

BEYOND MONOPOLY: USING BOARD GAMES TO EMPOWER STUDENTS WITH SPECIAL NEEDS

Teacher: ALBERTO PEREIRA

Course Duration: one week, from Monday to Saturday, 30 hours

Number of Participants: Min. 6 – Max. 20

Course location: BRAGA and PORTO



DESCRIPTION

This course is designed to provide teachers in special education with valuable tools and strategies for enhancing student engagement, promoting critical thinking and creativity, and supplementing curriculum in a fun and interactive way through the use of board games. Participants will learn about the history and evolution of board games, as well as their educational benefits in the classroom for students with special needs. They will also have the opportunity to play a variety of modern board games and create their own board game based on a specific subject or topic suitable for special education.

LEARNING OUTCOMES

- Understand the history and evolution of board games
- Identify the educational benefits of board games for special education
- Connect board games to practice language, math, social and emotional skills, sensory and motor skills, etc.
- Incorporate board games into lesson plans and curriculum for special education
- Create a board game suitable for special education

PROGRAM

Monday

- Introduction to the course and participants
- Overview of the history and evolution of board games
- Discussion of the educational benefits of board games in special education
- Introduction to specific board games for special education, such as: Rory's Story Cubes / Spot It! / Dixit / Forbidden Island / Tsuru

Tuesday

- Group work: playing board games for special education
 - Participants will play and analyze the use of board games in special education, such as: The Resistance: Avalon / Hanabi / Catan Junior / Go Away Monster!
- Discussion of ways to incorporate board games into lesson plans and curriculum for special education

Wednesday

- Group work: creating a board game for special education
- Participants will work in groups to create a board game based on a specific subject or topic related to special education, using resources and tools such as:
 - Board Game Design Lab website/ Blank game boards / Game pieces and tokens
- Hands-on activity: testing and refining the board games created by each group

Thursday

- Hands-on activity: continuing work on creating the board game for special education
- Participants will continue to work on refining and finalizing their board games, with guidance from the trainer
- Presentation skills training to prepare participants for presenting their board games on the final day

Friday

- Guided cultural tour of the historic centre of Porto

Saturday

- Six bridge cruises – Rabelo boat
- Portuguese culture: Port wine tasting