ISTE20

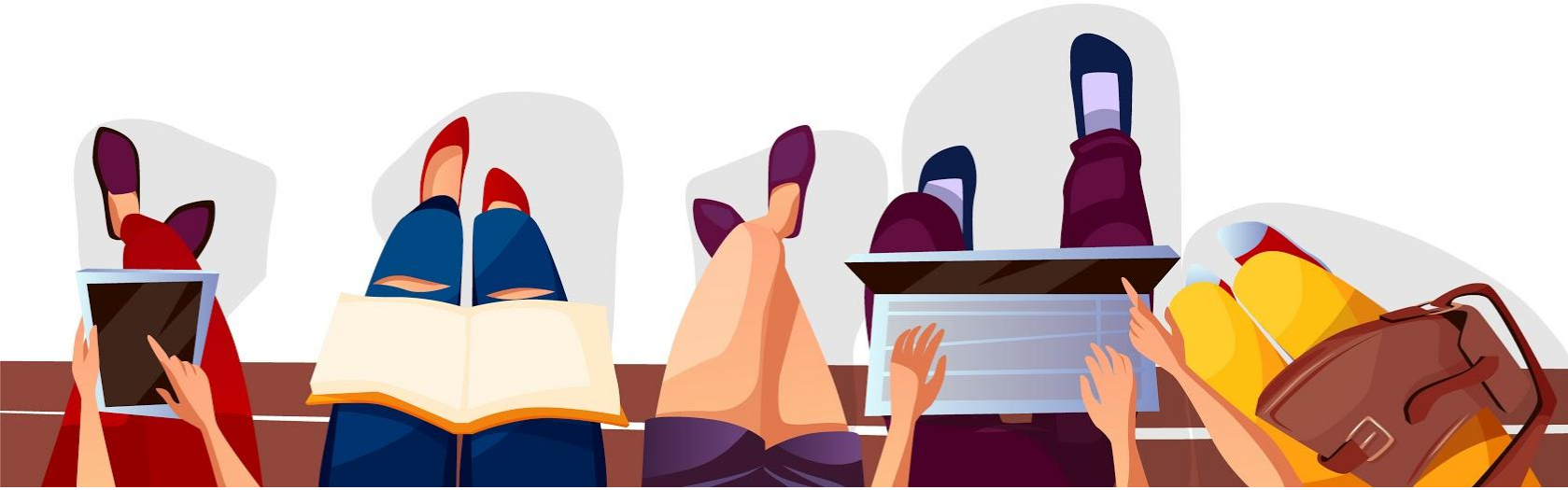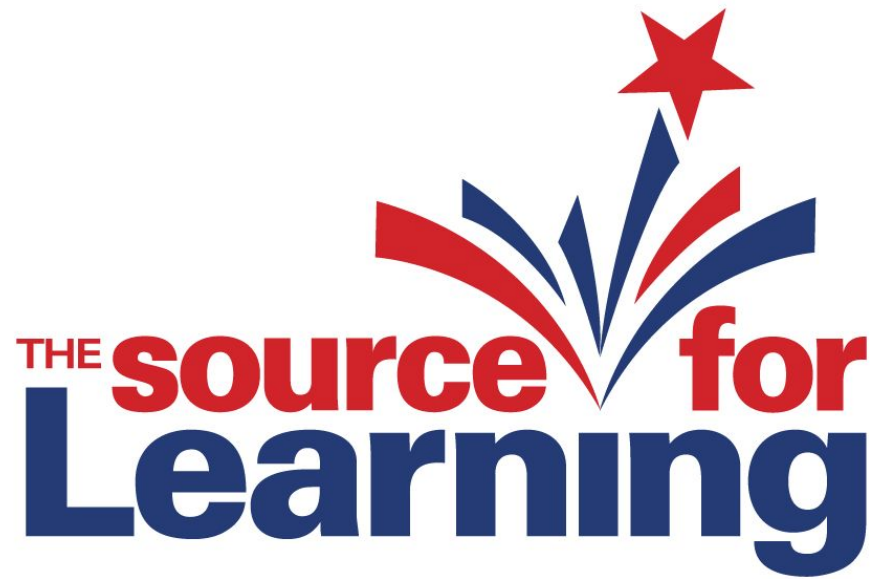## Melissa Henning

Wednesday,
December 2, 2020
4:30 PM (PST)

10 Terrific Gaming Tools
for Using the Triple E With Elementary Students

Brought to you by *The Source for Learning, Inc.,* a nonprofit that has been providing educational resources for more than 40 years.
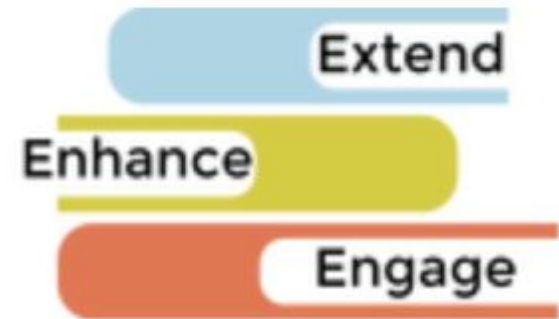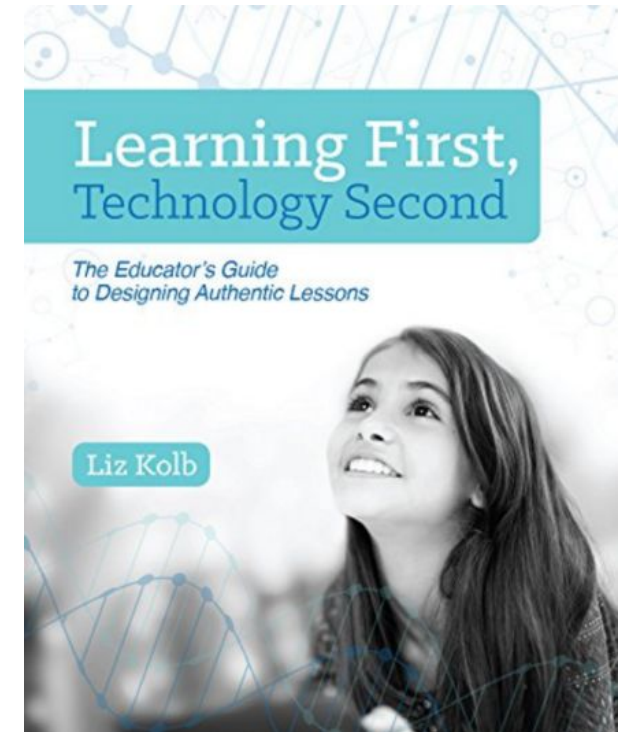
Resources for Today's Session

Complete the form with your name & email for access to the slide deck and a few extras that we'd love to share with you.

https://bit.ly/38XwJBh

Triple E Framework

- Developed by Dr. Liz Kolb
- Framework focuses on making sure that the technology meets the needs of the content/learning.
- Includes ways to use technology to engage, enhance, or extend the learning goals.
- Dr. Liz Kolb created rubrics to evaluate technology tools (shared on resource page).

Learning First, Technology Second

The Educator's Guide to Designing Authentic Lessons

Liz Kolb

Extend
Enhance
Engage

TRIPLE E FRAMEWORK

Why Games?

- Increases a child's memory capacity
- Encourages computer and simulation fluency
- Helps with problem-solving skills and quick strategic thinking
- Games are both fun and engaging
- Games are great for assessment (both summative and formative)

Why Games?

- Using the computer for games can help to develop hand-eye coordination
- Especially helpful for those with ADHD
- Builds skills (for example, map reading skills)
- Games teach students that failure is OK and to try again.
- Virtual games are more engaging than traditional teaching.

Game-Based Learning Tool 1 - Mission US

1941 WORLD WAR II

Prisoner in My Homeland

It's 1941. You are 16-year-old Henry Tanaka. When your family is imprisoned and your loyalty questioned, how will you respond?

- Grades 4-8
- 6 immersive simulations take students to various times in history.
- Students take on the role of the character and makes decisions to guide their actions.
- Learning is scaffolded, as each choice has a reaction.

Classroom Integration Ideas

Mission US offers 6 ready to go simulations (one newly added), no preparation is required.

- View the blog post on the resource page for countless classroom integration ideas.

- Each mission includes an Educator Guide with 20+ primary resources to include in the lessons.

- Compare the times and challenges of the time period in the mission to the times and challenges of today.

Remote Learning

Strategies to try
Mission US

Assign one of the missions to your students and allow them to work through the simulation at their own pace. During your virtual meeting time, discuss the mission. As an additional assessment, have students share results on a web tool.

View the homepage

Mission US has a dedicated area and page for remote learning options. There is a link to this resources from the homepage of Mission US. It also includes a sample schedule and tips sheet.

Triple E Connection

Engage

Students are active learners during these immersive missions, not passively listening or reading text. Students get to make choices that emulate the types of choices that people had to make from that time period.

Enhance

Mission US scaffolds the learning through the simulations, primary source documents, and additional activities provided on the site. Students get to make decisions that they feel will yield the best results.

Extend

The independent learning and activities required when using Mission US can help students to build skills used in everyday life outside of the classroom learning environment. They are also practicing decision-making skills.

Game-Based Learning Tool 2 - Banzai!

- Grades 2-12
- Three different age/topic levels to explore
- Free financial literacy tool offering real-life scenarios to help students practice making good choices
- Students work through the activities at their own pace.

Classroom Integration Ideas

Banzai! Offers 3 levels for ages 8-12, 13-18, or 16-adult.

- Access specific activities based on your state standards.

- Full interactive courses are ready to go and can be used as a full unit of study (includes assessments).

- Curriculum provides pre-tests, simulations of life scenarios, interactives, and post-tests.

- Register your class and invite your students (free).

Remote Learning

Strategies to Try
Banzai!

Since Banzai! grades the lessons as students progress, this is an excellent (and easy) choice for remote lessons. Also, the ability for students to work at their own pace and repeat information, if necessary, makes this another great remote learning tool.

Ideal for any type of learning

Banzai! is an easy option for virtual learning, as students work at their own pace and level. The program will scaffold the learning and share all assessment results directly with the teacher.

Triple E Connection

Engage

Students are more motivated to begin the learning process since they get to make the decisions and are active participants in the financial simulations.

Enhance

Learning is enhanced because the activities are not isolated in workbooks or stand-alone; they are interwoven and focus the learner on the goals of the financial literacy content.

Extend

This site could easily extend outside of the regular school-day and teach students to practice a life-long skill such as budgeting and other money management tools for their future.

Game-Based Learning Tool 3 - Math Games

- Grades K-8
- Search by topic or grade level for skill games
- View which tools are available as web tools only or as an app also
- Students earn progression stars as they complete activities.
- Detailed reports sent to the teachers

Classroom Integration Ideas

No registration is necessary, but it does provide you with detailed assessment results.

- Assign individual activities or students can explore the entire unit related to what you are teaching in lessons.

- No matter the device, most of the activities are available for the web or as an app.

- Use these activities as quick checks during blended learning lessons.

Remote Learning

Strategies to Try
Math Games

This is an ideal tool for remote learning, as students can move at their own pace. You can assign a specific activity or have the students progress through the games within each unit.

Easy assessment

Math Games offers an easy assessment option during remote learning because students receive instant feedback and teachers receive instant results on students' progress and achievements.

Triple E Connection

Engage

Math Games offer very minimal distractions from the content/math activities. There are advertisements, but they are non obtrusive.

Enhance

The built-in tutorials, games, and how-to videos help to enhance all lessons (including remote). Students use higher-order thinking skills and perseverance as they work through the activities.

Extend

This tool, along with the other gaming tools shared, help to prepare students for life beyond school as they learn computer skills and practice problem-solving.

Game-Based Learning Tool 4 - iCivics

- Grades 3-10
- iCivics offers many interactives related to government, citizenship, elections, the constitution, and more.
- Go to PLAY to find all of the ready-to-go interactives.

Classroom Integration Ideas

iCivics brings government alive in your lessons.

- Scroll through the activities and view how long each activity would require.

- Ideal for use as a whole class activity, with partners, or individually in a blended or remote learning lesson.

- Use this around Constitution Day and Election Day to help students to deepen their understanding of the government.

Remote Learning

Strategies to Try
iCivics

On the homepage there is a link for Remote Learning. Educators and parents can find additional activities in this section for elementary, secondary, and ELL students. All games in the remote learning section average 30-45 minutes.

Collaborate Virtually

Screenshare how to do these activities during your live lesson, and then have students play on their own. Setup a virtual area for students to collaborate together about what they learn (consider using Padlet or your LMS).

Engage

iCivics helps students to focus on the content with little distractions. Students also shift from passive learners to active learners as they must make decisions in the scenarios (and learn the results of their choices).

Enhance

This tool creates paths for students to demonstrate their learning goals in a way they could not do without technology. Rather than reading about how a bill is created, the students actually get to be a part of the process.

Extend

iCivics builds skills that students can use outside of the classroom and in their future. Understanding governmental procedures and terms is something that many adults do not understand, empower your students to have a voice and understanding.

Game-Based Learning Tool 5 - Tynker

Tynker™

Create a FREE teacher account
- 3 free coding courses
- 35+ Hour of code activities (K-12)
- Unlimited student accounts
- Seasonal projects
- Free professional development

- Grades K-12
- Teach your students to code.
- 3 free complete coding courses for grades K-8
- The Hour of Code activities are the perfect fit for 30-60 minutes of time!
- Don't miss the free PD

Classroom Integration Ideas

Find some great remote resources for The Hour of Code.

- Teach students the basics of drag and drop coding.

- Engage students in basic game design and Python.

- Introduce your students to Javascript as they learn and practice logical and sequential thinking.

- Assign the engaging Hour of Code activities (Underwater Pyramid, Bill of Rights, Physics Cannon Game, Pattern Maker, and many others).

Remote Learning

Strategies to Try
Tynker

Assign one of the complete courses for students to work on during remote learning. There are two courses designed for elementary level: Programming 100 and Barbie You Can Be Anything. Demonstrate first during your live lesson time.

Prepare for Hour of Code

Allow students the choice among several of the free Hour of Code activities. Let them pick based on their interest as activities relate to math, writing, dancing, art, science, and other subjects. Have students share what they chose.

Triple E Connection

Engage

When using Tynker students are more focused on the task because they are engaged in the coding activities. The students are active learners, as they work through the immersive coding courses.

Enhance

By using these coding courses, students are able to demonstrate a more sophisticated understanding of coding. Tynker allows students to use technology to deepen their understanding of concepts and coding.

Extend

Dr. Kolb describes extended learning as an opportunity for students to learn, connect, and collaborate outside of the classroom. The activities in Tynker would fit with blended, flipped, or remote lessons.

Game-Based Learning Tool 6 - duolingo

duolingo

- Grades 1-12
- Learn a new language (Spanish, Russian, Hebrew, Greek, Vietnamese, and over 20 other languages).
- Decide how long you want students to practice each day (5 minutes, 10 minutes, or more?)

Classroom Integration Ideas

Engage your students in learning a world language.

- Use this for world language lessons in all grades.

- Share this with your English language learners to use to practice English.

- Register your students for a set amount of time to practice each day. Reminders are sent if they forget.

- Challenge your gifted students to learn a new world language.

Remote Learning

Strategies to Try
duolingo

This is a great program to use during remote learning. Students could choose the language they'd like to practice and learn. Even in 10 minutes per day, students could learn some basic phrases in the new language.

Collaboration

Group students by the language that they have chosen to learn (you may want to limit the choices to 4-5 languages). Have students collaborate and communicate in their learned language using a web tool such as Flipgrid. .

Triple E Connection

Engage

Students are more focused on the content during duolingo because there are limited distractions or advertisements. The students are active learners as the practice seeing and saying the words in the new language, rather than just reading a textbook.

Enhance

This tool enhances learning goals by scaffolding the new vocabulary lessons with interactives, videos, and more. Any words that the students are struggling to learn will be repeated until comprehension is achieved.

Extend

Duolingo prepares students for life outside of the classroom as they are learning a new language. By adding the collaboration piece with their peers the learning goals are extended and understanding is demonstrated in an engaging format.

Game-Based Learning Tool 7 - Arcademics

ARCADEMICS®

Dolphin Dash

Content: Counting money
Players: 12

Dolphin Dash is a multiplayer math game that allows students from anywhere in the world to race against each other while practicing counting money!

- Grades K-6
- Arcademics offers individual games or multiplayer games for 4, 8, or 12 students.
- Topics include: addition, plural nouns, state capitals, division facts, comparing fractions, synonyms, and many other topics.

Classroom Integration Ideas

Set up a time for cooperative learning groups in math or language arts to play these games together.

- Furious Frogs (Antonyms)
- Giraffe Karts (Subject and verb agreement)
- Koala Paddleboards (Spelling)
- Pizza Pandas (Understanding Fractions)
- Canoe Puppies (Adding two-digit numbers)

Remote Learning

Strategies to Try
Arcademics

This site offers collaborative games that are perfect to bring together your class during remote learning. Schedule a time for a reading group or math group to play together (games are designed for 1, 4, 8, or 12 players).

Independent Challenges

While this tool creates a fun collaborative learning experience, many of the games can also be done as single player offering students extra practice with basic addition, vowels, division facts, and other skills.

Triple E Connection

Engage

All of these learning activities (both independent or collaborative) are highly engaging and put students in the role of active learner, rather than passively reading a text or watching video instruction.

Enhance

Learning is enhanced by allowing students to make connections within the games with the content also being taught in lessons. For example, you could reinforce addition with Alien Addition (an independently played game).

Extend

Arcademics extends the learning by offering the option to collaborate with peers outside of the classroom. This opportunity bridges the gap between the regular school day and real-life experiences. Students are competing, plus practicing academic and computer skills.

Game-Based Learning Tool 8 - oodlu

- Grades 2-12
- Create learning games using any device (web browser or on the app).
- There are step-by-step instructions for teachers to create the games.
- Progress is shown live and can be easily monitored and shared.

Classroom Integration Ideas

Create an oodlu for...

- Review before a unit test in science class

- A formative assessment related to a piece of literature

- Practicing vocabulary words

- Assessing student understanding of the Constitution

- Matching math problems to the correct answer

Remote Learning

Strategies to Try
oodlu

Create a game to use as an assessment, rather than a traditional test. Share the oodlu during your live learning lessons. You will receive instant feedback and know what topics may need to be retaught.

Not sure where to begin?

If you are not ready to create your own questions, search their collection of questions to create your own game easily with the help of the already created questions. Pick the questions that are relevant for your studies.

Triple E Connection

Engage

This tool engages students because it motivates students to begin the learning process by using games for review or assessment.

Enhance

The learning is scaffolded when using oodlu because teachers can choose the exact questions to include on the game. Students can also repeat the game as they increase their mastery.

Extend

Oodlu allows students to build skills that they can use in everyday lives. In their future courses and careers students will need to practice problem-solving skills and computer operation skills.

Game-Based Learning Tool 9 - Quizizz

Quizizz

The 100% engagement platform

Find and create free gamified quizzes and interactive lessons to engage any learner.

- Grades K-12
- Available on a web browser or on the app.
- Similar to Kahoot! This one offers comedic scenes and sounds in between questions.
- Add music, videos, and various types of questions
- Many ready-to-go games

Classroom Integration Ideas

Create a Quizizz for…

- ■ Creating pretests for students at the start of a unit

- ■ Assessing understanding of literary terms

- ■ A formative assessment after a science lab

- ■ Matching states and capitals

- ■ Correcting punctuation in a sentence

Remote Learning

Strategies to Try
Quizizz

Quizizz features an area for remote learning on their homepage. There is an area dedicated to asynchronous learning, use these suggestions as you are implementing Quizizz for students to use independently.

Asynchronous Made Easy

In the sub-area for asynchronous lessons using Quizizz find many neat ideas such as setting a deadline or creating an evergreen link (your choice). You can also have the option of retakes, flashcards, and other options to obtain mastery.

Engage

This web tool engages students in the content and learning because it causes a shift in students' behavior going from passive learners to actively participating in the games on Quizizz either independently or collaboratively.

Enhance

Quizizz creates paths for students to demonstrate their understanding and mastery of content using technology. The instant feedback would not be possible without technology. Teachers also receive instant results from assessments, so reteaching can be planned.

Extend

The tool Quizizz creates a bridge between everyday life experience and school learning. Especially during remote learning (and asynchronous), students are learning independence and how to find the answers beyond memorization.

Game-Based Learning Tool 10 - Bamboozle

Baamboozle

GAMES

Over 200,000 games made by teachers

- Grades K-12
- Find over 200,000 ready to go games.
- Create your own game for FREE.
- Play single-player or teams
- Play together, remotely, or asynchronously

Classroom Integration Ideas

Make your own game or search through the list of ready-to-go games.

- Search for any topic
    - Preposition of Place
    - Food in ASL
    - Round Robin Storytelling Game
    - 200,000+ other ready to go games

Remote Learning

Strategies to Try
Baamboozle

One of the strengths of Baamboozle (in addition to creating games) is the ability to find so many ready-to-go games. Find a few games on the same topic and allow students choice on which game they want to use for additional practice.

Timely and Engaging Games

Many of the games are related to timely topics (holidays, staying healthy, election, etc..). Use these games to discuss current events. After the game, have your students collaborate together during live lessons or on a web tool, like Padlet.

Triple E Connection

Engage

Bamboozle engages students because it motivates students to begin the learning process by using games for review or assessment. You may even have students create their own games to further the level of engagement.

Enhance

This tool aids students in developing and demonstrating a more sophisticated understanding of the content because of the ability for students to create their own games to demonstrate their mastery of the content.

Extend

Bamboozle and all tools shared throughout this presentation extend the learning (especially during remote learning) as the technology allows opportunities for students to learn outside of the typical school day.

Resources for Today's Session

Complete the form with your name & email for access to the slide deck and a few extras that we'd love to share with you.

https://bit.ly/38XwJBh

Q & A

Thank you for joining us!