

10^e congrès AIFRIS : Société en crise et travail social : explorer les dynamiques politiques, de formations, de recherches, d'interventions et d'expériences.

Axe 4 - Acteurs de l'action sociale, de la recherche et de la formation autour des pratiques émergentes : expériences et mises en savoirs

Titre : Un Escape Game pédagogique sur les fondamentaux des politiques sociales et du droit

Sous-titre : Retour d'une méthode pédagogique innovante pour le travail social

Lucile CLARIS-SAUVAGE
Alessandro DI SOMMA

Social work training institutions had to adapt their activities with the health crisis by conducting all theoretical courses remotely. It appeared that the adaptations created could have positive effects, for example to be able to exploit the resources used by the learners, in order to involve them more in the teaching of the course.

Professional social work training involves several disciplinary fields. The observation shared by the teaching team is that learners are attracted by the professional practice dimension, less so by public policy and law, which are part of competency area 4 "inter-institutional dynamics, partnership and network".

We have imagined and created an Escape Game to review the fundamental notions of this area of competence, with an innovative pedagogy based on edutainment. The approach we have chosen is to teach "with games". The game is central to this approach.

The pedagogical Escape Game was organized on a large scale, with 230 first-year students at the Institut Régional de Travail Social Nouvelle Aquitaine (France), divided into 12 groups. The main objective was to review the fundamentals of skill area 4, with clues and puzzles to solve.

We made an assessment with all the learners, the feedback was very positive. The analysis allows us to say that we have aroused an interest in the learners for the disciplinary teachings, initially judged as "non-attractive": we have allowed them to make a better link between academic knowledge and professional knowledge.