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Rómulo Gallegos (UNERG)

Área Ciencias de la Educación

Centro de Estudios

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EDUCATIONAL GAMES TO PROMOTE WRITING IN BOYS AND GIRLS AT THE GRAN MARISCAL DE AYACUCHO BOLIVARIAN SCHOOL

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ABSTRACT

The objective of this study was to propose educational games to promote writing among third-grade boys and girls at the Gran Mariscal de Ayacucho Bolivarian School in Calabozo, Guárico State. The methodology was based on the positivist paradigm, using a feasible project approach and field design. The population consisted of two teachers and 32 third-grade students, the census sample for teachers and 28% of the students, comprising seven. The data collection techniques and instruments were a survey and a dichotomous questionnaire for teachers and a knowledge test for students. The data analysis technique consisted of descriptive statistics. The results revealed little knowledge among third-grade teachers of some educational games that serve to support and streamline children's writing learning process. Similarly, the children demonstrated weaknesses in writing knowledge, especially in aspects of handwriting, paragraph structure and coherence, and correct use of punctuation marks. In this sense, it was confirmed that teachers do not apply learning strategies appropriate to the students' level. Therefore, the idea of designing educational games to promote writing in third-grade children was conceived. This proposal sought to support teachers who need the necessary tools to strengthen and expand their students' writing skills.

Keywords: Games Educational, Writing, Children, School, Elementary.

Biographical Summary: 4th-year student of Comprehensive Education in the Area of Educational Sciences at Rómulo Gallegos University.



Juegos Didácticos para el Impulso de la Escritura en los Niños y Niñas de la Escuela Bolivariana Gran Mariscal de Ayacucho

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