



Enhance SEL skills of secondary school students through collaborative MINecraft gaming Environment

5

COMPETENCES OF SOCIO- EMOTIONAL LEARNING

SELF-AWARENESS

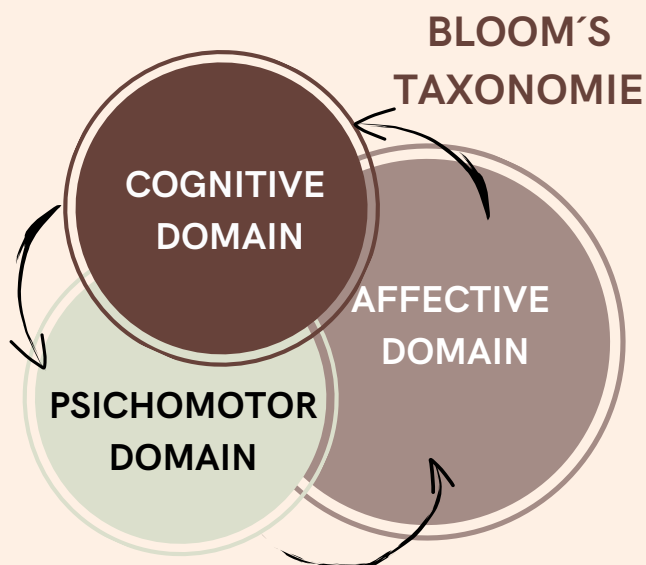
RELATIONSHIP SKILLS

SELF-MANAGEMENT

RESPONSIBLE DECISION-MAKING

SOCIAL AWARENESS

Bloom's taxonomy is a classical system of classification of educational objectives used in this project.



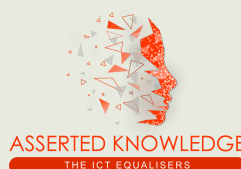
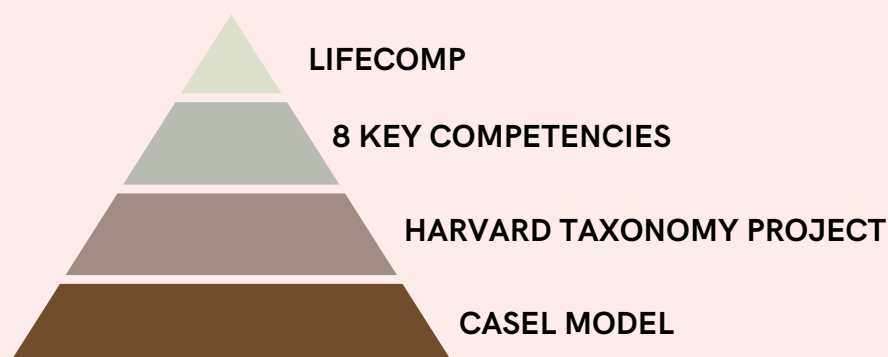
- RECEIVING
- RESPONDING
- VALUING
- ORGANASING
- CHARACTERISING

The affective domain contains 5 levels of complexity. This is the five levels list from lowest to highest:



SOCIO EMOTIONAL LEARNING

ON WHAT THEORIES IS THE SELSMINE PROJECT BASED?



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