Postgraduate Certificate
Gamification in Geography and History in Primary School Education

tech global university

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Gamification in Geography and History in Primary School Education

- » Modality: **online**
- » Duration: **6 weeks**
- » Certificate: **TECH Global University**
- » Credits: **6 ECTS**
- » Schedule: **at your own pace**
- » Exams: **online**

Website: **www.techtitute.com/us/education/postgraduate-certificate/gamification-geography-history-primary-school-education**

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01
Introduction

When the child relates studying with something fun, they will feel much more motivated. Therefore, creating teaching strategies for subjects such as Geography and History through the use of games and Gamification will be a step forward towards obtaining good results. In this sense, TECH has produced this program on Gamification in Geography and History in Primary Education, so that the teacher understands how to use this tool and take advantage of all its benefits. It will be high quality content, developed by specialists versed in the subject, who will provide a great contribution to the learning of future teachers. It is 100% online, so it is accessible to all those who wish to increase their knowledge and have little time to do so.

Discover all the new features offered by this exclusive TECH Postgraduate Certificate in Gamification in Geography and History for Primary Education. Enroll now, it's 100% online"

Although there is no single, universal definition of Gamification, its essence is based on the application of the principles and elements of gaming in non-gaming environments, such as, for example, the education sector. In this case, it has proven to be really effective and primary school children become passionate when they are part of the story told.

The teacher of this educational level must know how to design a game according to the teaching objectives or subject to be taught, and in this Postgraduate Certificate they will be able to learn it. You will have the guidelines to take into account to produce an educational game in the classroom, specifically in the subjects of Geography and History.

It will understand the relevant aspects of its operation in teaching, as a socializing entity and transmitter of values. Discover the role of the senses as a tool for play, as well as the role of the teacher during the development of the activity. It will follow models and patterns that will facilitate the obtaining of positive results for the evaluation of students.

It will be 6 weeks of 100% online study, thanks to the methodology and state-of-the-art technology implemented by TECH where the student will acquire the knowledge and skills related to the subject of study, from an integrative and ethical perspective that will teach the child to think, with critical thinking in Geography and History.

This **Postgraduate Certificate in Gamification in Geography and History in Primary School Education** contains the most complete and up-to-date program on the market. The most important features include:

- The development of case studies presented by experts in Geography and History Didactics for Primary School
- The graphic, schematic, and practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- Practical exercises where self-assessment can be used to improve learning
- Its special emphasis on innovative methodologies
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an Internet connection

Grow personally and professionally with this Postgraduate Certificate in Gamification in Geography and History in primary education. Enroll now"

Through this academic program you will be able to initiate the study of heritage through play.

" *TECH allows you to organize your study dynamics according to your own agenda. You don't have fixed schedules or unnecessary travel to get your degree"*

Promotes new teaching strategies through Gamification in the primary education classroom.

The program's teaching staff includes professionals from sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

Its multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide an immersive education programmed to learn in real situations.

The design of this program focuses on Problem-Based Learning, by means of which the professional must try to solve the different professional practice situations that are presented throughout the academic course. For this purpose, the student will be assisted by an innovative interactive video system created by renowned experts.

02
Objectives

Thanks to today's technological advances, education is also evolving by leaps and bounds. Primary school children already have different demands to meet in order to reach the level of learning necessary for their evolution. Therefore, this Postgraduate Certificate in Gamification in Geography and History in Primary Education opens the door to success for future teachers so that they can implement innovative teaching strategies.

"

Do not miss this new experience and learn all the news about Gamification to apply it to a primary classroom and in the subjects of Geography and History"

General Objectives

- Define the curriculum of Social Sciences

- Acquire knowledge and skills in teaching Geography and History addressed to Primary School students, from an integrative and ethical perspective whereby Cultural Heritage is the common link between the branches that encompass the Social Sciences

- Use the necessary tools to put into practice the knowledge learned, and elaborate and defend well-substantiated solutions to potential educational problems

- Design and plan teaching and learning processes through the use of a method that integrates the subjects of History and Geography from an instructive and cultural perspective

- Define the value of Cultural Heritage and its role in understanding, educating and developing today's society through the subjects of Geography and History

- Promote democratic, critical and diverse education in the classroom, taking into account gender equality, equity and the value and importance of human rights, among others

- Explain the educational dimension of teachers with respect to the functions they perform and their role in the cognitive development of students

- Apply in the classroom the Information and Communication Technologies (ICT) that can contribute in a beneficial way to the smooth running of the classroom and student learning

- Acquire competencies in which the student of the Postgraduate Certificate is able to interconnect the subjects of Geography and History with other disciplines, in order to innovate and enrich the teaching-learning process in the classroom

Specific Objectives

- Define strategies to adapt games to normal classroom dynamics
- Gain detailed knowledge of the most innovative and educational games, as well as the role played by ICT in the school environment

You will have exclusive study material thanks to TECH's team of high-level professionals in this Postgraduate Certificate"

03

Course Management

For the development of this program, TECH has teamed up with great professionals with a superior academic and experiential level. This will allow the student to take away the most complete knowledge about the subject of study and advance towards his or her career in a guaranteed way. This teaching team will provide a study material based on the Relearning methodology, where the relevant concepts and topics of Gamification in Geography and History in Primary Education will be learned in an easy and accessible way.

Learn how to use Gamification in the primary classroom to teach Geography and History in an innovative way thanks to the contribution of the most renowned experts in the field"

Management

Dr. Belso Delgado, Marina

- Art historian and researcher
- Murcia Cathedral Museum Guide
- External evaluator at Eviterna Magazine
- Extracurricular Internships at the Salzillo Museum
- Dr. in Art History from the University of Murcia
- Degree in History of Art from the University of Murcia
- Internship student at the Easter Museum of Crevillente
- Master's Degree in Historical, Artistic and Cultural Heritage Management and Research from the University of Murcia
- Expert in Sculpture and Sculptors of the Royal Academies of Spain
- Member of: Culture Team of the Municipal Board of the Centro Este District of Murcia

Professors

Mr. Pueyo García, Luis
- High School Teacher in the areas of Social Sciences, Geography, History and History of Art
- Historian
- Head of the Didactic Department in IES La Torreta High School
- Degree in History, University of Alicante
- Master's Degree in History and Hispanic Identities in the Western Mediterranean

Ms. Antón López, Estefanía
- Specialist in digital competences for tourist destinations and travel agencies the Valencian Community
- Expert in Cataloging of materials and bibliographic collections of the Pusol Museum
- Master's Degree in the Protection of Historical and Artistic Heritage: by the University of Granada

Ms. Carbonell Andreu, Andrea
- Master's Degree in Cultural Heritage: Identification, Analysis and Management at the University of Valencia

Mr. Gálvez Ruiz, Antonio

- Pricing analyst at Aliseda Inmobiliaria
- Anida's control technician
- Architect at Arial Technical
- Architect at AD Architecture, their own studio
- Architect at MORAL Arquitecture
- Graduate in Fundamentals of Architecture from Nebrija University
- Master's Degree in Architecture from Nebrija University
- Master's Degree in Teacher Training for Compulsory Secondary Education, Baccalaureate and Vocational Training from the Madrid Polytechnic University

Take the opportunity to learn about the latest advances in this field in order to apply it to your daily practice"

04

Structure and Content

This Postgraduate Certificate consists of 1 study module developed by specialists in Art History, Pedagogy and Social Sciences, passionate about research and new technologies. For this reason, the syllabus includes the role of play in the primary classroom and everything that the teacher of today and tomorrow should learn about it. There will be 6 weeks of 100% online study, where through didactic material, complementary readings, detailed videos, among other resources, progress will be made in a progressive and natural way towards the goal.

You will get a series of tools to make your learning much easier and faster, from a complete syllabus that you will use for the rest of your career"

Module 1. Playing Games in Class

Discover the new way to study 100% online with the quality you deserve. For TECH the most important thing is you"

Methodology

This training program offers a different way of learning. Our methodology uses a cyclical learning approach: **Relearning.**
This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.

Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

At TECH Education School we use the Case Method

In a given situation, what should a professional do? Throughout the program students will be presented with multiple simulated cases based on real situations, where they will have to investigate, establish hypotheses and, finally, resolve the situation. There is an abundance of scientific evidence on the effectiveness of the method.

With TECH, educators can experience a learning methodology that is shaking the foundations of traditional universities around the world.

It is a technique that develops critical skills and prepares educators to make decisions, defend their arguments, and contrast opinions.

Did you know that this method was developed in 1912, at Harvard, for law students? The case method consisted of presenting students with real-life, complex situations for them to make decisions and justify their decisions on how to solve them. In 1924, Harvard adopted it as a standard teaching method"

The effectiveness of the method is justified by four fundamental achievements:

1. Educators who follow this method not only grasp concepts, but also develop their mental capacity, by evaluating real situations and applying their knowledge.

2. The learning process is solidly focused on practical skills that allow educators to better integrate the knowledge into daily practice.

3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life teaching.

4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.

Relearning Methodology

At TECH we enhance the case method with the best 100% online teaching methodology available: Relearning.

Our University is the first in the world to combine case studies with a 100% online learning system based on repetition, combining a minimum of 8 different elements in each lesson, which represent a real revolution with respect to simply studying and analyzing cases.

Educators will learn through real cases and by solving complex situations in simulated learning environments. These simulations are developed using state-of-the-art software to facilitate immersive learning.

01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

At the forefront of world teaching, the Relearning method has managed to improve the overall satisfaction levels of professionals who complete their studies, with respect to the quality indicators of the best online university (Columbia University).

With this methodology we have trained more than 85,000 educators with unprecedented success in all specialties. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

The overall score obtained by our learning system is 8.01, according to the highest international standards.

This program offers the best educational material, prepared with professionals in mind:

Study Material

All teaching material is produced by the specialist educators who teach the course, specifically for the course, so that the teaching content is really specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.

Educational Techniques and Procedures on Video

TECH introduces students to the latest techniques, with the latest educational advances, and to the forefront of Education. All this, first-hand, with the maximum rigor, explained and detailed for your assimilation and understanding. And best of all, you can watch them as many times as you want.

Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive multimedia content presentation training Exclusive system was awarded by Microsoft as a "European Success Story".

Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.

20%

15%

15%

3%

20%

17%

7%

3%

Expert-Led Case Studies and Case Analysis

Effective learning ought to be contextual. Therefore, TECH presents real cases in which the expert will guide students, focusing on and solving the different situations: a clear and direct way to achieve the highest degree of understanding.

Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises: so that they can see how they are achieving your goals.

Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.

Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical, and effective way to help students progress in their learning.

06
Certificate

The Postgraduate Certificate in Gamification in Geography and History in Primary School Education guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Global University.

"*Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork*"

This program will allow you to obtain your **Postgraduate Certificate in Gamification in Geography and History in Primary School Education** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University is an official European University publicly recognized by the Government of Andorra (*official bulletin*). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.
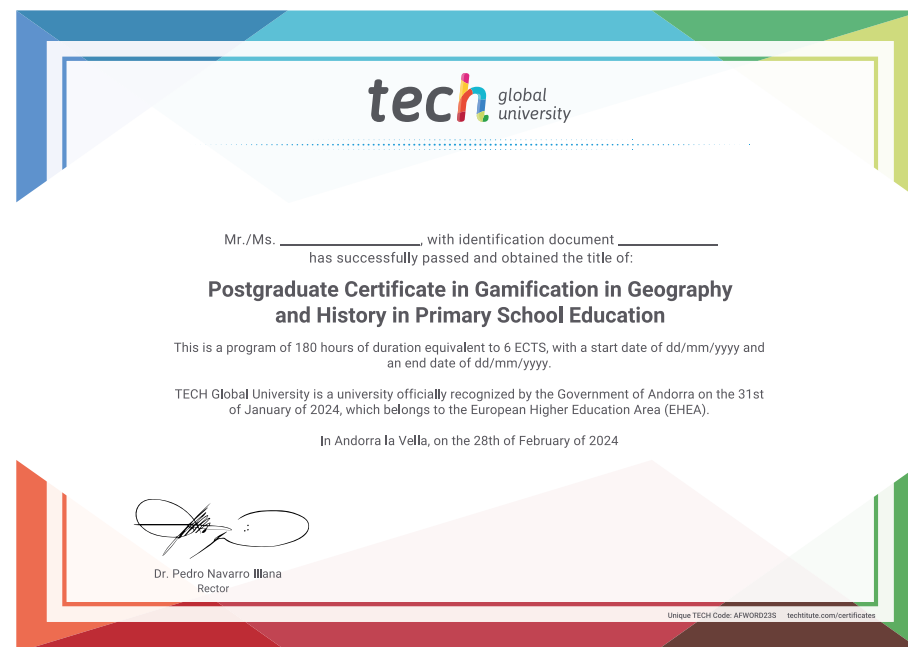
This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Certificate in Gamification in Geography and History in Primary School Education**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**

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Mr./Ms. _____, with identification document _____
has successfully passed and obtained the title of:

Postgraduate Certificate in Gamification in Geography and History in Primary School Education

This is a program of 180 hours of duration equivalent to 6 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024

Dr. Pedro Navarro Illana
Rector

Unique TECH Code: AFWORD23S   techtitute.com/certificates

*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.

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