SCIENTIFIC GAME FOR THE HIGH SCHOOL STUDENTS - TEACHER'S PRESPECTIVE

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SEGRETARIATO GENERALE DELLA PRESIDENZA DELLA REPUBBLICA



Presidential Estate of Castelporziano









TERRITORIAL FRAMEWORK

Presidential Estate of Castelporziano:

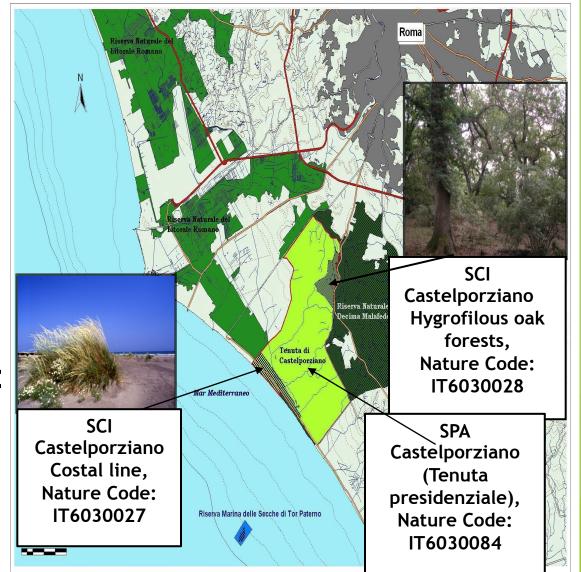
- Located 25 Km from the center of Rome
- Extension of 6.068 ha (more than 60 km2)
- Altitude range 0 to 78 m over s.l.
- > 3,1 km of costal line





UNIVERSITÀ DEL SALENTO Castelporziano Estate represents one of the most important biodiversity hot spot in the Mediterranean costal environment

- one SPA (Special Protection Area) under the Directive 79/409/EEC
- two SCI (Sites of Community Importance) under the Habitats Directive 92/43/EEC



Base dati Regione Lazio, ENEA e S.I.T. s.r.I. - Elaborazione cartografica a cura di F. Manfredi Frattarelli



Inquiry-based Science Education



A student-centered, active learning approach focusing on questioning, critical thinking, and problem-solving.

It's associated with the idea: "Involve me and I understand."









Inquiry-based Science Education

- Teacher role: facilitator of learning
- Student role: active, independent learner







Research

Game



Research Findings \longleftrightarrow **My experience**

- Learning is mediated by a social environment in which learners interact with others.
- The ability to apply knowledge to new situations (transfer of learning) is affected by the degree to which students learn with understanding.
- It reinforces and builds several student skills in physical, emotional, and cognitive areas.



and the

process

Research Findings \longleftrightarrow My experience

- Understanding science is more than knowing facts.
- Students build knowledge on what they already know (preconceptions)
- Students formulated new knowledge by modifying and refining their current concepts (misconceptions)







"Tell me and I forget.

Teach me and I remember.

Involve me and I will learn."









Thank you for your attention