



MARION SIEMONSMA

FOUNDER AND OWNER

ABOUT ME

Practical and substantive, this combination is my starting point. Knowing why and then moving to action and create something beautiful. Always combined with personal contact and humour.

I have worked in education since 1995 as a teacher, consultant and developer of educational products.

In 2004, I started self-employment with the companies N4A and in 2017 I expanded this to include Knowledge Centre Games / Pen & Pion.

INTERESTS

- gamification
- gifted education
- lifelong learning

LANGUAGES

- Dutch (native language)
- English
- German

CONTACT

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Vleuten, Utrecht (The Netherlands)

WORK

Knowledge Centre Games / Pen & Pion

Games as educational innovation. I advocate the use of games in teaching and education, advising educators and teachers in choosing games. Supporting publishers who want to make their offerings more educational. Working hard to ensure that games will be taken seriously and will get a rightful place in education policy.

N4A

I teach Dutch as a Second Language (DaSL), at companies and to individuals. Both individual and group lessons. I guide my course members in achieving their learning goals. Always encouraging students to get the best out of themselves. I do this by offering them challenging lessons, helping them choose the right learning strategy and constantly reminding them of what they are aiming for.

EXPERIENCE

ID College (secondary vocational education)

Teacher DaSL / career orientation and test developer in the adult education depa and tes

The Hague University of Applied Sciences

Lecturer Dutch as a second language

Malmberg (educational publisher)

Publisher primary education

Het Projectbureau / CED (educational consultancy)

Educational consultant for language policy projects in primary, secondary and vocational education.

EDUCATION

Utrecht University

Language and Culture Studies (BA)

Sociolinguistics and Language Teaching (Dutch as a Second Language)

Fontys University of Applied Sciences

Teaching qualification ESO

Courses

- Gamification (University of Pennsylvania)
- Uncommon Sense Teaching Specialization (Deep Teaching Solutions)
- Learning how to learn. Powerful mental tools to help you master tough subjects (University of California)
- Teaching Character and Creating Positive Classrooms (Relay Graduate School of Education)