



Games that could be used on the subject (security, protection, fake news)



A definition

Gamification is recognised as one of the most effective teaching and learning strategies. It includes challenges and collaboration to reach a common objective.



Why is this important?

According to [ScienceDirect 2020](#), challenge-based gamification in education leads to an increase of 34.75% in student performance. Based on these figures, it could be an interesting idea to apply games on the general subject of safety on the Internet and social media. In addition, turning students into players give them a better sense of agency and make them more active in the learning process.



Tips and tricks



You can explain to your students how to spot fake news ([How to Spot Real and Fake News – Critically Appraising Information \(mindtools.com\)](#)) and ask them to identify them on the Internet for a certain topic.



You can use online resources and make your students play them (for ready games, please visit links in the section below), even if they are not all developed specifically for students.



Useful resources and tools



Games that teach about fake news: [Protecting Ourselves from Fake News: Games that Teach about Fake News | Center for Information Technology and Society - UC Santa Barbara \(ucsb.edu\)](#)



Games on privacy, security and cybersecurity: [Security Awareness | Privacy and Security Training Games | TeachPrivacy](#), [Security Awareness Games \(cdse.edu\)](#), [Internet Safety Games to Help Kids Become Cyber Smart \(makeuseof.com\)](#) and [Machine Agencies - Machine Agencies \(milieux.ca\)](#)