

CARL HEATH

SPEL & SPELIFIERING
FÖR LÄRANDE

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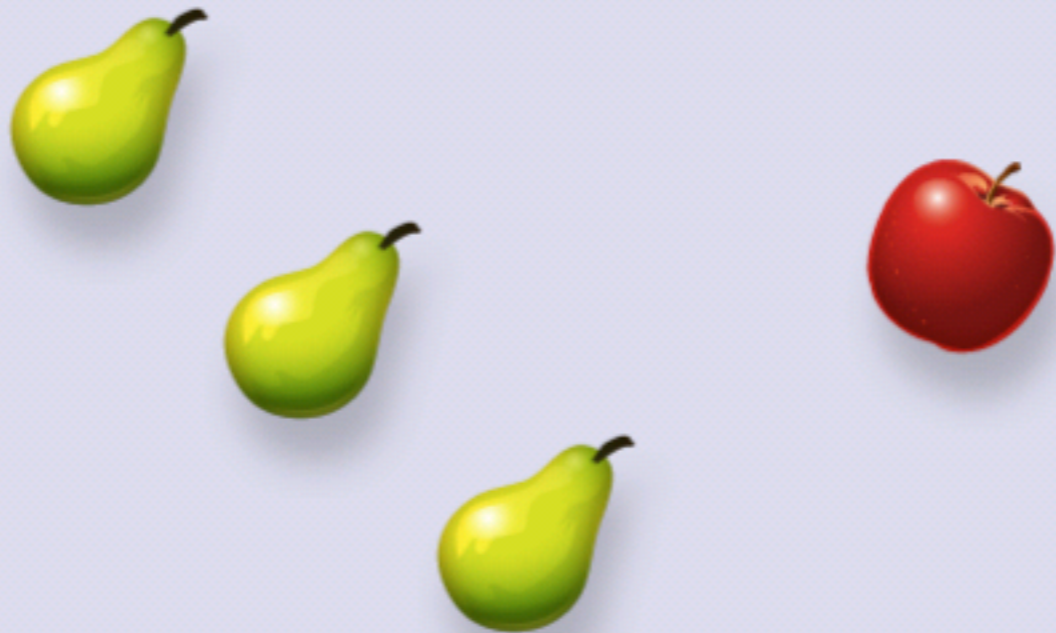
SPELETS HISTORIA



LEK, SPEL OCH REGLER



SPEL SOM LÄRANDE AKTIVITET



SPEL SOM MEDIE FÖR LÄRANDE



Minecraft 1.5.1
MCP v7.44
FML v5.1.28.659
Minecraft Forge 7.7.1.659

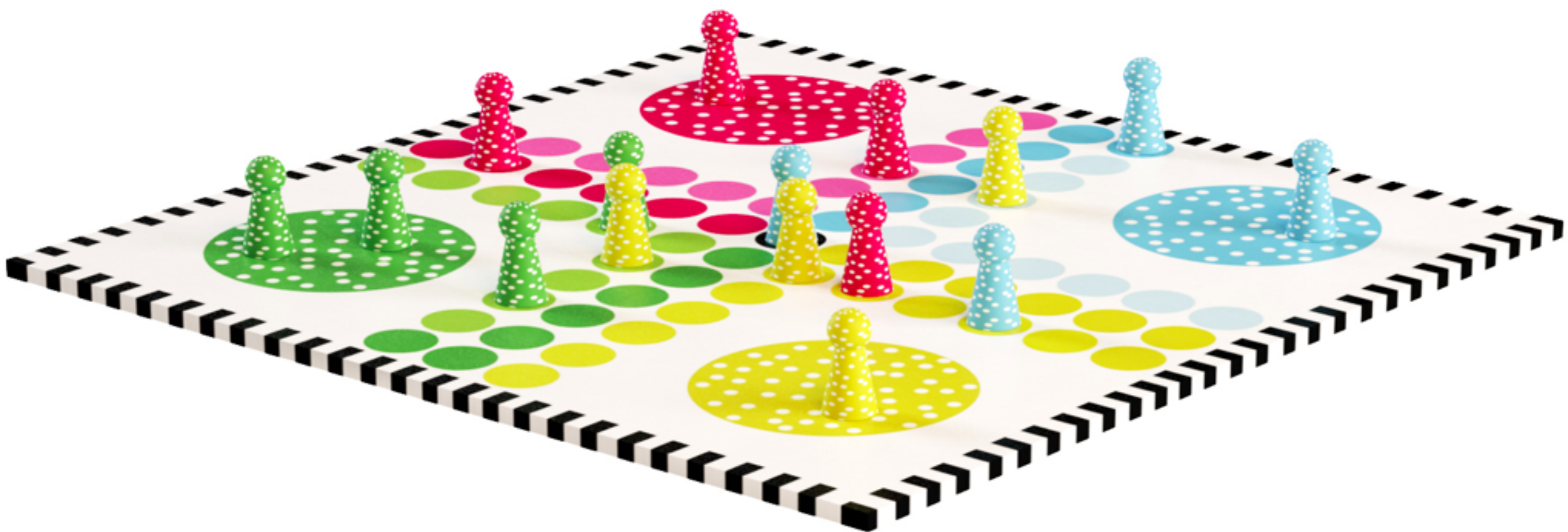
SPELIFIERING



ATT LÄSA SPELET



SYSTEM



TEMA



DOGOPOLY

Parker Brothers 1935

If I Didn't Have Dogs...

I could walk around the yard barefoot in safety.

All flat surfaces, clothing, furniture, and cars would be free of hair.

When the doorbell rang, I could get to the door without wading through fuzzy bodies who beat me there.

I would not be on a first-name basis with 6 veterinarians, as I put their yet unborn grandkids through college. The most used words in my vocabulary would not be: out, sit, down, come, no, stay, and leave him/her/it ALONE.

My house would not be partitioned off into zones with baby gates or barriers. My house would not look like a day care center, toys everywhere.

My pockets would not contain things like poop bags, treats and an extra leash. I would no longer have to Spell the words B-A-L-L, F-R-I-S-B-E-E, W-A-L-K, T-R-E-A-T, B-I-K-E, G-O, R-I-D-E.

I would not have as many leaves INSIDE my house as outside. I would not look strangely at people who think having ONE dog ties them down too much.

I would not have to answer the question, "Why do you have so many dogs?" from people who will never have the joy in their lives of knowing they are loved unconditionally by someone as close to an angel as they



MEDIE



SPELKATEGORIER

SIMULERINGAR



ROLLSPEL



LAJV



Richard

STRATEGISPEL



DATORSPÆL



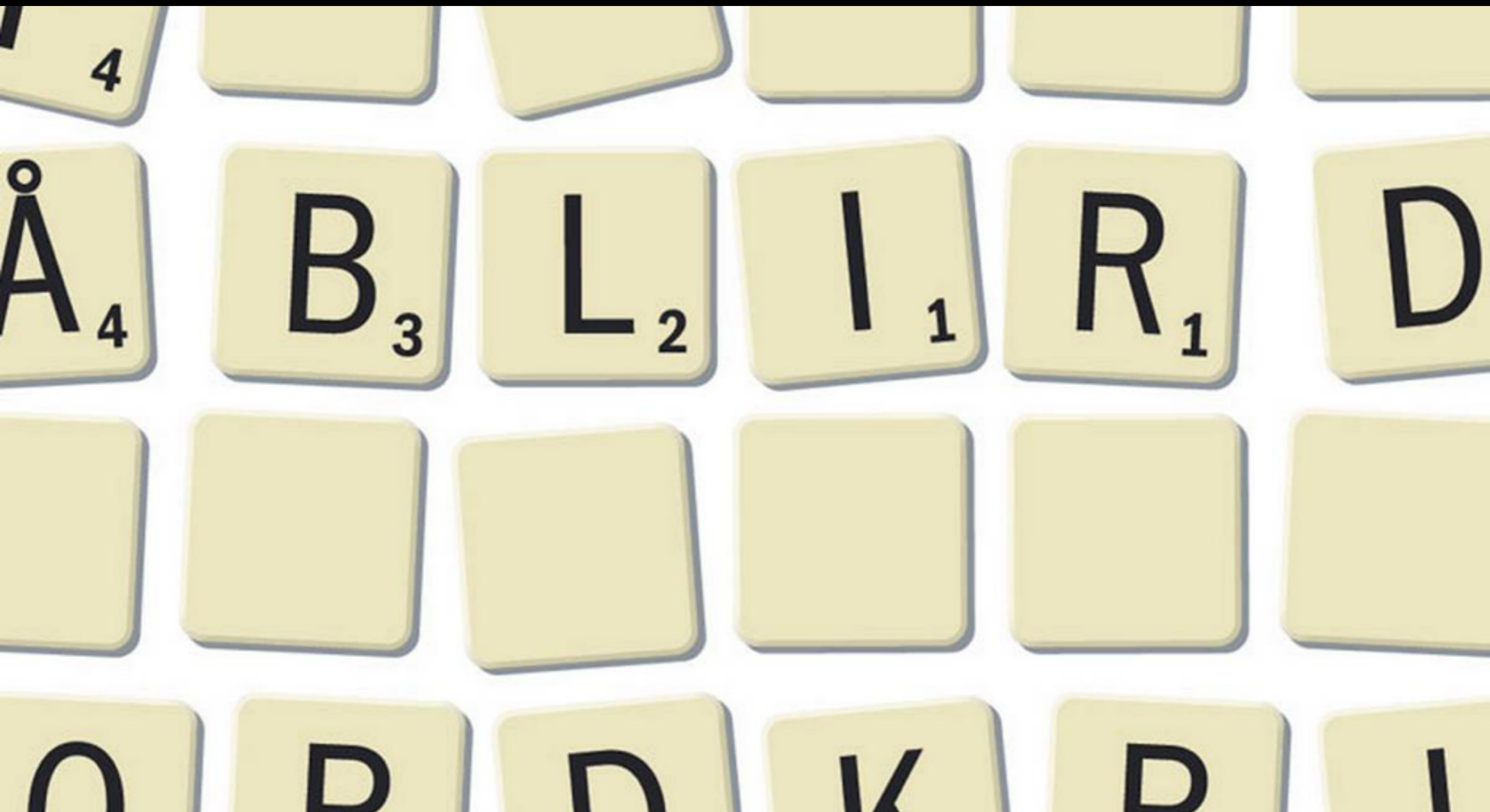
MOBILSPEL



KORTSPEL



BRÄDSPEL



CASE

BALANSPLATTAN



PINGISTRÄNING



FÖRSKOLEVIS



STRÖMTJUUVEN

Sagan om
strömtjuven



Strömmens väg

Strömtjuvsdetektiv



Strömvågen



Sången om
strömtjuven



AVLOPP OCH HÅLLBAR UTVECKLING



MÄNSKLIKA RÄTTIGHETER



En chans till



Burkini på badhuset



Paret på äldreboendet



Musik för alla



Det riktigt roliga



På gränsen till ute



Fast mellan viljor



Regeln som stannar vid gränsen



Det står i lagen



Schemakrock



Det svåra samtalet

Välj rätt!

HOMO LUDENS

- Uppnår spelet syftet med lärandet?
- Hur lång tid tar det att spela?
- Är det anpassat för min målgrupp?
- Har de rätt verktyg, kunskap och information?
- Fungerar miljön där spelet ska spelas?

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