Introduction to Using Games in Education: A Guide for Teachers and Parents

Abstract
The word game means different things to different people. In this book, I explore a variety of board games, card games, dice games, word games, and puzzles that many children and adults play. Many of these games come in both non-electronic and electronic formats. This book places special emphasis on electronic games and the electronic versions of games that were originally developed in non-electronic formats.
Parent Role in Education is Critical for Academic Success. What Role Do Parents Play in Their Child's Education? Share. Barwell's request for links illustrates an audience willing to use a growing number of technology tools designed for parents to understand how a school operates. There are also technology tools designed to help parents interact with the teachers and administrators. How Parents Interact With Schools. He advised teachers to "enlist the interest of parents and secure their co-operation by making them acquainted with what the schools are striving to accomplish." In his book, Colegrove asked, "Where there is no knowledge of each other, how can there be close sympathy and cooperation between parents and teacher?" Using games in teaching English grammar is one recommended tool because games provide an enjoyable and relaxed learning environment for young students and help them to be more creative and communicative (Yolageldili & Arikan, 2011). Hence, this research was initiated with the concern of whether games should be used in teaching English grammar to young learners. There are a wide range of language games for teachers to choose from. They should know the purpose of the game; either it focuses on accuracy, such as use the verb in the correct form or on successful exchange of information and ideas. Teachers may select any of these games in the classification of Hadfield (1999) as follows