

Naslov: **Gamifying Civics (v angleščini)**

Izvajalka: Michelle Blanchett

### **Opis:**

In this workshop, Michelle Blanchet, founder of the Educator's Lab, will help participants explore the exciting intersection of games and civic education. The primary focus of the webinar was the potential of games to create a critical space for civic conversations, fostering skills in communication, consensus building, and self-awareness. It underscored the importance of incorporating social emotional learning (SEL) into civic education to prepare students as active and engaged members of society.

### **Učni izidi**

At the end of the session, participants will:

- have a better understanding of the connection between civic engagement and social emotional learning,
- gain a glimpse into the various pathways for educators to gamify their teaching, showcasing the versatility of games in fostering civic engagement,
- discuss the anxiety that can be associated with teaching civics and social emotional learning, offering strategies to make the process less daunting,
- get known with various examples of gamified civics education and learn how games can be applied to teach complex civic concepts,
- briefly learn fundamental aspects of game design.

### **O izvajalcu**

Michelle Blanchet is co-author of *The Startup Teacher* (Times 10, 2020), co-author of *Preventing Polarization* (Times 10, 2023), and an educator and social entrepreneur striving to improve how we treat, train, and value our teachers. After ten years of experience working with young people, she founded the Educators' Lab, which supports teacher-driven solutions to educational challenges. Michelle earned a master's in international relations from Instituto de Empresa in Madrid. She has taught social studies in Switzerland and the U.S. and has presented at numerous events, including SXSWedu and TEDxLausanne. Michelle is a part of the Global Shaper Community of the World Economic Forum. She has worked with organizations like PBS Education, the Center for Transformative Teaching and Learning, Ashoka, and the Center for Curriculum Redesign.