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TITLE:

Local Games, Global Skills: Moroccan Culturally-Based Gamification for Developing 21st-Century Competencies in EFL Education

SPEAKER: Qasserras Lhoussine

PRESENTATION TYPE: WORKSHOP



Abstract

Developing 21st-century skills—collaboration, communication, critical thinking, and creativity—has become a key priority in English language education. While gamification is widely promoted as an engaging pedagogical approach, many models depend heavily on digital tools and overlook the value of local cultural resources.

This session presents a culturally responsive approach to gamification derived from the Moroccan context, demonstrating how traditional and community-based games can be adapted to enhance both language learning and transversal skills in EFL classrooms. Drawing on classroom practice and teacher-training experiences, the presentation connects theoretical foundations of gamification with practical, low-tech strategies accessible to diverse educational settings.

Participants will explore Moroccan-inspired activities such as storytelling circles, movement challenges, and collaborative competitions that promote teamwork, problem-solving, and learner autonomy. By moving from theory to actionable classroom techniques, this session highlights how local culture can generate globally relevant skills and create more meaningful, inclusive learning experiences.

Keywords: gamification, Moroccan context, culturally responsive pedagogy, 21st-century skills, EFL, active learning

Bio

Works at TESOL Morocco

TESOL Morocco President at TESOL Morocco

Works at Editorial board member

Editorial Board at Editorial board member

University Professor at Université Hassan 1er

Senior Trainer at American TESOL Academy - Rabat

Founder and Director at Rabat International Conference on ELT

Program Coordinator at Tesol/Tefl Program Coordinator

Cambridge Certified Trainer at American TESOL Academy - Rabat

TESOL Specialist at American TESOL Academy - Rabat