

## INTERTWINING GAMING ASPECTS WITH ENVIRONMENTAL LEARNING

Session: B, Breakout Room #4

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Teaching environmental education to young students has mainly focused on the traditional teaching method of bringing changes to their environmental behavior. However, the younger generation has more accessible access to technology and digital media, and they are more engaging with digital technology nowadays than before. Therefore, the approach to teaching environmental education should also be integrated to best fit the modern interactive of digital learning. During my internship with the Friend of the Conservatory, I worked on developing a field trip environmental curriculum for students between the third to fifth grades. I conducted a literary analysis on how educators can make environmental learning and activities more engaging. After reviewing previous studies, gamification has shown to have the most beneficial effect on achieving young students' attention and participation in activities connected with environmental learning. Gamification of lessons create a competitive atmosphere for the students' participants and encourage students into a more collaborative environment, which leads to more students inviting many other to participate in the environmental education lessons.