

# Teaching Maths to Biologists Using Non-Digital Games

A HUBS – HUCBMS – IBMS Joint Biosciences  
Learning and Teaching Workshop

University of Sheffield  
**Friday 30th June 2017**

10:15 am – 4 pm

This free hands-on workshop facilitated by Andy Walsh ([innovativelibraries.org.uk](http://innovativelibraries.org.uk)) will examine how games and play can help us teach the more numerical parts of the bioscience curriculum. Participants will reflect on elements of game design and on how non-digital games could be integrated into their own practice, before having the chance to prototype an educational game of their own.

**Cost:** free

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More information and registration at  
<https://sites.google.com/sheffield.ac.uk/biomathsgamesworkshop>

