



Developing Thinking Skills through games and IT

This training will look at how to motivate pupils by using a range of everyday games, tasks and apps. It will address how to generate a cognitive analysis of these resources allowing generalisation of skills and metacognition for pupils of all ages. The course also looks at finding ways to use games meaningfully and purposefully in lessons.

This workshop works well for primary schools but can be adapted and be relevant for secondary SEN pupils.

Consultant: Debbie Smith

Debbie is a highly experienced specialist with a working knowledge and understanding of a range of thinking skills approaches and pedagogies; including: Dynamic Assessment : Feuerstein's Learning Potential Assessment Device (LPAD) and the full Instrumental Enrichment programme, Thinking Maps, Six Hat Thinking, Philosophy for Children and The Growth Mindset.

[To book or find out more – Contact Us](#)

[Click here for more consultancy and training](#)

"A thought-provoking day with a lot of time spent clarifying our current situation and how to see a clear way forward".

Plymouth Secondary School

