

Educating Children on Health & Safety

A **Game-Based Health** promotion
method using EU-OSHA's tool for
Teachers



Grigoris Gkogkas
Health Visitor BSc, MSc
Minecraft Education Expert



Part of MSc Thesis on University of West Attica
Supervising Professor: Mparmpouni Anastasia

School Profile

2nd primary school
of Vari in Athens,
Greece

- Sample size:
54 students

- 3rd & 4th grade
25 students

- 5th & 6th grade
28 students

The statistical analysis was nonparametric, and the related one-sample method was used.

23/6/2022

Thematic units



Signs for safety

- Raise awareness of warning signs and their importance
- Convey the meaning of the signs



Skin & back protection

- Identify risks to health & safety
- Predict similar risks and avoid them



Hazard hunter 1: identification of risks

- Recognize hazards at home and school
- Evaluate the level of danger



Hazard hunter 2: intervention and prevention

- Understand how to address a range of risks
- Understand how to prevent risks from forming



More **correct** answers given after the **game-based** intervention

Statistically **significant** data in 6 modules

Results

Similar finds in other papers

Lack of research on Health & Safety Promotion in Children

Weaknesses

Strengths

Innovative

Can promote research on HSE

Combination of Health promotion methods

Sample Size

One-sided research