



**NARAYANA**  
**COLLEGE OF NURSING**

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Recognized by Indian Nursing Council and A.P. Nurses & Midwives Council

Affiliated to NTR University of Health Sciences, A.P. Vijayawada.

Accredited by "International Accreditation Organization (IAO)"

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## DEPARTMENT-PEDIATRICNURSING

### BEST PRACTICE-GAME BASED LEARNING

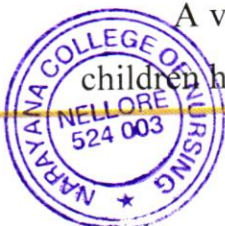
**TITLE OF THE PRACTICE:GAME BASED LEARNING-** In this practice, the children admitted in ward can learn the basic mathematics by playing Snake and Ladder. The main concept of this customized game is to make the children to understand the importance of maintaining personal hygiene along with mathematics.

#### OBJECTIVES:

- To promote interest in children and facilitate learning with attractive pictures.
- To understand the importance of maintaining personal hygiene and consequences by ignoring personal hygiene.
- To develop good creativity, thinking capacity and problem solving skills in children.
- To make the process of learning a joyful activity for children with actual hospital equipment.

#### THE CONTEXT:

A very important aspect of this game based learning is that hospitalized children have less choice what they learn in hospital. Health education in the



Award: (Higher Education Review Top 10 Nursing College - 2020)  
IAO (International Accreditation Organization (2020 - 2021))

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hospital is considered as one of the important activities for the hospitalized children. The concepts of health education and health promotion are to highlight the importance of health among children and community.

### **THE PRACTICE:**

- Snakes and ladder game is started playing by sitting in a circle and facing their face each other for 10-15 minutes.
- There is 100 square boxes with 10 ladders which indicates knowledge regarding the advantages of health promotion and 9 snakes which indicates health problem.
- One child should toss the dice and the coin will be moved based on the number the dice throw.
- When child climb the ladder, question will be asked the child about the advantage of personal hygiene related to picture available in particular box. (eg. How many times should brush a teeth?) and if the child answer correctly, she/he allowed to climb the ladder. If the child give wrong response, he/she will not be allowed to climb the ladder and the child has to play through boxes without climbing the ladder.
- When child strike the snake, question related to disadvantages of not following personal hygiene (causes of dental caries) will be asked and if child answer correctly, he/she will be allowed to continue the game. If they give wrong response their coin is considered as bitten by the snake and descend down towards the tail of the snake.



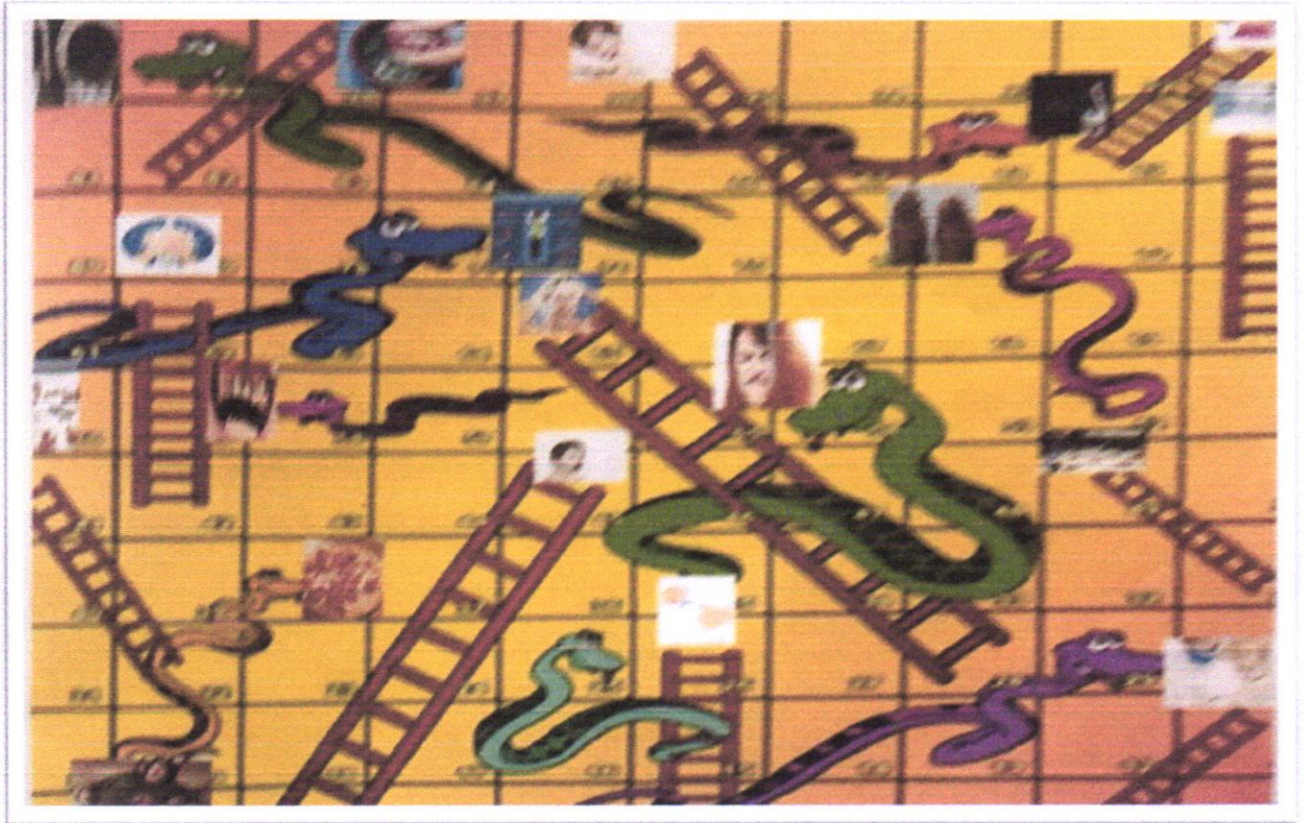
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★ 100	99	98	97	96	95	94	93	92	91
81	82	83	84	85	86	87	88	89	90
80	79	78	77	76	75	74	73	72	71
61	62	63	64	65	66	67	68	69	70
60	59	58	57	56	55	54	53	52	51
41	42	43	44	45	46	47	48	49	50
40	39	38	37	36	35	34	33	32	31
21	22	23	24	25	26	27	28	29	30
20	19	18	17	16	15	14	13	12	11
1	2	3	4	5	6	7	8	9	10

## Snakes and Ladders Game



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Customized snake and ladder for game based learning

### Evidence of success

1. Improved counting abilities and also basic addition skills.
2. Increased memory capacity which helps to memorize critical sequences or narrative elements.
3. Improved discipline in activities of daily living and human environment.
4. Improved knowledge on importance of personal hygiene.



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**Problems encountered and resources required:**

1. Some questions are not related to developmental age
2. Sometimes children misplaced or break the game board as a result of not handling it properly.

**Outcome of Game Based Learning:**

1. The innovative educational mode of teaching can be game based teaching.
2. Game based learning can have dual effect of facilitating and reinforcing child learning in a thought provoking and self motivating format.
3. When children can choose what they learn, they take up an active rather than a passive role in their own education.
4. Accommodate unique learning needs of children with diverse backgrounds, abilities and learning experiences.

**SIGNATURE OF HOD**

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