

SIMPLY E-TEACHING AND E-LEARNING IN AND FOR A COMPLEX E-WORLD

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Abstract:

ICT, storytelling and gamification is supposedly modern; many theoretical writings on them have been published and some concrete examples of them presented, but all three methods nonetheless undoubtedly remains too rarely used in our educational system. Teachers like to play, tell and listen stories, use computer and mobile devices too, although according to the prevailing opinion this is considered to be of fun and leisure activities.

We believe in stories and gamification in education! We increasingly include the elements of the game and storytelling in the classes. These elements are not of a digital nature, but many applications today make them easier to use, but above all allow a different approach. We collect several applications and web tools in the Padlet: https://padlet.com/bostjan_kernc/ofcwpf8601qa.

The article aims to dispel the prejudice by providing some concrete examples of gamification used with higher grades pupils in primary school. The first part presents some basic possibilities offered by modern applications, which are no more time-consuming than making an ordinary worksheet. The article present examples and free apps with which the teacher or student can build the story itself: Fakebook, GoogleMyMaps, Sutori, Storyboardthat. Additionally, free apps with which it is easy to gamify (making quizzes, riddles, crosswords, memory games, matching mosaic games, interactive maps, word and picture completion tasks, jumbled sentences, comics ...) educational process: H5P, Educaplay, LearningApps and Quizizz.

The final part provides also two our examples of educational games (we've linked different gamifications and story into a game). The first one offers discovering a city as a living museum using QR codes, internet contents, cameras and applications, which enable the students to create a story based on the recordings. The second one is the animated computer (serious) game, which guides user through the life of a particular historic person, familiarizes them with the places, prominent figures, events and values of his time - simple virtually trip to history with tasks and animations.

We consider gamification and storytelling as state of mind and organisation of learning material. ICT and many web applications just help to gamify! Moreover, it works in the classroom!

Keywords: *ICT, gamification, storytelling, educational web applications, educational games*