

Developing skills through informal learning in a playful way

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Abstract: Learning and playing is natural to children. Children develop cognitive and psychomotor skills through different types of games and activities as they go through different stages of development. Learning by playing is always take place in informal setup. With the emerging technologies and improvements in existing technologies it is possible to provide environment for deep learning and opportunities for collaborative construction of knowledge. In this paper the author will suggest development of a learning environment where children can develop different skills by working on co-operative projects and sharing information with others. These types of projects could be extended by involving community members and by seeking information from experts using the internet. Author will also discuss the strategies for designing assessment and measuring learning outcomes in such informal learning setup.