

Section 1

Chapter 1 - Videogames: A Way To Change Communication Languages

Practical Activity 1

Title: **Teaching Programming**

Description:

Make a summary of four primary civil/ historic strategy games, and previously selecting the educational level, make specific educational proposals to develop the content and/or skills of one or more subjects in the curriculum.

Check one of the major stores (Steam, Uplay, etc.), read the review journals and/or consult specific videogame analysis pages that address their main features.

