



Active Insight: Evidence in Action

Tip #806



Engaging Active Learning Through Games

Overview

Active learning opportunities strengthen participation, confidence, wellbeing, and collaboration through movement game experiences supporting meaningful engagement and decision-making. Inclusive learning environments encourage communication, teamwork, and positive decision-making while strengthening participation pathways and movement competence. Students benefit from supportive game opportunities promoting motivation, active involvement, and lifelong physical activity participation successfully together consistently across communities regularly.

Key Teaching Ideas

Successful active learning experiences strengthen engagement through collaboration, communication, and reflective participation opportunities supporting meaningful learning. Facilitate game participation opportunities encouraging teamwork, confidence, and positive decision-making throughout activities. Use inclusive participation strategies, gameplay discussions, and collaborative planning approaches helping students strengthen relationships, maintain engagement, and develop sustainable movement participation habits across diverse learning environments consistently successfully together throughout participation experiences regularly.

Practical Application

- Facilitate game-based learning experiences strengthening collaborative movement participation opportunities.
- Use movement challenges encouraging reflective decision-making during gameplay activities.
- Create inclusive gameplay opportunities supporting teamwork and communication development.
- Encourage tactical thinking through engaging movement participation experiences regularly.
- Explore Game Sense activities supporting collaborative movement participation opportunities.

Next Steps

Explore The Game Sense model supporting movement decision-making and collaborative participation opportunities.

The Game Sense model is informed by Teaching Games for Understanding (Bunker & Thorpe, 1982), the Game Sense approach (Light, 2013), and contemporary skill acquisition research including ecological dynamics (Davids & Renshaw).

