

Title: Inventing Games: Empowering Students' Voice, Inspiring Innovative Minds!

Remember the time when we were young, without the distraction of technology, many of us would invent our own games? Many of these backyard games were not only fun, the process of inventing the games also provided many opportunities to hone our social and emotional learning and 21 Century Competencies, without us knowing it!

Seeing the vast potential of the Inventing Games (IG) approach to learning, Dr Joy Butler (2016) developed the IG Model to provide a structured framework to guide teachers in the planning of the IG experience. In this session, the presenters will share how they have adapted the IG Model to design learning experiences adopting a Blended Learning Approach. They will share their learning, including the challenges they faced. In addition, the presenters will also share the resources they have developed for IG unit on net-barrier games that they intend to teach in 2021.