach. *Higher Order Thinking Strategies for the Classroom*. Retrieved May 7, 2004 from <http://members.aol.com/MattT10574/HigherOrderLiteracy.htm>
- Bowman, Pru: *WORDO*, Education Games; National Business Forum Conference 2002; Tauranga, Bay of Plenty Polytechnic