

TITLE: THE CREATION OF EDUCATIONAL GAMES: A DIDACTIC RESOURCE FOR VIROLOGY TEACHING

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ABSTRACT:

Currently, the teaching of Microbiology can no longer be considered a restricted discipline to undergraduate courses and / or research laboratories, since the expansion of this content for primary and secondary students contributes to a broader understanding of the role of microorganisms in their daily lives, aiming at the prevention of diseases, as well as, the impact these agents on the environment. However, many schools find it difficult to teach such content, making it necessary to develop didactic strategies that help the teacher to stimulate his students and make this content easier and more interesting. One of the strategies that contribute to meaningful learning is teaching through play, since they are a good tool in the teaching and learning process because they help in the construction of knowledge through entertaining, and can be used in the practice of teaching of the various areas of knowledge. Thus, this work has the objective to stimulate the students of the course of Biological Sciences / Bachelor of UFPA, in the preparation of educational games related to the content of Virology. The class was organized into six teams, followed by the selection of the content of Virology in the classroom and which are part of the high school textbooks, such as viral replication and specific viral infections. Finally the educational games were built using low cost material and to be applicable to high school students. The games were presented by the teams at the end of the Virology course and used as part of the evaluation process of the discipline. It is noteworthy that these games were also applied by the teams in a university extension action developed for students of a public school in the city of Belém, PA. It was possible to perceive that this strategy increased the interest of undergraduate students, facilitating the learning process. In addition, the creation of games allowed the development of creativity, also collaborating in the development of alternative methods for teaching practice. Finally, it was possible to observe the enthusiasm and interest of high school students when they participated in the activities with the use of educational games.

Keywords: Educational Games, Strategies, Teaching, Virology

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