

THE ROLE OF ONLINE GAMES IN TEACHING PROBABILITIES TO PRESCHOOLERS

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Probability is a very difficult concept, which is hard for children to consolidate, even if words like “probably” and “perhaps” are used in the every day life. This paper deals with the usefulness of online games, as a tool of active learning. It is known that these games provide vivid graphics and sound, which make understanding and remembering easier when, at the same time, children have the total control of learning. Furthermore, most of these games are designed from educators and they motivate persistence, group work and utilise multiple modalities of learning. We chose to present one of these games to a class of preschoolers in a Greek kindergarten. Children reacted with enthusiasm to this entertaining way of teaching and shown capable of accomplishing the first level of the game. This experience helped us to conclude that online games can act as an alternative, and more interesting way of teaching in kindergartens.

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