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DEVELOPMENT OF BOARD GAME FOR THE PROMOTION OF FOOD EDUCATION BASED ON THE STUDY OF PROJECT BASED LEARNING

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Development of Board Game for the Promotion of Food
Education Based on the Study of Project Based Learning

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Abstract

The purpose of this study is to develop a board game with an aim to promote food education among children, based on the study on project based learning. There is a view that board games have a positive effect on advancing children's sociality and personality, and are useful for acquiring knowledge. Therefore, there is a case for using board games in education. In this study, we created a prototype of a board game to promote food education.