

How Mainstream Video Cartoons and Games are being used as Teaching Tools



by Donna Baxter

In the modern day an array of innovative teaching methods are being applied in order to help children learn as effectively and efficiently as possible. Video cartoons and games have become integral to a lot of lessons because they provide great teaching tools. Not only do they provide great examples of life lessons, but they are also highly beneficial when it comes to getting children ready for the technology based society experienced today. From playing educational video games to allowing children to watch Tom and Jerry; you would be surprised by the teaching opportunities both video games and cartoons offer.



Cartoons help to teach life lessons

Most cartoons have a motto to their story. This means that most cartoons are actually designed in order to teach children valuable life lessons. It can be the concept of the entire programme in general. For instance, if the class was to watch Tom and Jerry then they would see that it is not always about being the biggest and what many would believe to be the strongest i.e. Tom ? the cat. Jerry is smaller, yet manages to outsmart Tom on each occasion.

This shows that knowledge is power and that you should never underestimate your own possibilities. Moreover, there are cartoons which have their own individual messages from show to show; for example, one week The Powerpuff Girls may display the importance of sharing, the next week they may reveal why friendship is crucial, and so on and so forth.

Video games help children to get used to computers

As mentioned, the world is becoming increasingly technology orientated. Therefore, children need to get to grips with using the internet and a computer as soon as possible. Online video games provide them with a way to do this which is fun, friendly and effective. Children will not be intimidated as they may have been if you gave them a list of instructions to follow. Moreover, games can also enhance memorisation skills, strategic thinking, problem solving, hand-eye coordination and concentration.

Cartoons provide a great scope for teaching potential

Watching cartoons can provide you with an array of different follow up teaching tasks for your class. For instance, you can stop the cartoon half way through and get your class to finish off the story, thus getting them to engage in some creative writing.

Alternatively, you could get them to finish off with a comic strip for something more artistic based. In addition to this you can ask several questions in order to create a comprehensive writing task. You can even partake in a little bit of drama, say your class watched Scooby Doo, you can then ask your class to act a scene out. Moreover, you can get artistic and create masks and pictures ? the possibilities are endless.

Video games open children's imagination and creativity

Utilising computers is not all about getting to grips with how they operate.



It is also important to realise the possibilities that they present and to use these to your advantage. Video games showcase children the wealth of different things you can do with computers. Moreover, the games available help children to get in touch with their imaginative side as well.

If you are looking for innovative teaching tools then cartoons and video games can provide you with exactly that. As you can see from the points mentioned in this article; the benefits are certainly worth it.

Author's bio

Donna Baxter is a freelance journalist. In order to determine how video games are being used as teaching tools she took time to [watch Tom and Jerry](#) cartoons and alike.