

Let's play! Designing games that facilitate the learning of science

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ABSTRACT. “Let's play!” is one of the main parts of a website (<http://atlas.eled.auth.gr>) that has been designed in order to support a transdisciplinary approach of teaching science in the context of science literacy. A set of games has been designed concerning the learning of motion while the initial ideas for the games come from the study of Galileo's work about motion. History of science, science education and instructional e-material design join forces in order to provide students with a “learn and play” opportunity.

