VSTE 2020

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Sunday,
December 13, 2020
9:45 - 10:15am

Play on Player!
20 Tips and Tools for Remote Game-Based Learning

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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.

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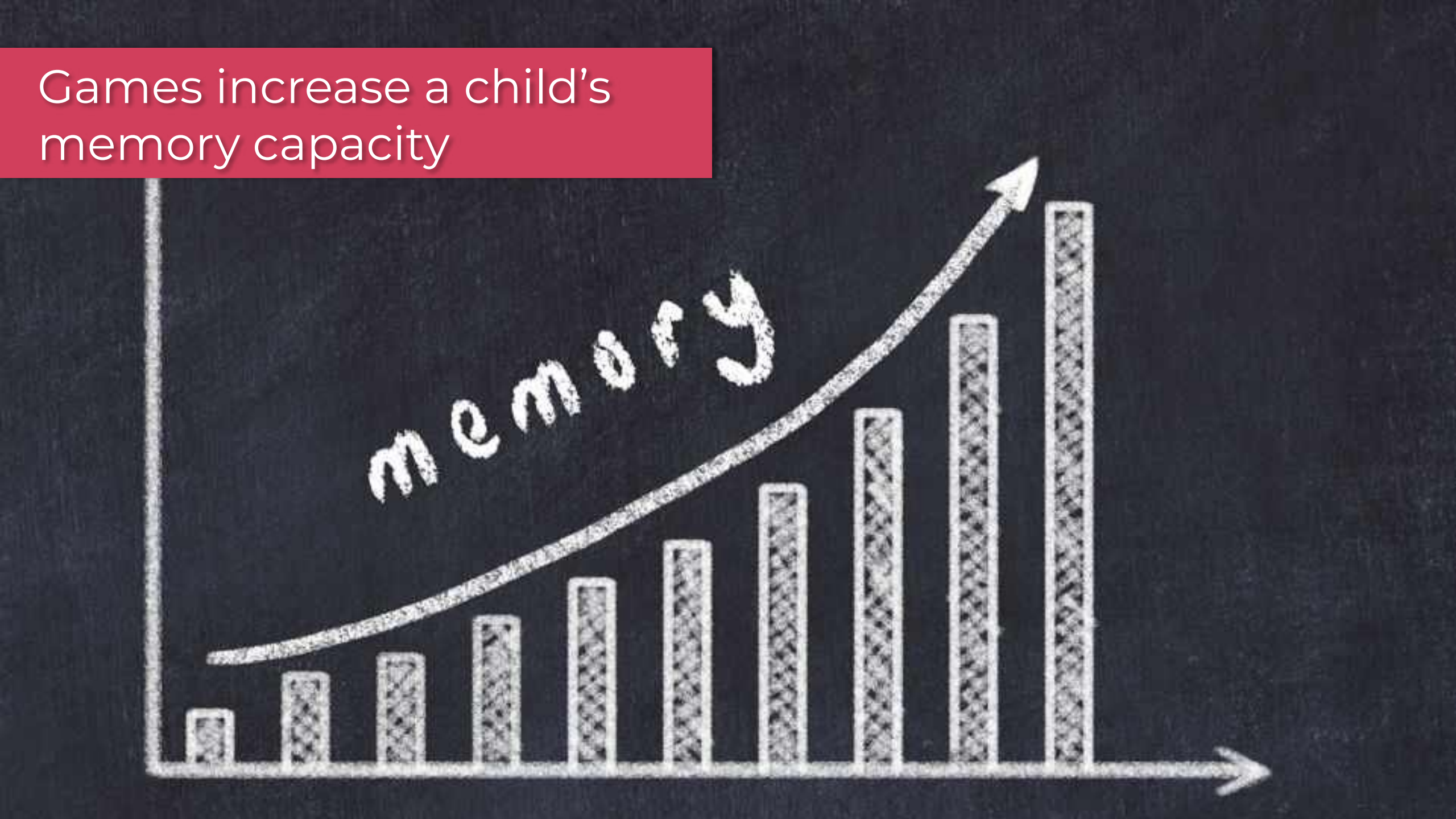
Games increase a child's memory capacity



Games increase computer fluency

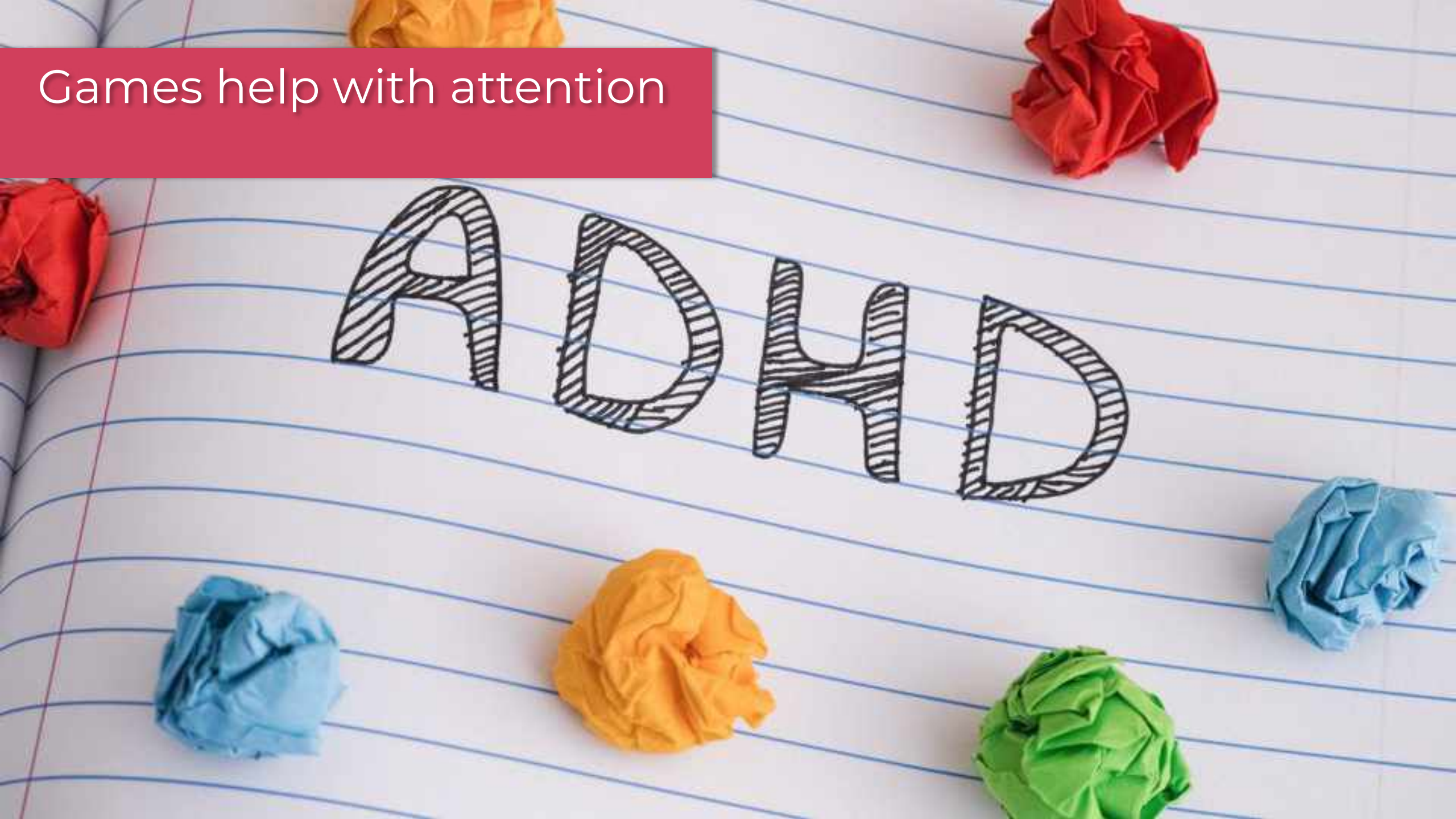
Games help with strategic thinking

Games are fun and engaging

Games are great for assessment

Games develop hand-eye coordination

Games help with attention



Games build skills

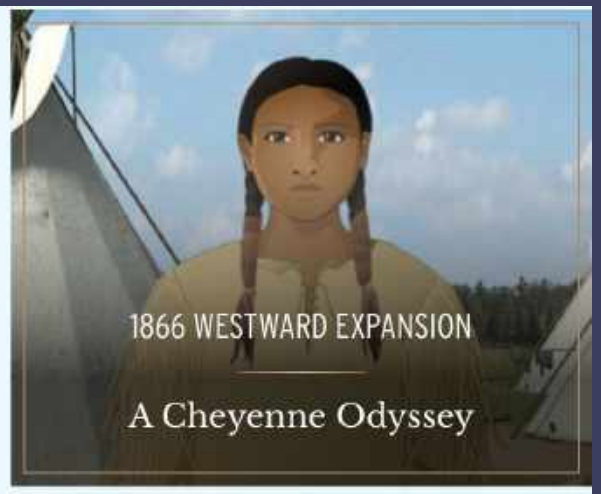
With games, it is okay to fail… and try again

Games grab the attention of our students

Game-Based Learning Tool 1 - Mission US

- 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.

Game-Based Learning Tool 1 - Mission US



Game-Based Learning Tool 1 - Mission US

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.

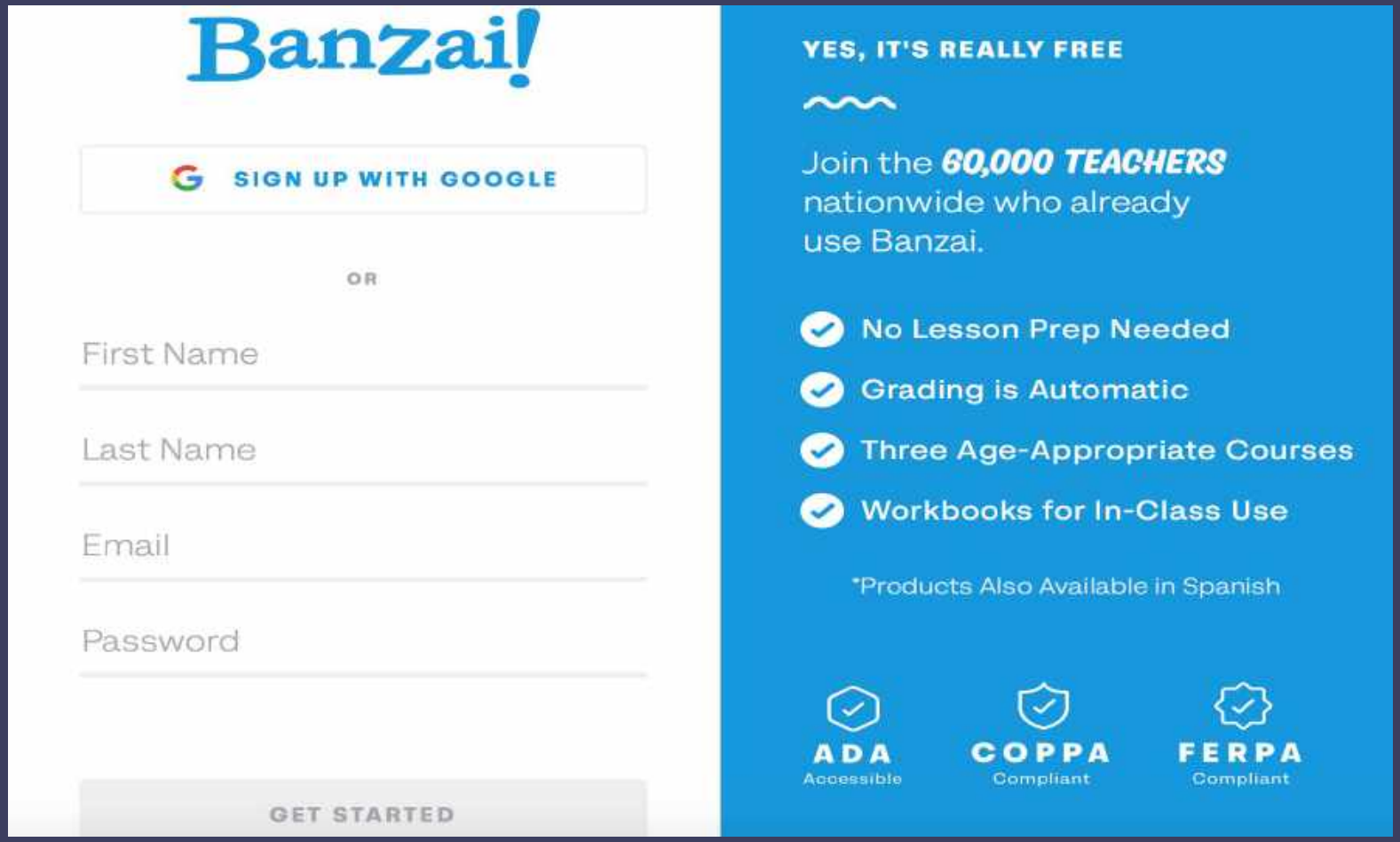
View the homepage

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.

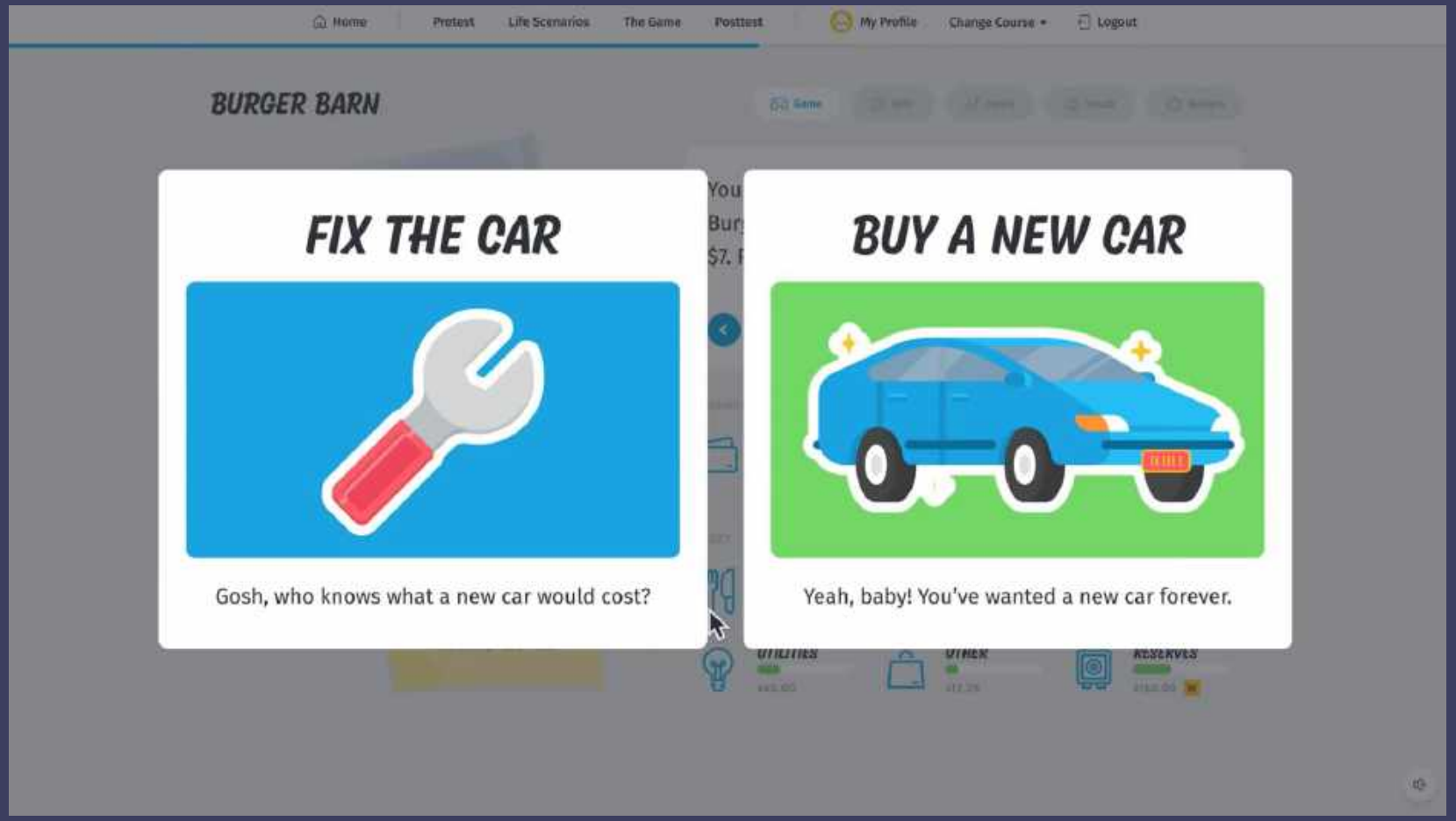
Game-Based Learning Tool 2 - Banzai!

- 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.

Game-Based Learning Tool 2 - Banzai!



Game-Based Learning Tool 2 - Banzai!



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.

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

Game-Based Learning Tool 3 - Math Games

Game-Based Learning Tool 3 - Math Games

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.

Game-Based Learning Tool 4 - iCivics

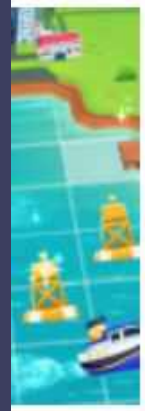
- Grades 3-10
- iCivics offers many interactives related to government, citizenship, elections, the constitution, and more.
- Go to PLAY to find all of the ready-to-go interactives.

Game-Based Learning Tool 4 - iCivics

iCivics Games

Put students into action with civics games. All games can be played in 30-45 minutes.

Middle School And High School | English Language Learners



n

path to

Responsibility Launcher

Help citizens discover their civic duties and responsibilities.

Activate

Pick an issue, lead a campaign, grow a movement, and make a difference.

Do

Run a

knowledg

Game-Based Learning Tool 4 - iCivics

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.

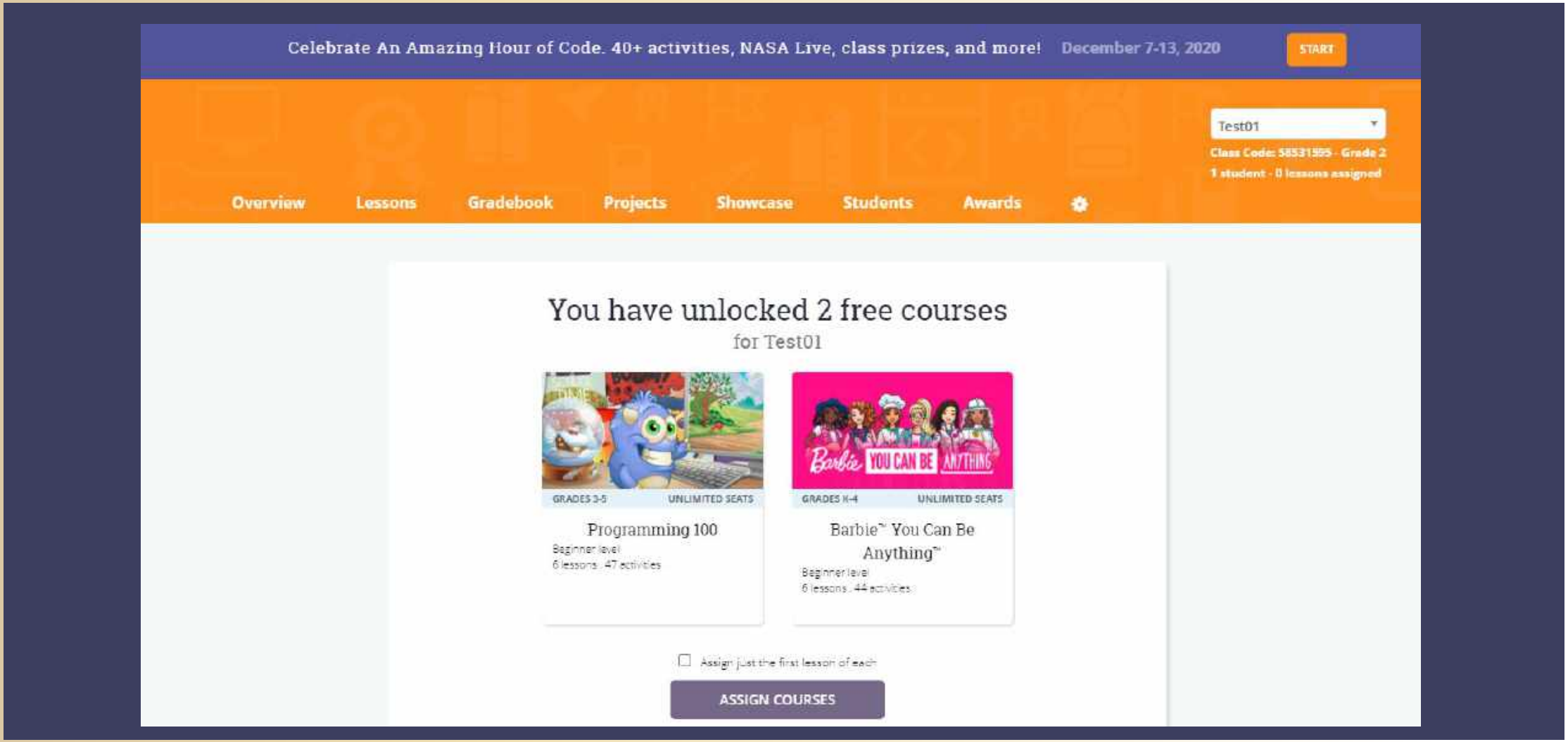
Collaborate Virtually

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).

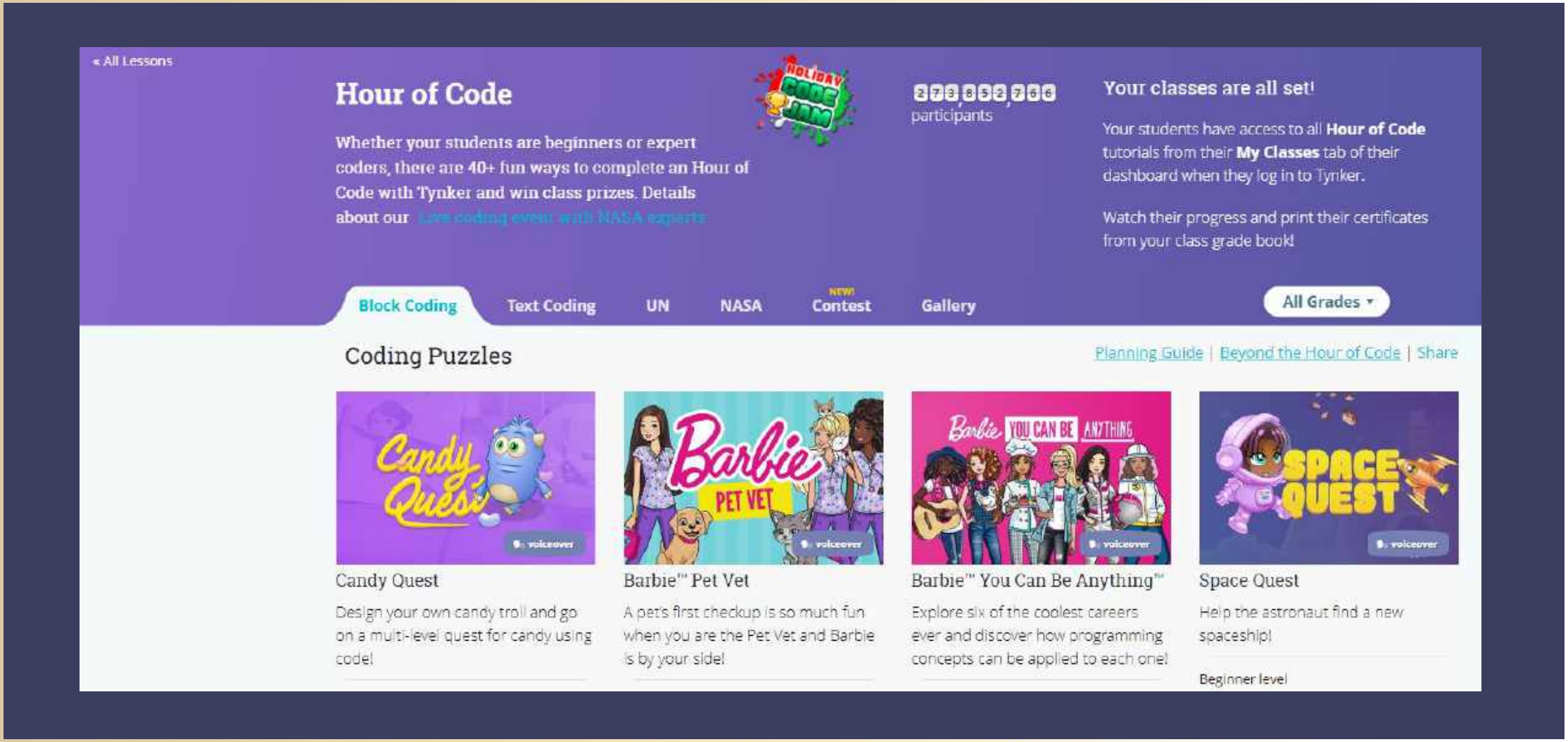
Game-Based Learning Tool 5 - Tynker

- 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

Game-Based Learning Tool 5 - Tynker



Game-Based Learning Tool 5 - Tynker



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.

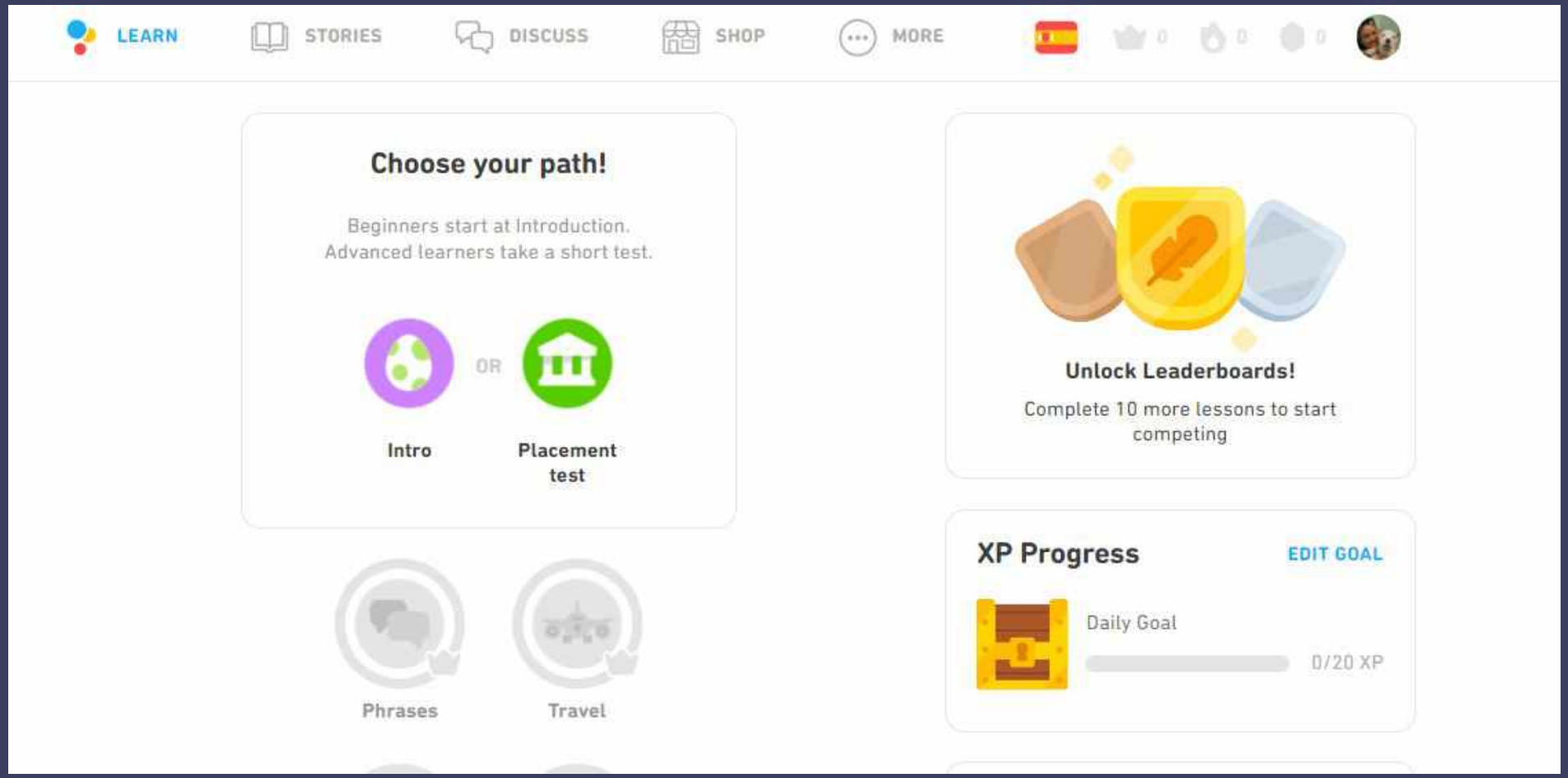
Prepare for Hour of Code

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.

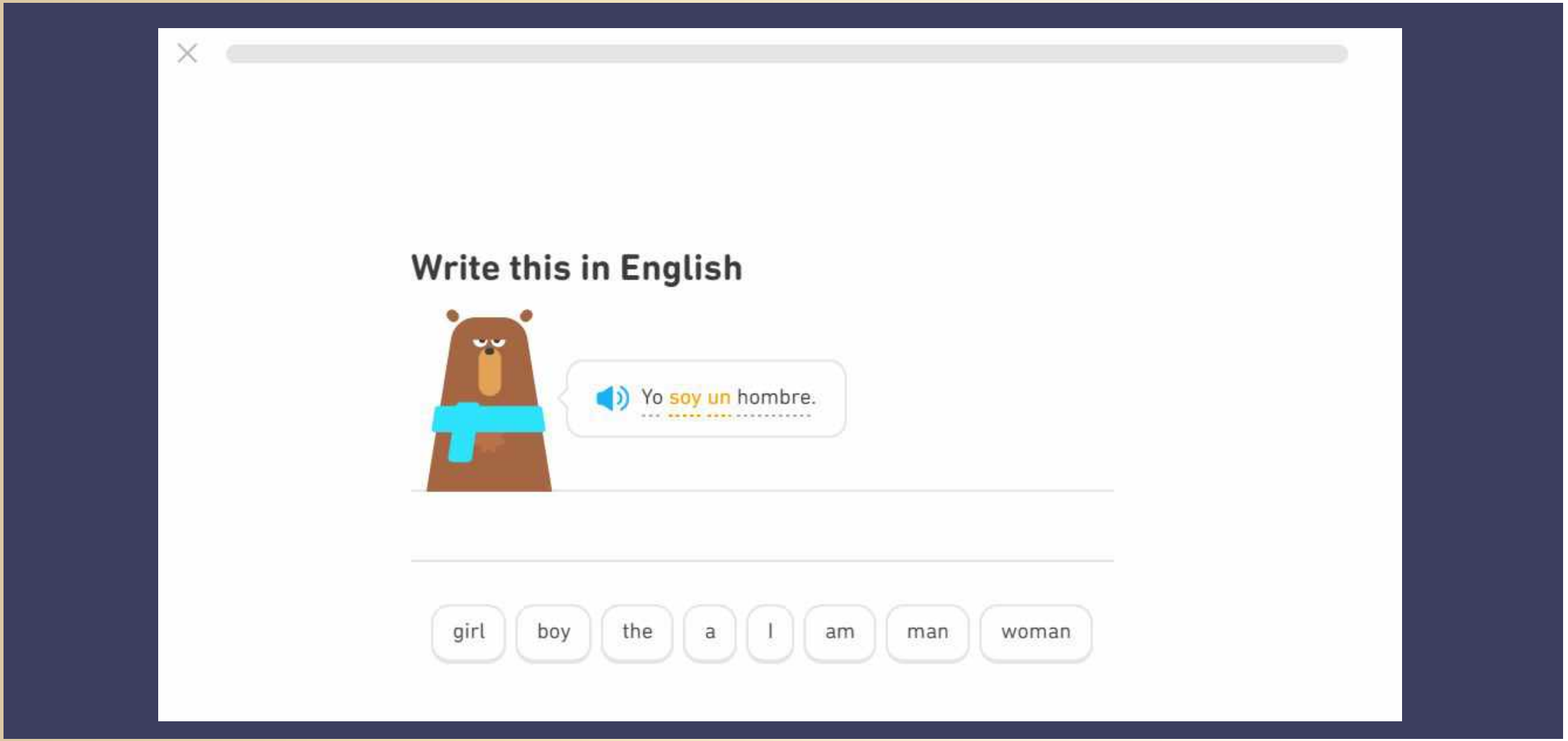
Game-Based Learning Tool 6 - duolingo

- 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?)

Game-Based Learning Tool 6 - duolingo



Game-Based Learning Tool 6 - duolingo



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

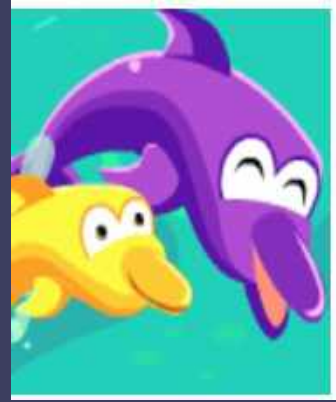
duolingo

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.

Game-Based Learning Tool 7 - 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.

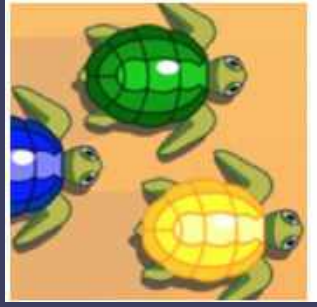
Game-Based Learning Tool 7 - Arcademics

Tractor Multiplication

Content: Multiplication facts to 12
Players: 8
Tractor Multiplication is a multiplayer math game that allows students from anywhere in the world to play tug of war with each other while practicing their multiplication facts!

Tugboat Addition

Content: Addition facts to 12
Players: 8
Tugboat Addition is a multiplayer math game that allows students from anywhere in the world to play tug of war with each other while practicing their addition facts!



Turtle Dash

Content: Spelling with double vowels
Players: 4
Turtle Dash is a multiplayer language arts game that allows students from anywhere in the world to race against each other while practicing spelling!

Typing Jets

Content: Typing with home row keys
Players: 4
Typing Jets is a multiplayer typing game that allows students from anywhere in the world to race against each other while practicing typing and keyboard skills!

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).

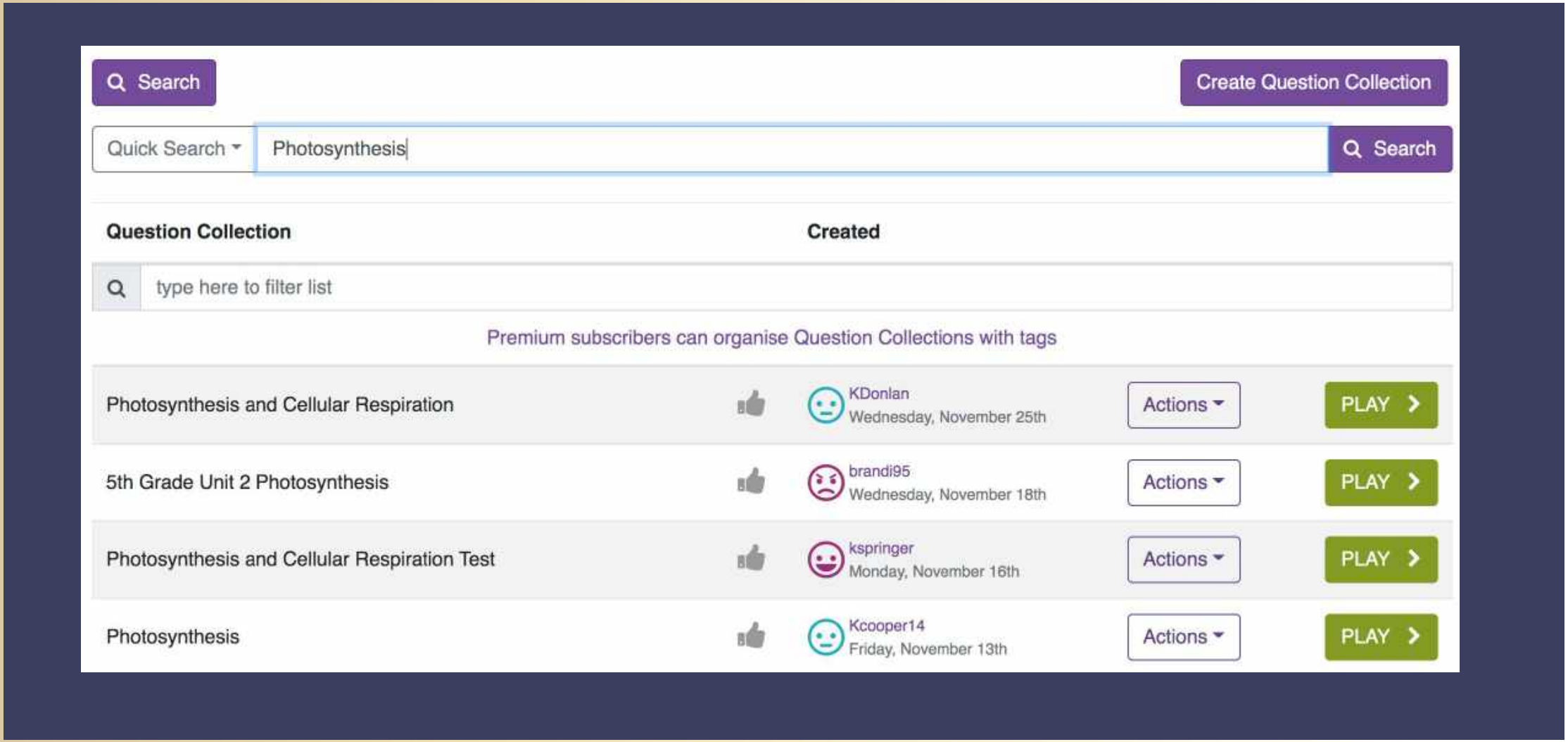
Independent Challenges

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.

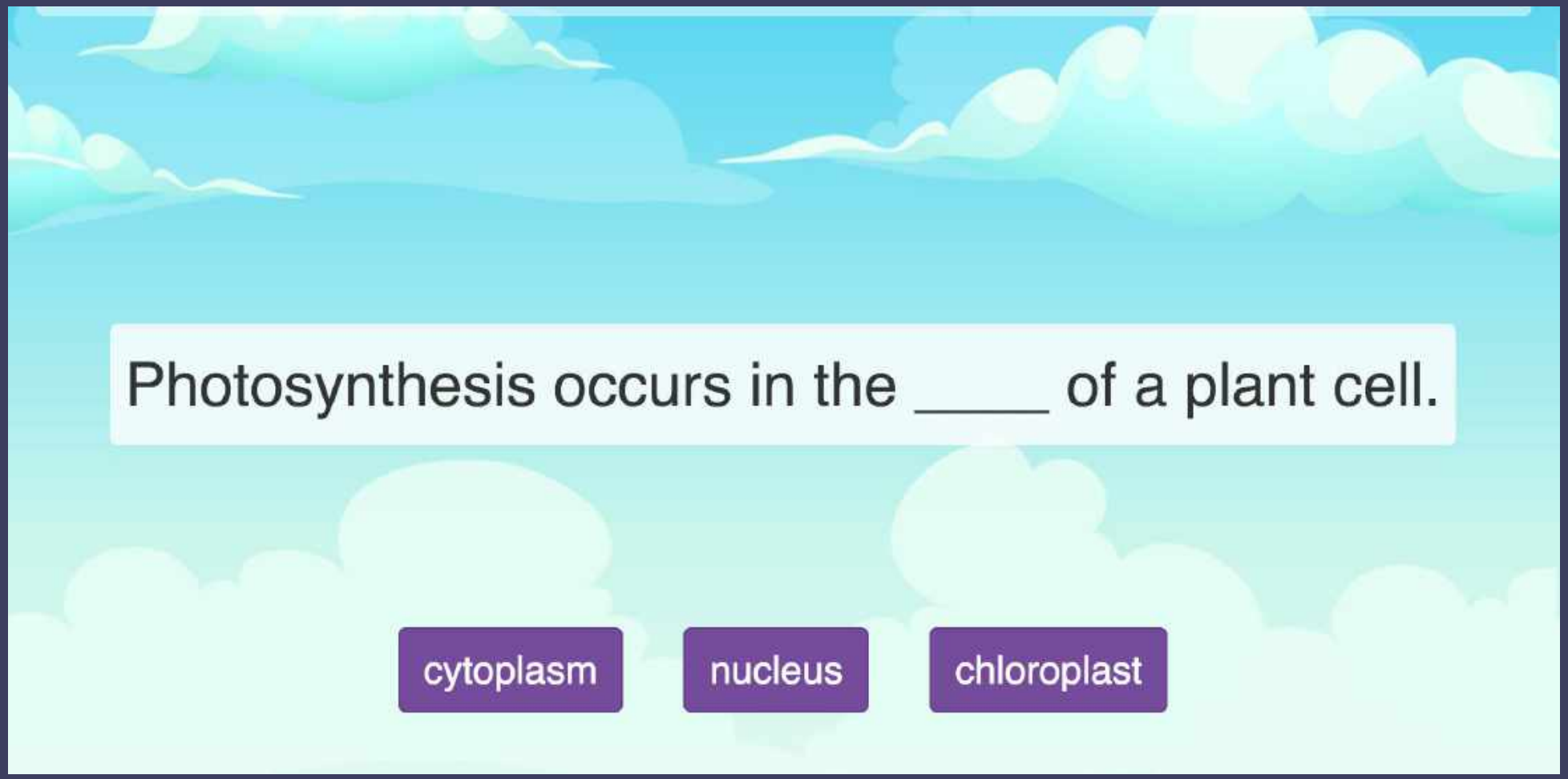
Game-Based Learning Tool 8 - oodlu

- 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.

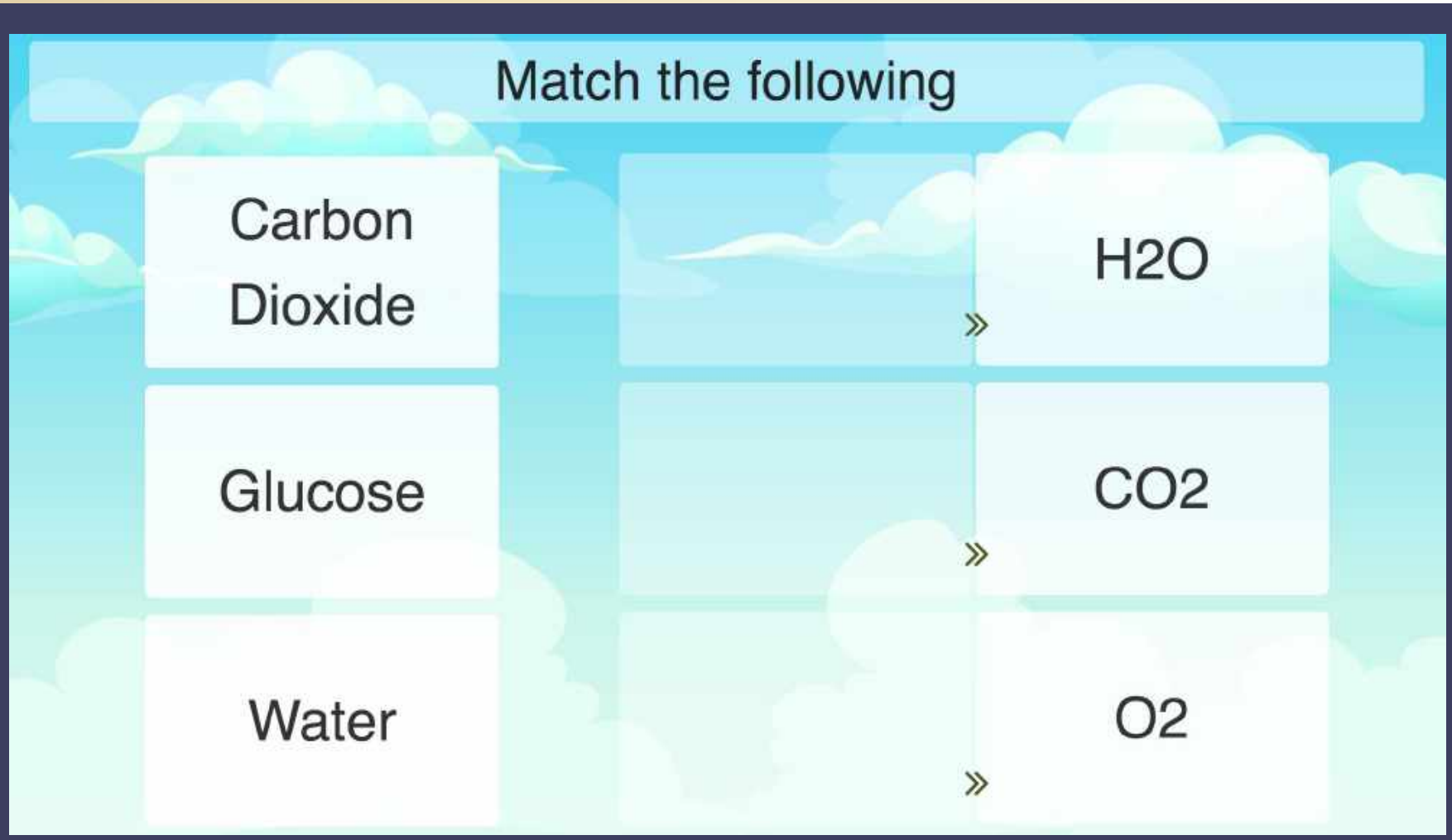
Game-Based Learning Tool 8 - oodlu



Game-Based Learning Tool 8 - oodlu



Game-Based Learning Tool 8 - oodlu



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.

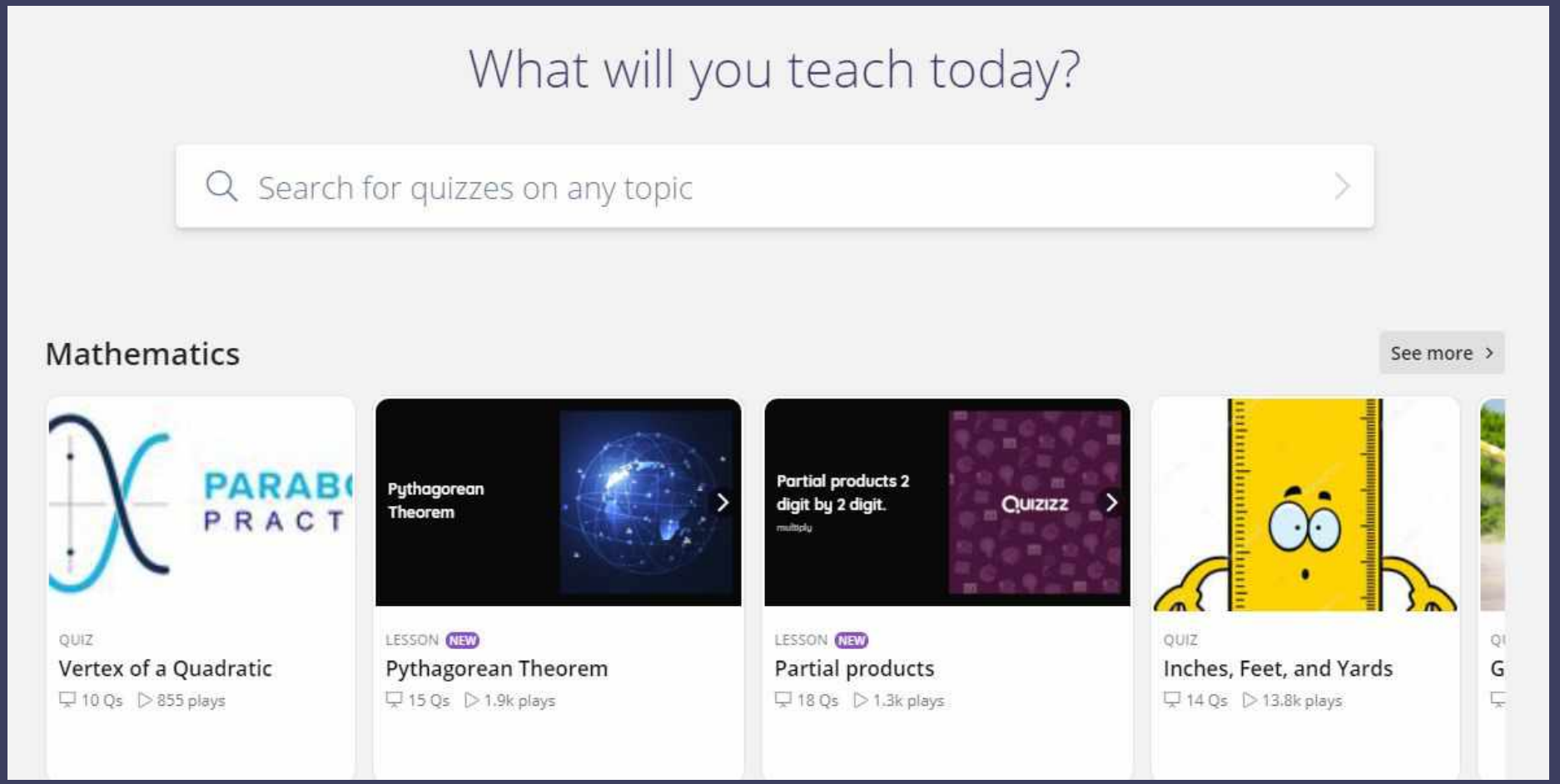
Not sure where to begin?

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.

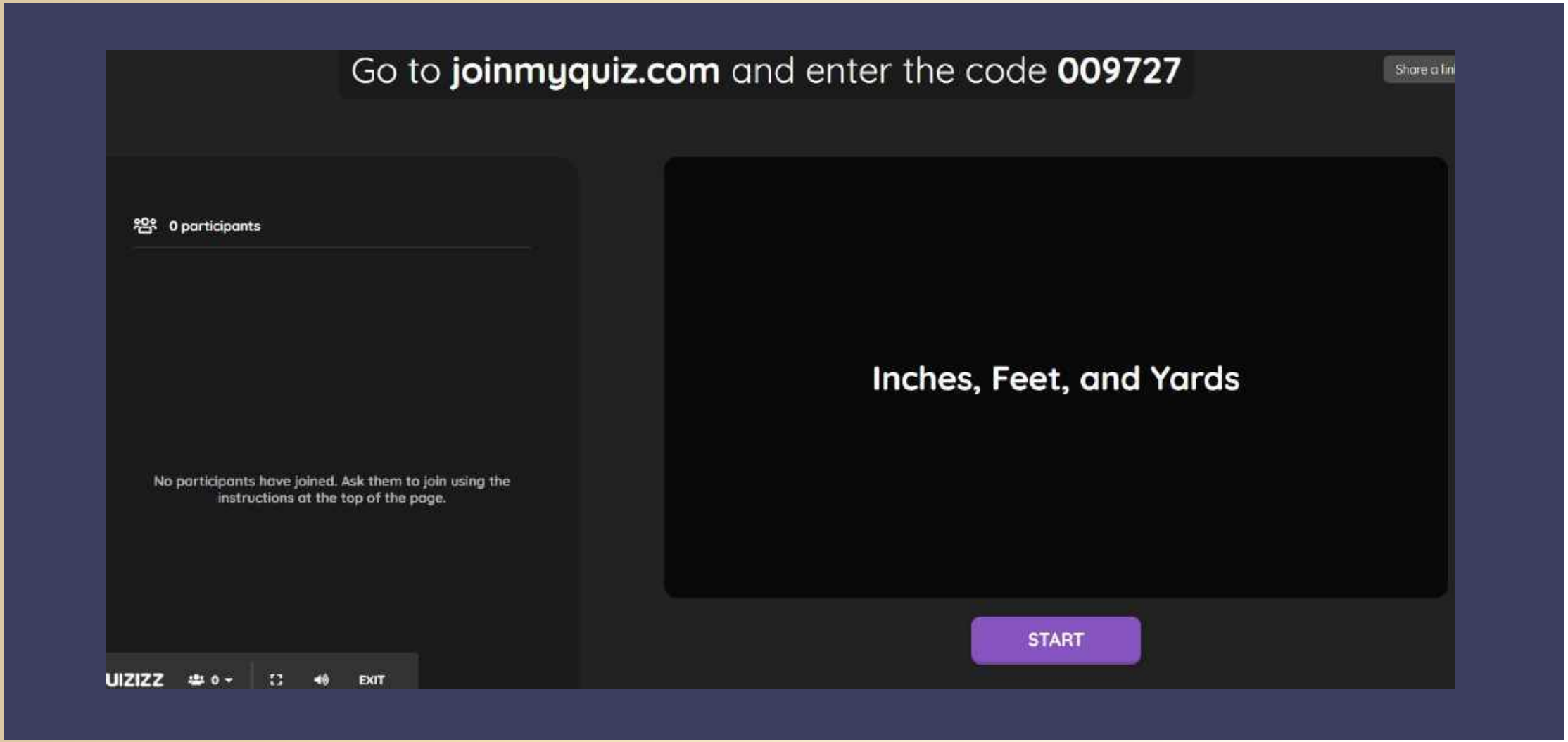
Game-Based Learning Tool 9 - Quizizz

- 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

Game-Based Learning Tool 9 - Quizizz



Game-Based Learning Tool 9 - Quizizz



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.

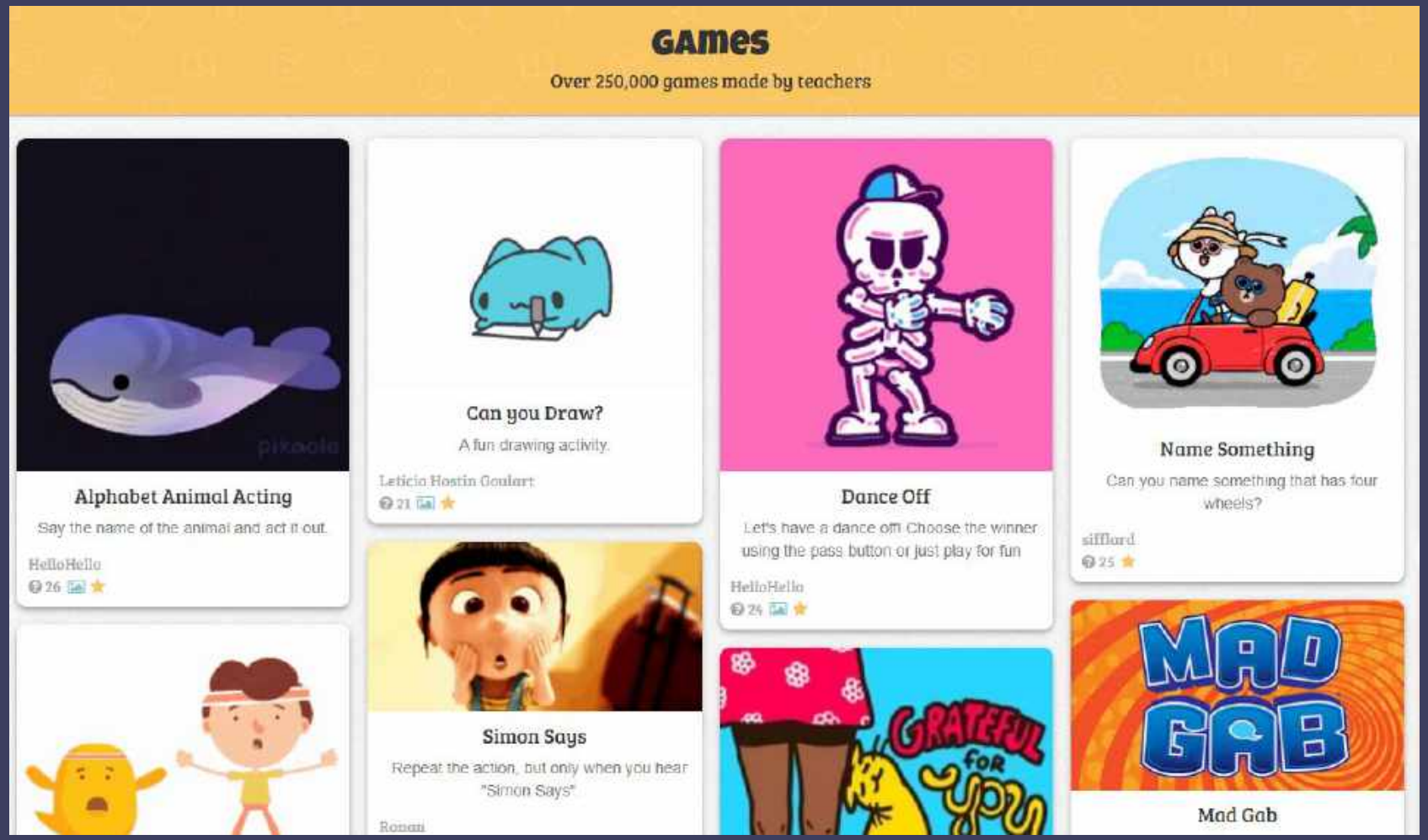
Asynchronous Made Easy

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.

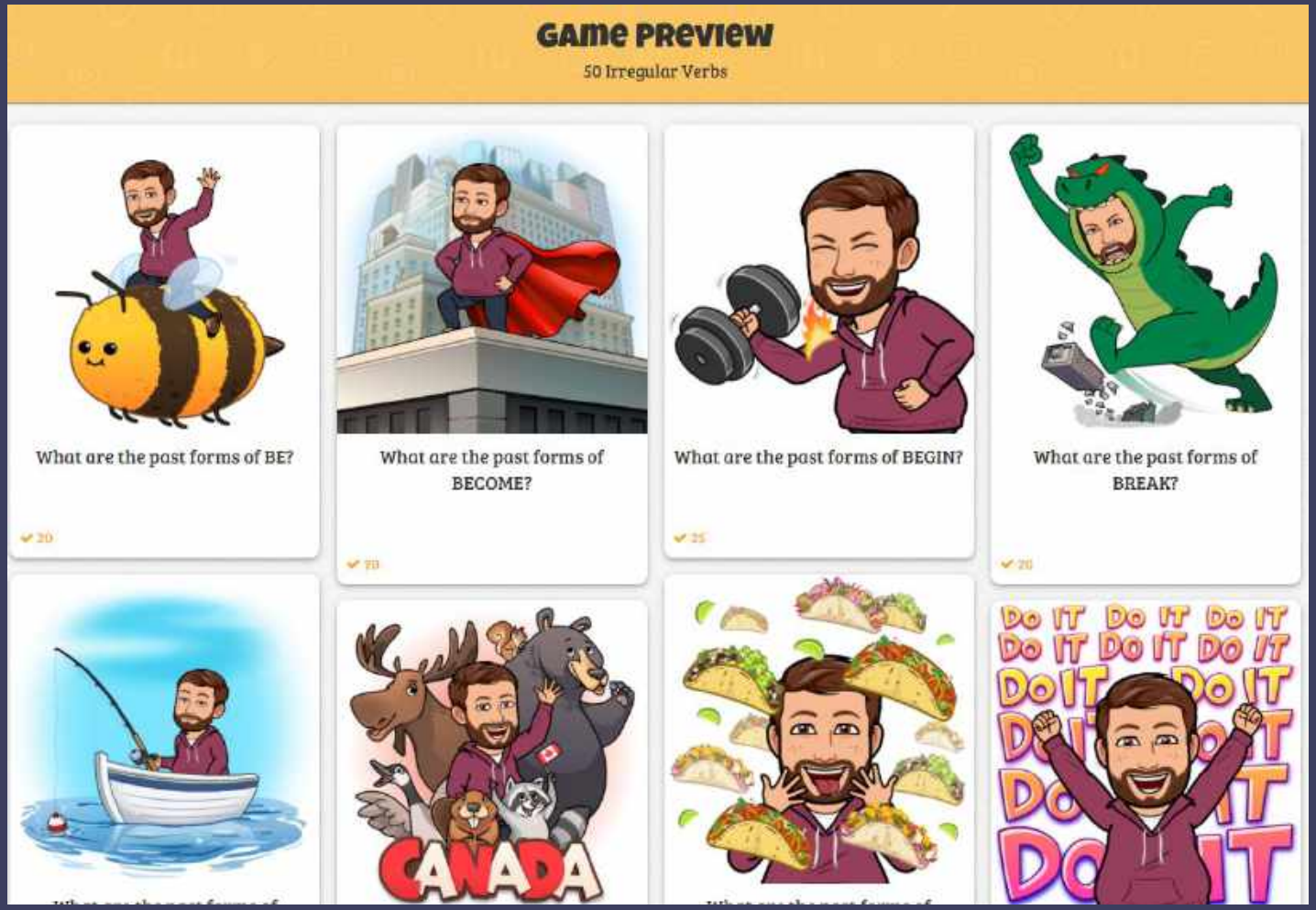
Game-Based Learning Tool 10 - Bamboozle

- 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

Game-Based Learning Tool 10 - Bamboozle



Game-Based Learning Tool 10 - Bamboozle



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.

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.

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