

IAF SPACE EDUCATION AND OUTREACH SYMPOSIUM (E1)
Ignition - Primary Space Education (1)

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THE GAMIFICATION OF METHODS AND MATERIALS OF SPACE SCIENCE EDUCATION FOR A
BETTER AND ACTIVE LEARNING EXPERIENCE

Abstract

Children like to run and scream during school hours thus creating chaos. That is an alternate way they experience the universe around them. Chaos is in a way a big part of our universe, as it is children's life. This chaos is a way for them to tell that they want to be more involved in the process. Presenting them with games and fun activities contributes greatly to their education and learning experience. Astronomy is yet another course, children can learn through games and drama. Games create challenge, this is a way for children to prove themselves among others and drama create teamwork and involvement. Combining the two, by gamifying the topics, presents a much more effective method for teaching astronomy and space sciences.

In this study, we present the ways and methods through which astronomy is better carried to children and how classrooms can suddenly turn into magical space funfairs for them. Yet, educational systems are a part of the challenge as an obstacle on the way.