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VIDEO GAMES FOR GOOD

Digital tools olympics

https://www.videogames4good.eu

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Duration:	60 minutes
Age:	18-30 years old
Group size:	4-6 learners per team
Aim:	To introduce a variety of educational digital tools.
Objectives:	• Develop learners' digital tools skills • Develop time management and teamwork • Encourage experimentation with technology
Material needed:	• Prepared tasks for each "Olympics" • Devices (phone, laptop, tablets) for each of team

Teams of 4-6 learners compete in a series of timed challenges designed to introduce and test their proficiency with various educational digital tools. Each "Olympics event" can focus on a specific tool or platform, for example, creating a presentation in Canva, making a mood board in Miro, or collaborating in Google Docs. Teams, earn points for accuracy, speed, and teamwork.

Workshop Structure

1. Introduction (10 minutes):

- Welcome participants and divide them into teams of 4-6 members.
- Briefly introduce the Digital Tools Olympics, its purpose, and the tools they will use.
- Explain the scoring system and how points will be awarded.

2. Challenge execution (40 minutes):

- Each team rotates through the prepared challenges, spending 8-10 minutes on each station. A timer is used to maintain the pace. (You need as many activities as there are teams. For example, if 4 teams, then 4 rotating activities.)

Examples of challenges:

- Canva challenge: Create a visually appealing presentation slide on “My unique video game idea” and create pitch. Use templates, images, and text tools.
- Miro challenge: Develop a video game design mood board for your video game idea. Use any inspirational pictures, graphic elements, colors etc.
- Google Docs challenge: Collaborate to write and format a paragraph describing a hypothetical “Video game scenario”. Include proper headings, bold text, and bullet points.
- Trello challenge: Organise team tasks in Trello boards, agree on to-do items, deadlines, etc.
- Or use other digital tools such as Jamboard, Notion, Padlet, Kahoot!, Prezi, Slack, Airtable, Figma, Mentimeter

3. Wrap-up and debriefing (10 minutes):
Announce the scores and celebrate achievements.
Reflect on the activity with questions such as:

- “What did you learn about these tools?
- How did your team approach each challenge?
- Which tool would you like to explore further?”

Share feedback on their experience to improve future sessions.

References

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