

Računalne igre u nastavi geografije



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II. OŠ Bjelovar

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Nastava geografije u II. OŠ Bjelovar (6.- 8. razred)



Tradicionalna nastava i “digitalni urođenici”



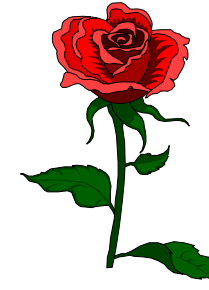
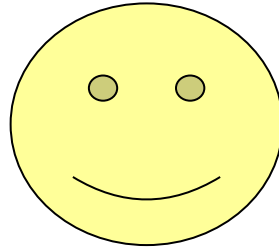
“Digitalni urođenici” razmišljaju hipertekstualno



<http://mar9arita.files.wordpress.com/2010/11/digital-native-def.jpg>

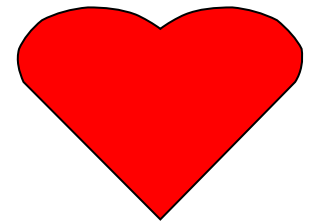
Društvene potrebe “digitalnih urođenika” iste su kao i kod njihovih prethodnika

zabava



moć

sloboda



pripadanje / ljubav

W. Glasser, *Svaki učenik može uspjeti*

Igrajući računalne igre učenici...

- zadovoljavaju potrebu za pripadanjem ako igraju u skupinama ili online zajednicama,
- uspjeh u igri daje im osjećaj moći,
- tijekom igre se zabavljaju i osjećaju slobodnima.



Prednosti računalnih igara u nastavi

- učenici su koncentriraniji i motiviraniji,
- pozitivan stav prema učenju,
- naučene sadržaje djeca duže pamte,
- igra se može primijeniti u svim oblicima i etapama sata.



Primjeri alata za kreiranje igara

- Classtools.net
- ContentGenerator.net
- Jigs@w Puzzle Promo Creator
<http://www.tibosoftware.com>
- PurposeGames.com
- Umapper.com
- Visual Basic 6 (*GeoMreža*)
- Delphi 1.0 (*Recikliraj Me*)
- Kodu (*Putujmo Hrvatskom*)



Classtools.net

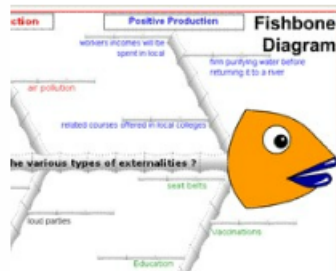
Premium Login



Sample Files

Select a Subject

Select a Template



Create free educational games, quizzes, activities and diagrams in seconds! Host them on your own blog, website or intranet! No signup, no passwords, no charge! [\[more\]](#)

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02

PERSONAL AREA

03

PRINT FACILITY

04

Print your templates

Print your templates with the click of a button!

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LIVE EDITING

05

EXPORT AS IMAGE

06

• Templates

- ◊ [Fakebook](#)
- ◊ [QR Game Generator](#) [\[new!\]](#)
- ◊ [Arcade Game Generator](#)
- ◊ [Random Name Picker](#)
- ◊ [Countdown Timer](#)
- ◊ [Twister](#)
- ◊ [Keyword Checker](#)
- ◊ [Plagiarizr](#)
- ◊ [Dustbin Game](#)
- ◊ [Telescopic Topic](#)
- ◊ [Post It](#)
- ◊ [Diamond 9](#)
- ◊ [Fishbone \(Ishikawa\)](#)
- ◊ [Venn Diagram](#)
- ◊ [Animated Book](#)
- ◊ [Timeline](#)
- ◊ [Lights Out](#)
- ◊ [Target](#)
- ◊ [Hamburger](#)
- ◊ [Living Graph](#)
- ◊ [Learning Cycle](#)
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- ◊ [Priority Chart](#)
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• Latest Delicious Fans [\[add!\]](#)

[msmerriman. 30/09](#)
[erica_sherman. 28/09](#)
[tlkellyclark. 28/09](#)

Video Tutorials

Kategorizacije pojmova

Classtools.net – *Dastbin Game*



[TITLE OF QUIZ GOES HERE]

**Dustbin
Game**

Write each statement / word on a fresh line.
Leave boxes empty if you don't need them.

[category 1 name]

[category 2 name]

**ARGENTI
NA**



BRAZIL



14/28. Buenos
Aires

[category 3 name]

Password Protect:

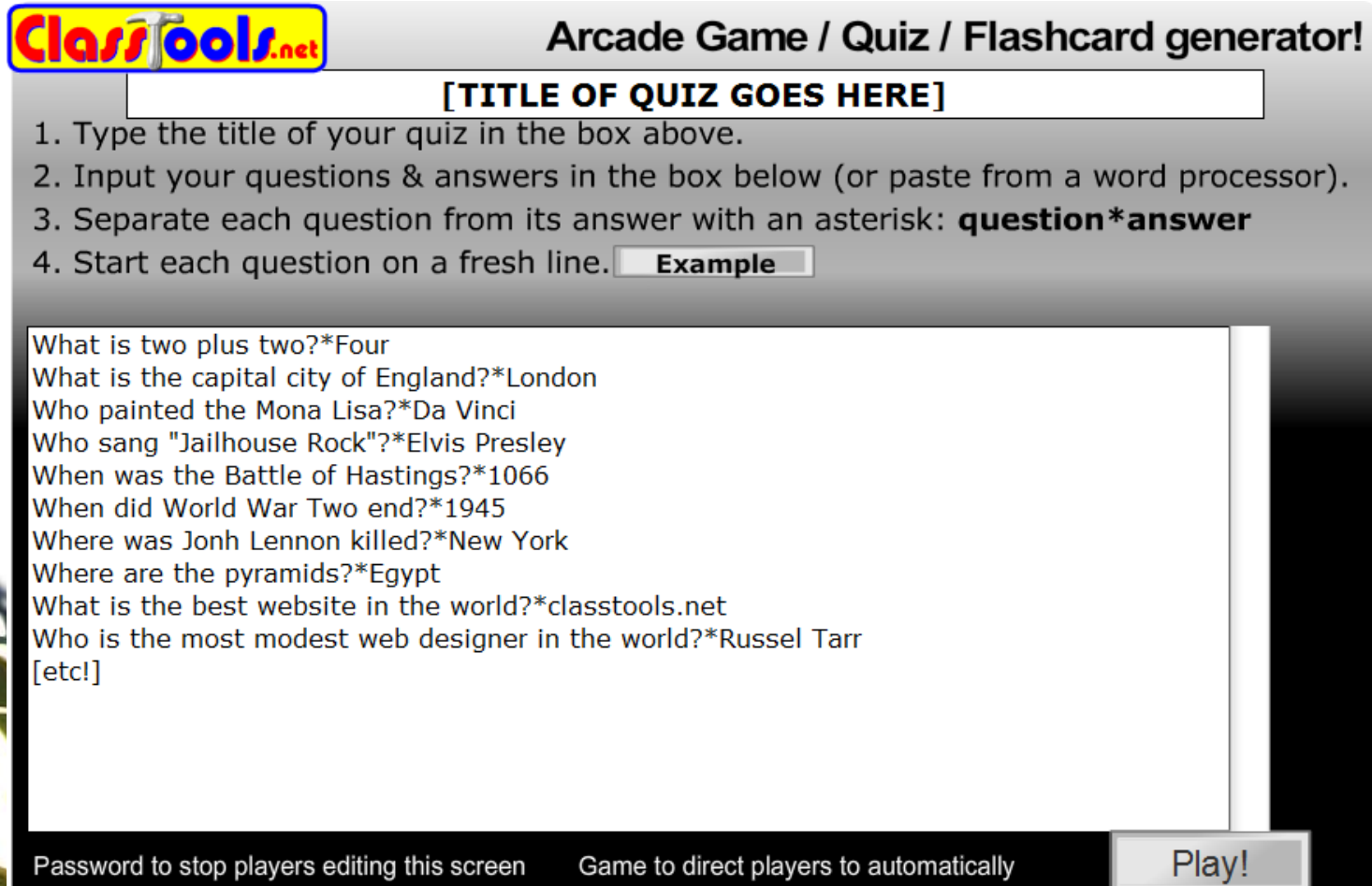
Your time
84

ČILE

Best time
500
10

Classtools.net – arkadne igre i kvizovi

Učenci rado izrađuju sami svoje igre.



The screenshot shows the ClassTools.net interface for creating a quiz. At the top left is the ClassTools.net logo. To its right is the title 'Arcade Game / Quiz / Flashcard generator!'. Below this is a text box labeled '[TITLE OF QUIZ GOES HERE]'. Underneath the title box are four numbered instructions: 1. Type the title of your quiz in the box above. 2. Input your questions & answers in the box below (or paste from a word processor). 3. Separate each question from its answer with an asterisk: **question*answer**. 4. Start each question on a fresh line. To the right of instruction 4 is a button labeled 'Example'. Below the instructions is a large text area containing a list of quiz questions and answers, each separated by an asterisk. At the bottom of the interface are three buttons: 'Password to stop players editing this screen', 'Game to direct players to automatically', and 'Play!'.

ClassTools.net Arcade Game / Quiz / Flashcard generator!

[TITLE OF QUIZ GOES HERE]

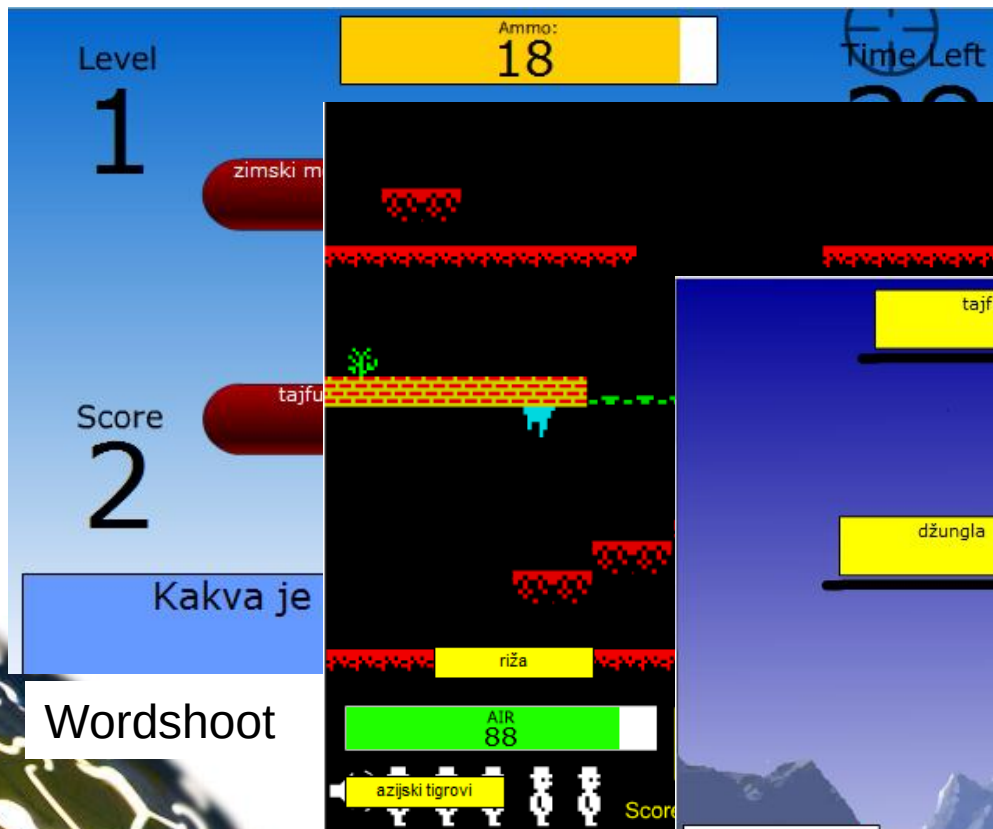
1. Type the title of your quiz in the box above.
2. Input your questions & answers in the box below (or paste from a word processor).
3. Separate each question from its answer with an asterisk: **question*answer**
4. Start each question on a fresh line. **Example**

What is two plus two?*Four
What is the capital city of England?*London
Who painted the Mona Lisa?*Da Vinci
Who sang "Jailhouse Rock"?*Elvis Presley
When was the Battle of Hastings?*1066
When did World War Two end?*1945
Where was Jonh Lennon killed?*New York
Where are the pyramids?*Egypt
What is the best website in the world?*classtools.net
Who is the most modest web designer in the world?*Russel Tarr
[etc!]

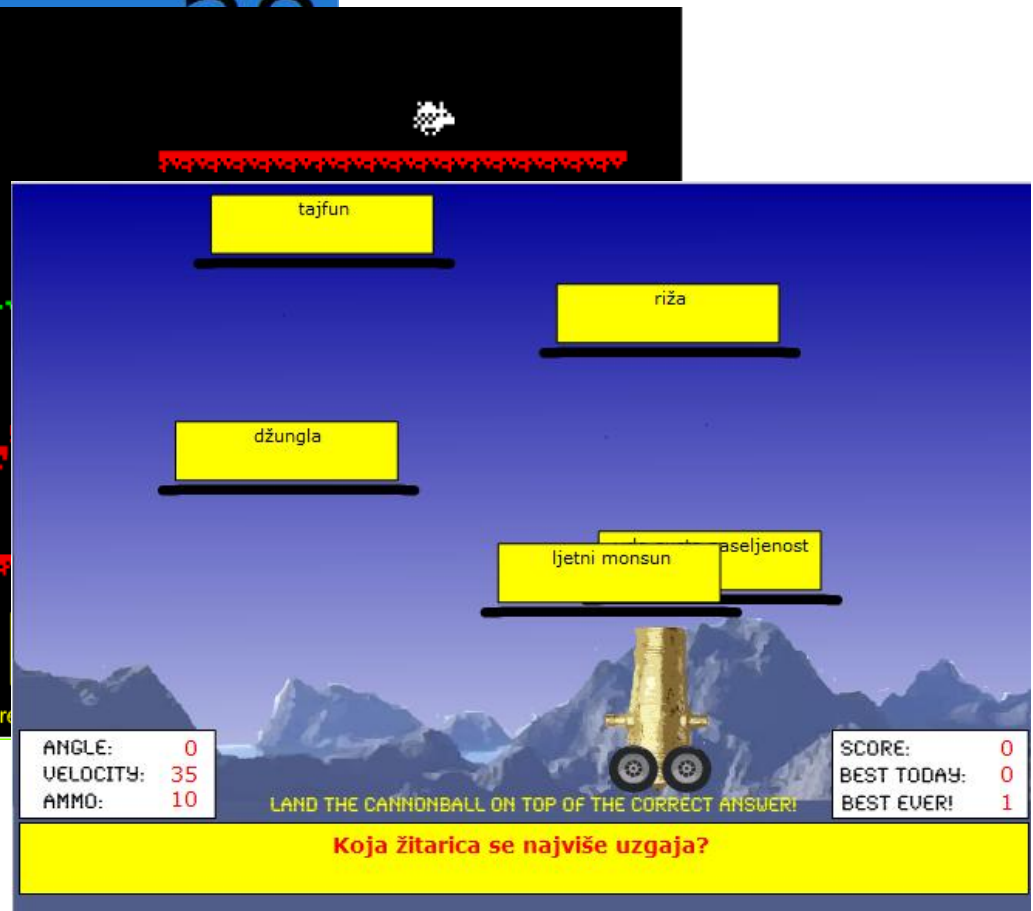
Password to stop players editing this screen Game to direct players to automatically **Play!**

Pamćenje geografskih činjenica i pojmova

Classtools.net – arkadne igre i kvizovi



Manic Miner



CannonBall Fun

ContentGenerator.net

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Welcome to ContentGenerator.net

Our programs allow anyone to generate their own e-Learning quizzes, games and applications through our custom software - no coding required.

**Need instant access to the full programs?**
View the products page and purchase online - instant downloads available.

**Would like to place a school order?**
Fax order details to 0845 280 0135, or use our online support system.

**Just after the free stuff?**
Join the ContentGenerator.net community forum and then go to the Downloads section.

Penalty Shootout

[Play demo](#) | [Find out more](#) | [Purchase](#)

On Target?

[Play demo](#) | [Find out more](#) | [Purchase](#) Beta now available

Walk the Plank

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HoopShoot

[Play demo](#) | [Find out more](#) | [Purchase](#)

Hole in One

[Play demo](#) | [Find out more](#) | [Purchase](#) Coming soon

En Garde

[Play demo](#) | [Find out more](#) | [Purchase](#)

Product options

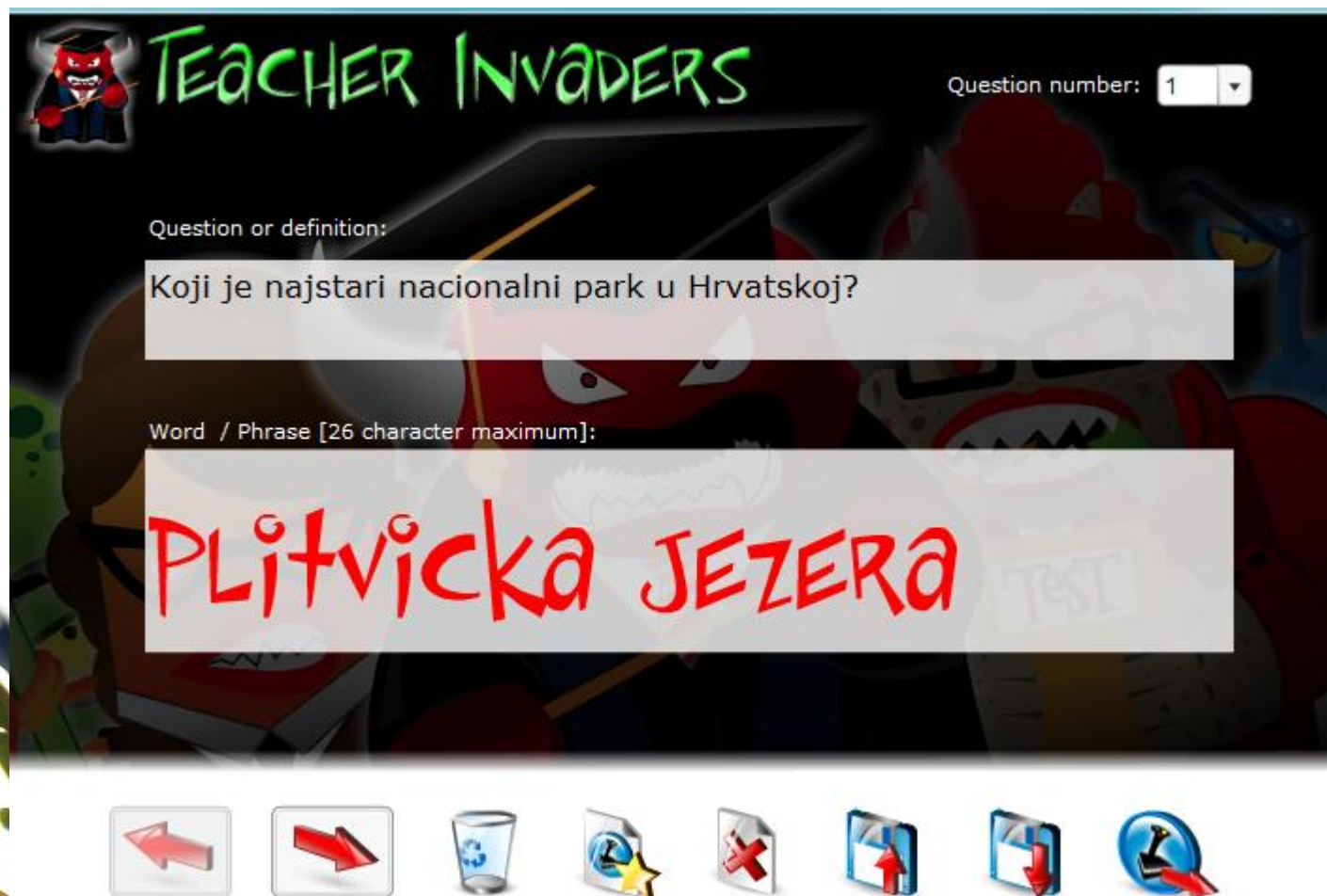
- ▶ **Available programs**
- ▶ **Licences**
- ▶ **Suite bundles**
- ▶ **Suite 1**
 - Penalty Shootout
 - Walk the Plank
 - Interactive Diagram
 - Multi-choice
 - Match-up quiz
- ▶ **Suite 2**
 - HoopShoot
 - En Garde
 - Practice Paper
 - Grade or No Grade
 - Fling the Teacher
- ▶ **Suite 3**
 - On Target?
 - Hole in One
 - Fire the Teacher
 - Beat 'da Bomb
 - In development
- ▶ **Mini Suite**
 - Teacher Invaders
 - Half a Min
 - Smash the PC
 - Wordsearch
 - Random cards

Latest updates

**Latest updates**
Latest updates via forum

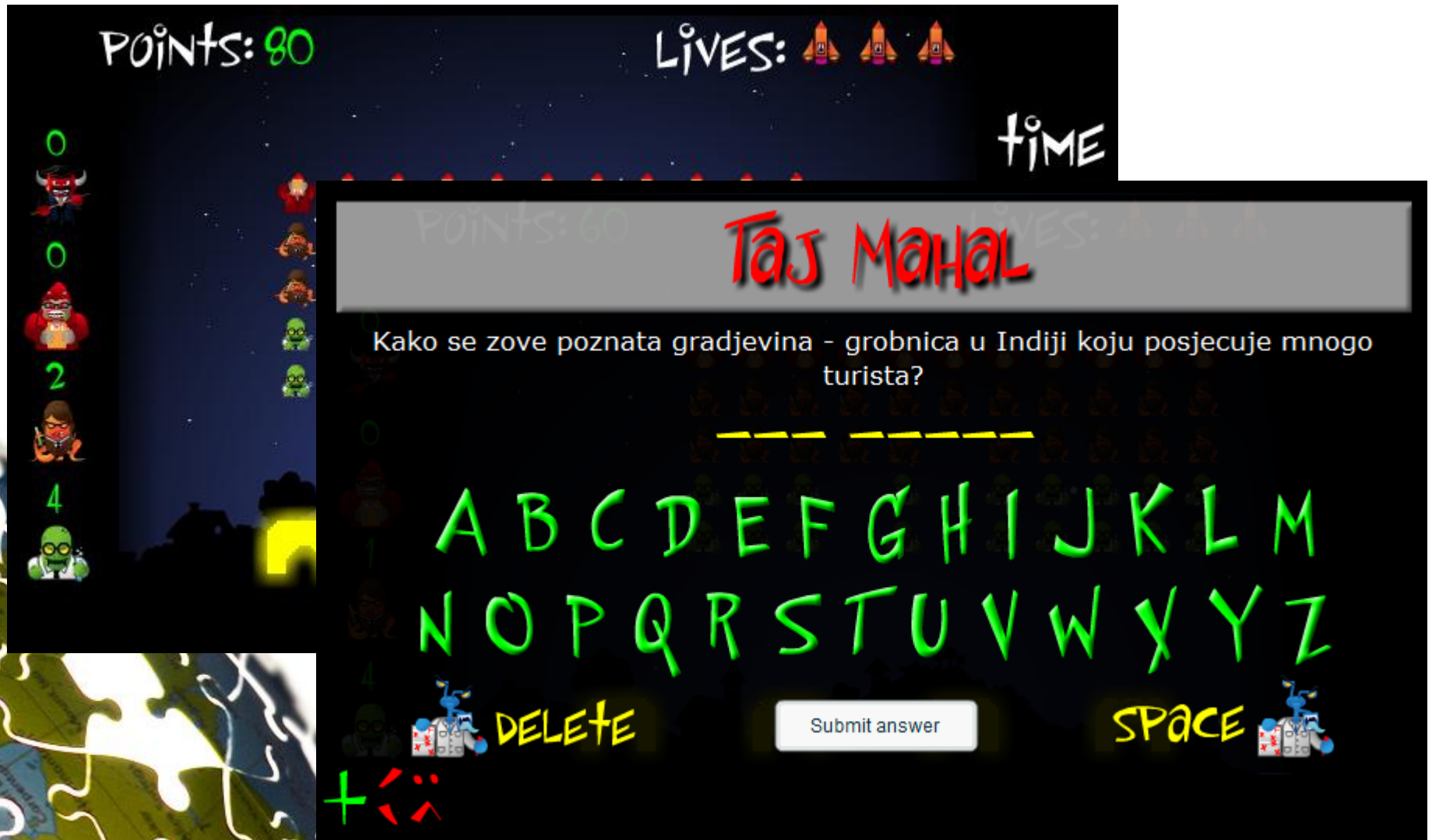
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ContentGenerator.net – kreiranje igara / kvizova



Pamćenje geografskih činjenica i pojmova

ContentGenerator.net



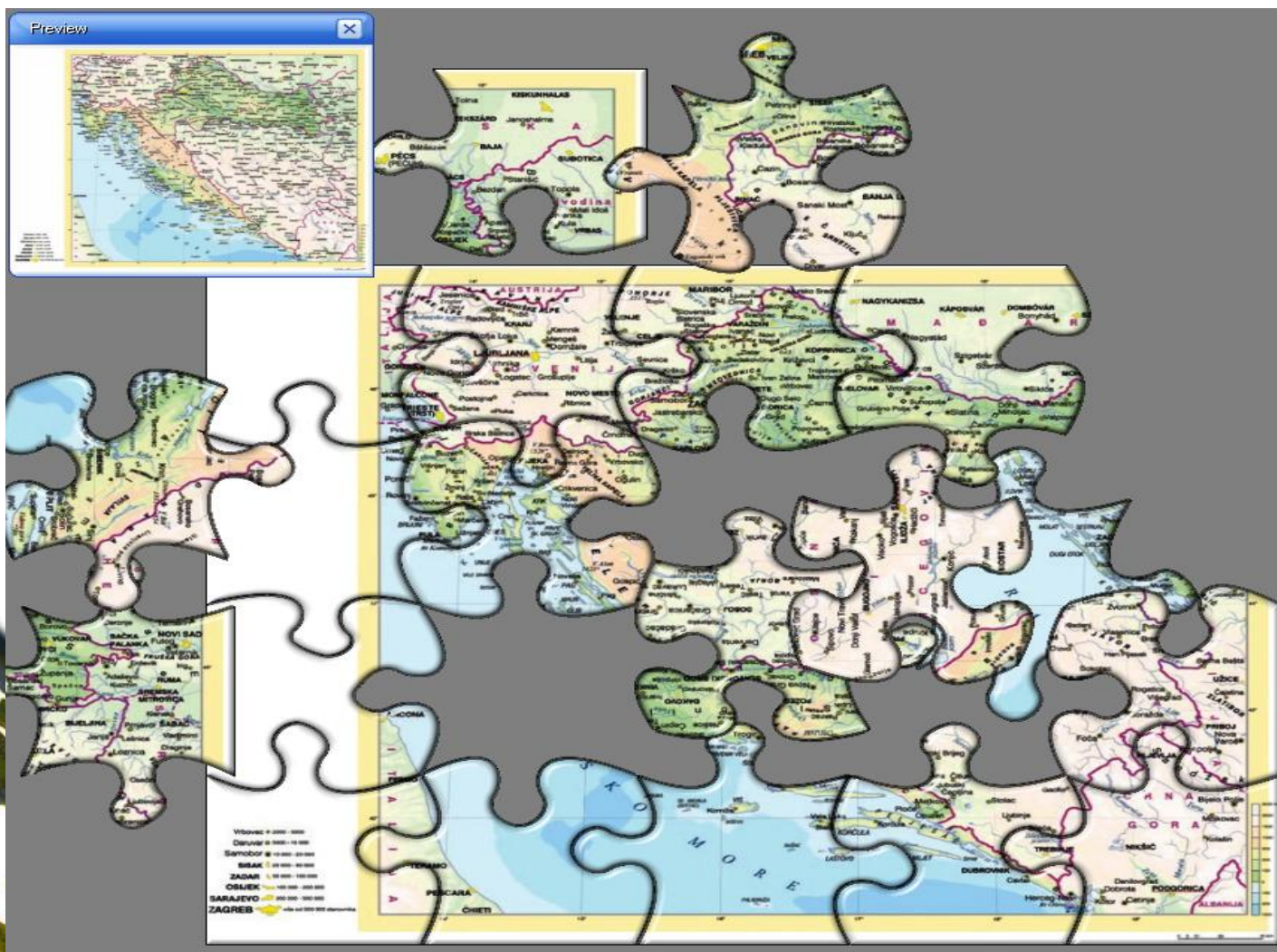
Pamćenje geografskih činjenica i pojmova

ContentGenerator.net – *Half a Min*



Razvijanje kartografskih vještina

Jigs@w Puzzle Promo Creator



Razvijanje kartografskih vještina

PurposeGames.com

Register! | Log on | FAQ/Help

PurposeGames

CREATE. PLAY. LEARN.

START GAMES CREATE GROUPS COMMUNITY TOURNAMENT LEADERBOARD

Search

Create.

PurposeGames.com is host to educational **quiz and trivia games** created by its members. In just a few minutes, you can create your very own game to share with your friends!

Play.

Play games and tournaments to compete against your friends, co-workers, and classmates! Become the reigning champion of your community!

Learn.

The easiest way to learn something is to have fun while doing it! Geography, Science, and Languages, any subject is easier and more fun to learn by playing a quiz game!

Site Stats

101,003 users
49,397 games
788 groups

Currently Online

423 visitors
27 members

Game of the Day

by member [tickman](#)



September 30 in History
★★★★★ (7 votes)
Various things that happened on the date September 30.
Map by Pietro Calogero.

games played a lot today



13 Colonies
★★★★★
Played 3,354 times



The States of the USA
★★★★★
Played 2,275 times



The Countries of Europe
★★★★★
Played 1,826 times



The Countries of South America
★★★★★
Played 1,017 times

User Login

Register or log in:

Username: Password:

☐ Remember me

Registering and logging on is optional, but allows you to **create your own games**, groups, and compile tournaments.



Weekly Most Played

[The States of the USA](#)

Razvijanje kartografskih vještina

PurposeGames.com



Učenici rado izrađuju sami svoje igre.

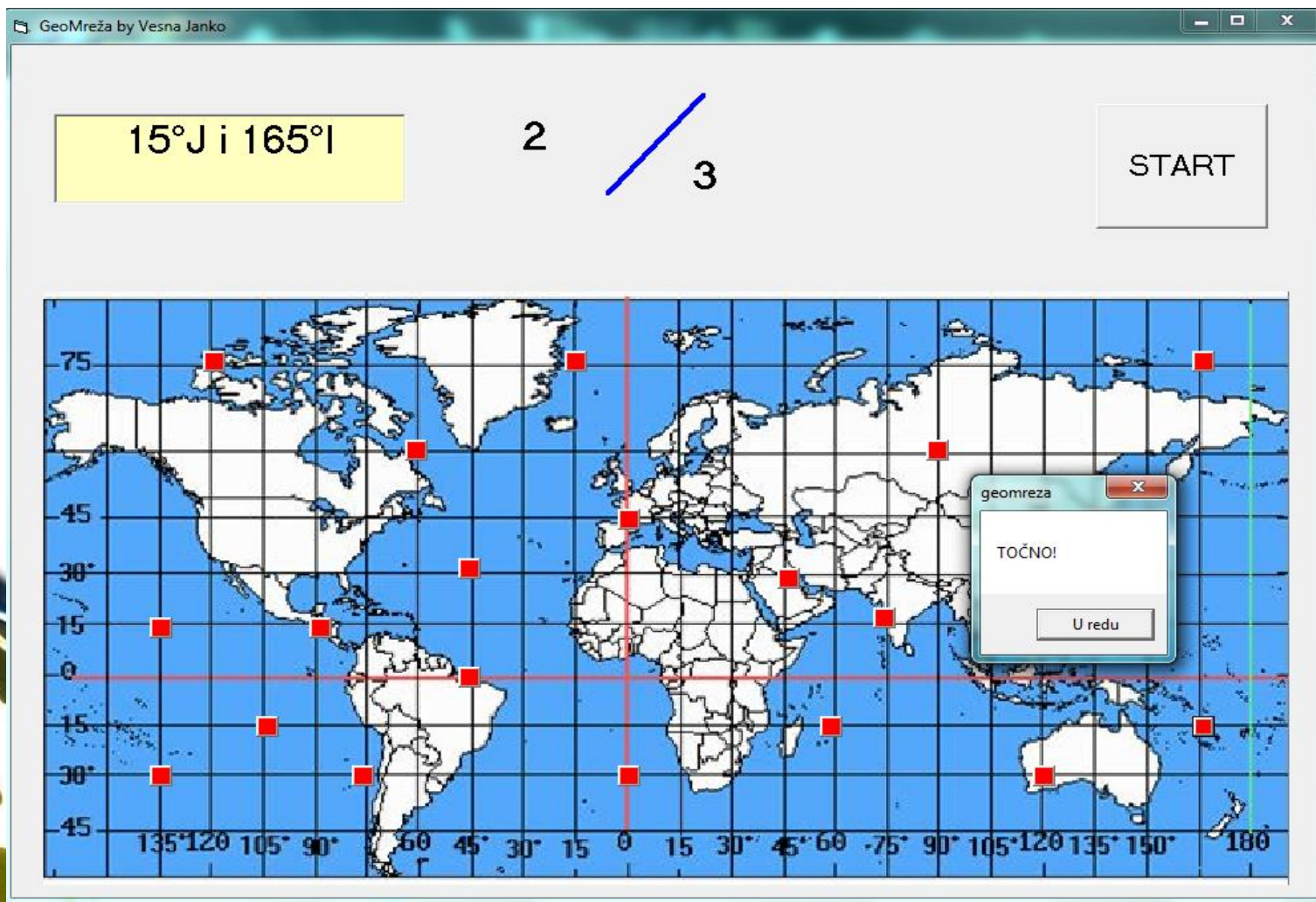
Razvijanje kartografskih vještina

Umapper.com



Razvijanje kartografskih vještina

GeoMreža (Visual Basic 6)



Razvijanje ekološke svijesti

Recikliraj Me (Delphi 1.0)



Projekt u izvannastavnoj aktivnosti

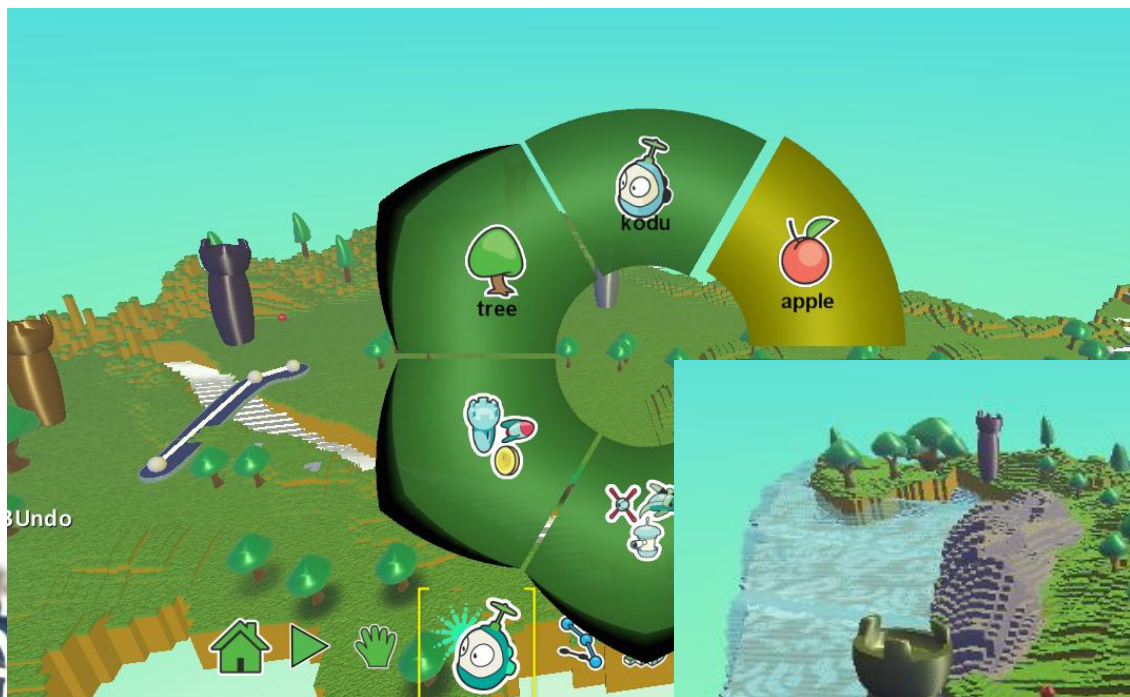
Putujmo Hrvatskom (Kodu)

- Igru izradio tim učenika osmih razreda
- Prezentirali je učenicima četvrtih razreda
- Ciljevi projekta:
 - poučiti učenike znamenitostima hrvatskih gradova,
 - snalaženje na karti Hrvatske



Projekt u izvannastavnoj aktivnosti

Putujmo Hrvatskom (Kodu)



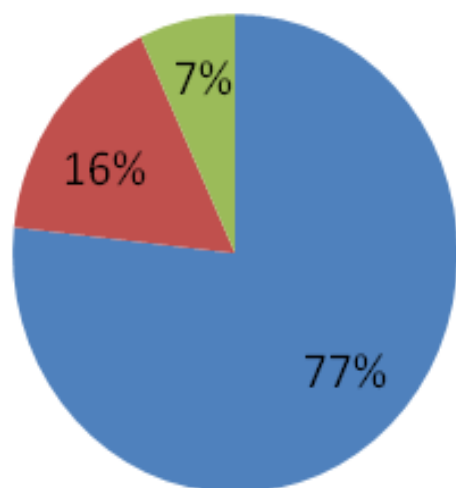
Prezentacija igre učenicima četvrtih razreda

- četvrtaši oduševljeni igrom
- dali i niz konstruktivnih prijedloga za daljnji razvoj igre



Što misle učenici o računalnim igrama u nastavi?

Kada na satu geografije igramo računalne igre tada...



- radije sudjelujem u nastavi.
- nema utjecaja na mene.
- mi je dosadno i ne sudjelujem u nastavi.

Grafikon utjecaja računalnih igra na motivaciju u nastavi

N = 283

Što misle učenici o računalnim igrama u nastavi?

	ne pomažu (%)	površno (%)	dobro (%)	vrlo dobro (%)	izvrsno (%)
Računalne igre mi pomažu da lakše zapamtim geografske činjenice.	2,6	5,1	12,8	<u>61,5</u>	28,2
Računalne igre mi pomažu da razumijem i znam obrazložiti geografske pojave.	2,6	7,9	<u>39,5</u>	28,9	31,6
Računalne igre mi pomažu u snalaženju na geografskoj karti.	0,0	8,1	13,5	16,2	<u>73,0</u>

Zaključak

- Računalne igre izazov su za učitelje u motiviranju “digitalnih urođenika”.
- Hoće li to biti dovoljno u bliskoj budućnosti?



Popis literature i izvora

- Prensky, M. *Digitalni urođenici, digitalne pridošlice: Razmišljaju li doista drugačije?* Edupoint časopis, 2006. Preuzeto 1.6.2011. s <http://www.carnet.hr/casopis/32/clanci/2>.
- Glasser, W. *Svaki učenik može uspjeti*, Zagreb, Alineja. 2001.
- Maravić, J. *Igra u nastavi*, Skole.hr - portal za škole, 2007. Preuzeto 1.6.2011. s http://www.skole.hr/nastavnici/strucni-suradnici?news_id=405
- <http://mar9arita.files.wordpress.com/2010/11/digital-native-def.jpg>
- Rezultati ankete provedenoj među učenicima 6. – 8. razreda u II. OŠ Bjelovar u školskoj godini 2010. /11.

