

### ***Abstract***

*The Teaching Campus Program is a teaching activity program in elementary schools that is part of the Merdeka Campus program under the auspices of the Ministry of Education, Culture, Research and Technology. This activity aims to assist and also assist elementary school principals in transitioning face-to-face learning (offline) to online learning. The online learning system and inadequate facilities in learning make some students bored in carrying out the teaching and learning process, this is the basis for making interesting learning in the form of video games to attract the attention of teaching and learning activities at SDS Karlina. In this final report, the author describes a series of plans and the results of activities during the Teaching Campus program, especially in terms of the learning system. After completing this program, the authors conclude that this program has a very positive impact on schools, students and program participants.*

***Keyword*** :*Literacy, Numeracy, Video Games, Technology Adaptation.*