

Title: Discovering parasitosis: Educational games for Science Education

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Pedagogical games are an important didactic tool to aid teaching and learning processes, which act as a motivating force for the student to construct meaningful knowledge. In Science Education, games can be used in the study of human parasites - pathology related to hygiene and basic sanitation - which directly affect the living conditions of populations. The aim of this study was to inform in a fun way 5<sup>th</sup> grade students of the “EMEF Jonas Rodrigues” Elementary School in the municipality of São Vicente / SP about human parasites. Slides and the use of the multimedia projector assisted in the explanation of the subject where the evolution cycle of human parasites such as *Ascaris lumbricoides*, *Schistosoma mansoni* and *Taenia solium* was explored. Then, a questionnaire was applied, followed by three simultaneous games - “Pass or pass”, “Circuit” and “Hopscotch” (typical children’s games). The games consisted of questions and answers with the objective of motivating students to learn the concepts covered. The questions of questionnaire were applied in the form of “research”, whose result would not be converted into a grade. It was observed that during the research application, there was exchange of information among students on the theme “worm”, mainly in the following aspects: what is it?; have you ever had?; Have you seen any? How and where do they leave our body? In the course of activities, the interest of students was evident, a fact observed with the apparent surprise in each of the information presented, apprehension during explanations and in the pleasant form that they participated in games, making the class active and pleasant. In order to evaluate the result, a discussion was conducted on the day after the games where the topic was discussed, with random questions so that the students felt comfortable to participate. Our results indicate that games are excellent alternatives to attract students' attention and facilitate their understanding about the contents of the various human parasites, encouraging them to actively participate in the construction of their own knowledge, especially regarding preventive actions of hygiene, eating habits and care of daily activities.

Keywords: Educational games, Science Education, Parasitosis.