Design, Construction and Implementation of Educational Games Such as Learning Strategy for the Subject of Biology

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Education is a sociocultural process aimed at the full realization of the human being as a person and the improvement of all the conditions that benefit the development and transformation of society. Therefore, education must be of quality, which contributes to the growth of free, active, conscious subjects, with knowledge, skills, attitudes and values ??that affect the improvement of their quality of life and their social environment. Therefore, it is necessary in the educational practice of teachers to implement effective didactic strategies for teaching, which must be related to educational purposes to facilitate the acquisition of knowledge and promote the learning process in boys and girls. , to achieve in them an integral formation. In relation to this, the playful game is one of the most important didactic strategies available to teachers to achieve the teaching-learning objectives in students in the initial and primary stage, a useful tool to acquire and develop intellectual capacities, motor or affective and not only in these stages but also in High School since on many occasions content is only addressed theoretically and students are limited to developing creative and gaming skills. The proposal that we will carry out is to create, design, build and implement different traditional games in the area of ??biology, in a very particular way in the subject of the cell since my classmates find it difficult to learn the subject theoretically. The implementation of these playful games is beneficial for our schoolmates since they can be used in the following generations and the guidelines will be given for the other subjects to implement this type of games.

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