

**TCEA '23**

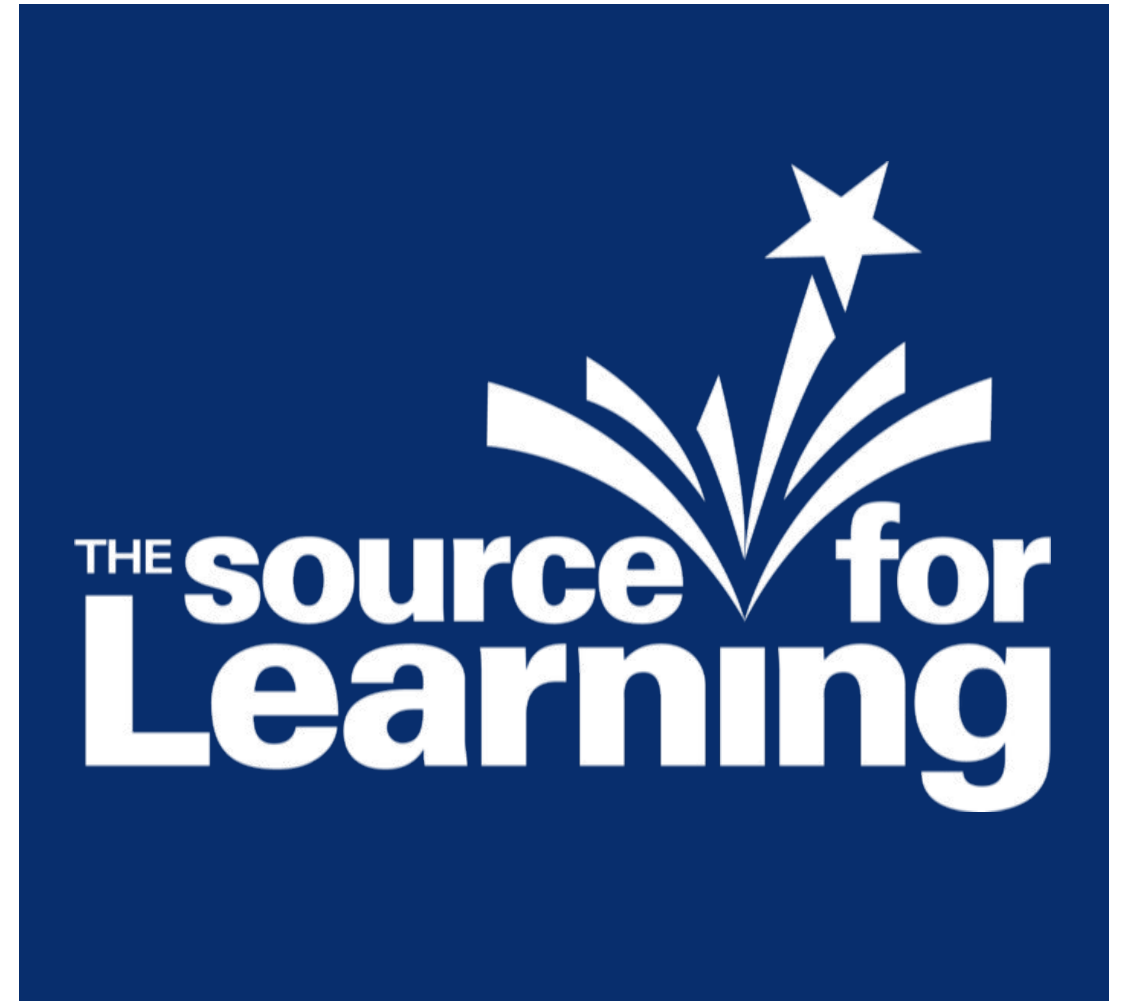


# **Game-Based Learning + Triple E**

**Melissa Henning**

**Monday, January 30, 2023**

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

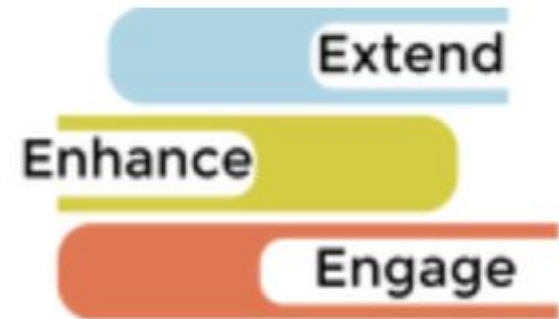
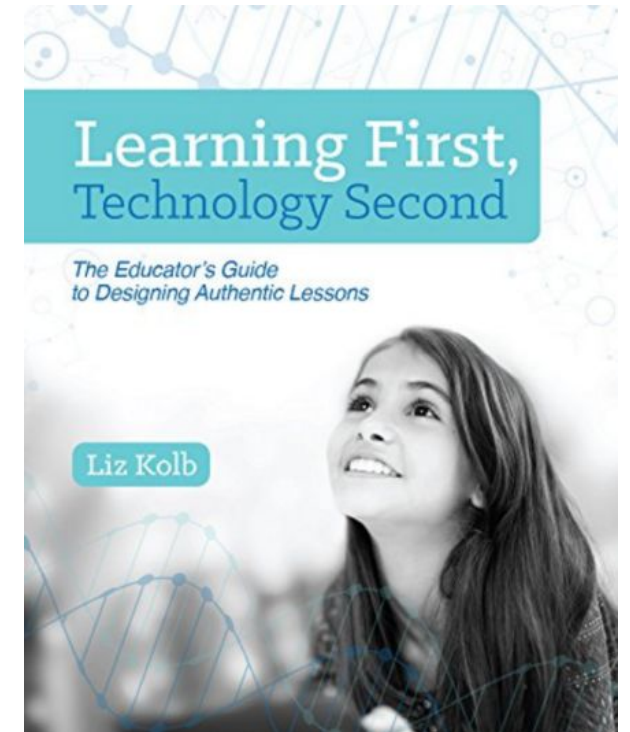
Complete the form with your name & email for access to the slide deck and a few extras that we'd love to share with you.



<http://bit.ly/3CTLMd9>

# 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).



**TRIPLE E FRAMEWORK**



Why should we  
use games with  
our students?



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

A D K D





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



## 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.



# Game-Based Learning Tool 1 - Mission US



# Game-Based Learning Tool 1 - Mission US



# Classroom Integration Ideas

Mission US offers 7 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.



# Virtual 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.

# Game-Based Learning Tool 2 - Banzai!

## Banzai!

 SIGN UP WITH GOOGLE

OR

First Name

---

Last Name

---

Email

---

Password

---

GET STARTED

YES, IT'S REALLY FREE



Join the **60,000 TEACHERS** nationwide who already use Banzai.

- No Lesson Prep Needed
- Grading is Automatic
- Three Age-Appropriate Courses
- Workbooks for In-Class Use

\*Products Also Available in Spanish



**ADA**  
Accessible



**COPPA**  
Compliant



**FERPA**  
Compliant

# Game-Based Learning Tool 2 - Banzai!

The screenshot displays the Banzai! game interface. At the top, there is a navigation bar with links for Home, Pretest, Life Scenarios, The Game, Posttest, My Profile, Change Course, and Logout. Below this, the game title "BURGER BARN" is visible. A row of icons represents different game elements: Game, Bills, Credit, Vocab, and Badges. The main content area shows two choice cards. The left card, titled "FIX THE CAR", features a wrench icon and the text "Gosh, who knows what a new car would cost?". The right card, titled "BUY A NEW CAR", features a blue car icon and the text "Yeah, baby! You've wanted a new car forever.". At the bottom of the interface, there is a financial summary section with icons and labels for UTILITIES (\$40.00), OTHER (\$12.25), and RESERVES (\$150.00).



# 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).

# Virtual Learning



## Strategies to Try **Banzai!**

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

A photograph of three children sitting together, looking at and interacting with mobile devices like smartphones and tablets. A red banner is overlaid on the right side of the image.

# 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

# Game-Based Learning Tool 3 - Math Games

**P** **Pre-Kindergarten**  
**34 skills**  
29 worksheets  
28 mobile skills

**K** **Kindergarten**  
**70 skills**  
66 worksheets  
54 mobile skills

**1** **Grade 1**  
**83 skills**  
68 worksheets  
73 mobile skills

**2** **Grade 2**  
**128 skills**  
100 worksheets  
118 mobile skills

**3** **Grade 3**  
**91 skills**  
80 worksheets  
79 mobile skills

**4** **Grade 4**  
**126 skills**  
104 worksheets  
114 mobile skills

**5** **Grade 5**  
**120 skills**  
100 worksheets  
97 mobile skills

**6** **Grade 6**  
**151 skills**  
116 worksheets  
127 mobile skills

**7** **Grade 7**  
**184 skills**  
157 worksheets  
171 mobile skills

**8** **Grade 8**  
**113 skills**  
91 worksheets  
97 mobile skills

# Game-Based Learning Tool 3 - Math Games

Home

Students

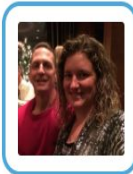
Classes

Assignments

Assessments

Workbooks

Report Cards



Melissa Henning  
Teacher

1 Open Class

[View All »](#)

2 Total Students

[View All »](#)

0 Open Assignments

[View All »](#)

[Classes](#)

Click a class for details or manage your [classes](#) or [students](#)

Get Started

[View All »](#)



Create an assignment



# 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.

# Virtual Learning



## Strategies to Try **Math Games**

This is an ideal tool for virtual independent 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.

A photograph of three children sitting on a patterned surface, looking at and using mobile devices. A red banner is overlaid on the right side of the image.

# 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.

# Game-Based Learning Tool 4 - iCivics



## Argument Wars

Play Time: 0-15 mins

Argue real Supreme Court cases, and put your lawyering skills to the test.



## Branches of Power

Play Time: 30+ mins

Learn to control all three branches of the U.S. government!



## Cast Your Vote

Play Time: 30+ mins

Election Day is coming, are you prepared to vote?



## Convene the Council

Play Time: 15-30 mins

Step inside the Situation Room and take on the role of president responding to international events.



## Counties Work

Play Time: 15-30 mins

Running a county is a lot of work! Manage things well, and try to get re-elected.



## Counties Work: Texas

Play Time: 30+ mins

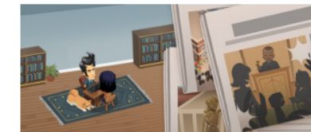
Manage Texas county government in our first state-based local government game!



## Court Quest

Play Time: 15-30 mins

Navigate our court system and guide citizens to the right place.



## Do I Have a Right?

Play Time: 30+ mins

Run a law firm and test your knowledge of constitutional rights.

# Game-Based Learning Tool 4 - iCivics





# Game-Based Learning Tool 4 - iCivics

The screenshot displays the iCivics game interface within a courtroom setting. At the top, a banner reads "Draw 2 Cards". A character with blonde hair in a bun, wearing a judge's robe, stands on the left. In the center, three stacks of cards are available for selection, each with a "Select" button below it:

- SUPPORT** (Blue card): Features a shield with stars and stripes and a gavel. Text: "Look at the next 3 cards in the support deck and choose one. The other 2 cards will be placed back into your support deck."
- STRATEGIZE** (Red card): Features a stack of three cards. Text: "Look at the next 3 cards in the support deck and choose one. The other 2 cards will be placed back into your support deck."
- OBJECTION** (Red card): Features a gavel. Text: "On your opponent's turn, reject a weak support card. If sustained, gain 500 points. If overruled, lose 300 points."

At the bottom, a wooden podium displays the player's score: **1000 YOU**. To the right, the opponent's score is **850 OPPONENT**. A "RESET HAND" button is visible on the right side. In the top right corner, there is a "Case Summary" button. The background shows a courtroom with American flags and a judge's bench.

# 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.

# Virtual Learning



## Strategies to Try **iCivics**

All of these activities work well for blended or fully virtual learning as students can work on their own and at their own pace. secondary, and ELL students.

## 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).



A photograph of three children sitting on a patterned surface, looking at their mobile devices. A red banner is overlaid on the right side of the image.

# Triple E Connection



## 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



## Create a FREE Teacher Account

- 3 free coding courses
- 40+ 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

# Game-Based Learning Tool 5 - Tynker

## Coding Puzzles



Program your virtual soccer team and ent...



Design your own candy troll and go on a ...



Explore six of the coolest careers ever an...



Help the astronaut find a new spaceship!



# Game-Based Learning Tool 5 - Tynker

## Today's Missions



MY CODING PATH

PLAY



New Project

Create Project



CREATE TEXTURE PACKS

Create Texture Packs



TYNKER WINTER CODEJAM

Winter Code Jam 2022

# Classroom Integration Ideas

Find some great 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).

# Virtual Learning



## Strategies to Try **Tynker**

Assign one of the complete courses for students to work on during virtual learning. There are many courses available for free. Click on **PLAY** to see the many coding options.

## 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?)

# Game-Based Learning Tool 6 - duolingo

The screenshot displays the Duolingo mobile application interface. At the top, a navigation bar includes icons for 'LEARN', 'STORIES', 'DISCUSS', 'SHOP', and 'MORE', along with a Spanish flag, a crown icon with '0', a flame icon with '0', a hexagon icon with '0', and a user profile picture. The main content area is divided into several sections:


- Choose your path!**: A section with the text "Beginners start at Introduction. Advanced learners take a short test." Below this are two options: "Intro" (represented by a purple globe icon) and "Placement test" (represented by a green building icon), separated by the word "OR".
- Unlock Leaderboards!**: A section featuring three shield icons (brown, yellow, blue) with a pin icon on the yellow one. Below the icons, it says "Unlock Leaderboards!" and "Complete 10 more lessons to start competing".
- XP Progress**: A section with a yellow treasure chest icon and the text "Daily Goal" followed by a progress bar and "0/20 XP". A link labeled "EDIT GOAL" is visible in the top right corner of this section.
- Phrases** and **Travel**: Two circular icons at the bottom, one with a speech bubble and the other with an airplane, both with hand cursor icons.




# Game-Based Learning Tool 6 - duolingo

×

Write this in English



 Yo **soy un** hombre.  
.....

girl boy the a I am man woman

# 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.

# Virtual Learning



## Strategies to Try **duolingo**

This is a great program to use during virtual learning days. 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 they 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

The logo for Arcademics, featuring the word "ARCADEMICS" in a bold, orange, sans-serif font with a registered trademark symbol. The letters "A" and "R" have motion lines trailing behind them to the left.

## Dolphin Dash

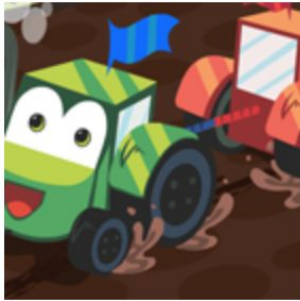
**Content:** Counting money

**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)

# Virtual Learning



## Strategies to Try **Arcademics**

This site offers collaborative games that are perfect to bring together your class during virtual 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.

A photograph of three children sitting on a patterned surface, looking at and interacting with mobile devices. A red banner is overlaid on the right side of the image.

# 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).

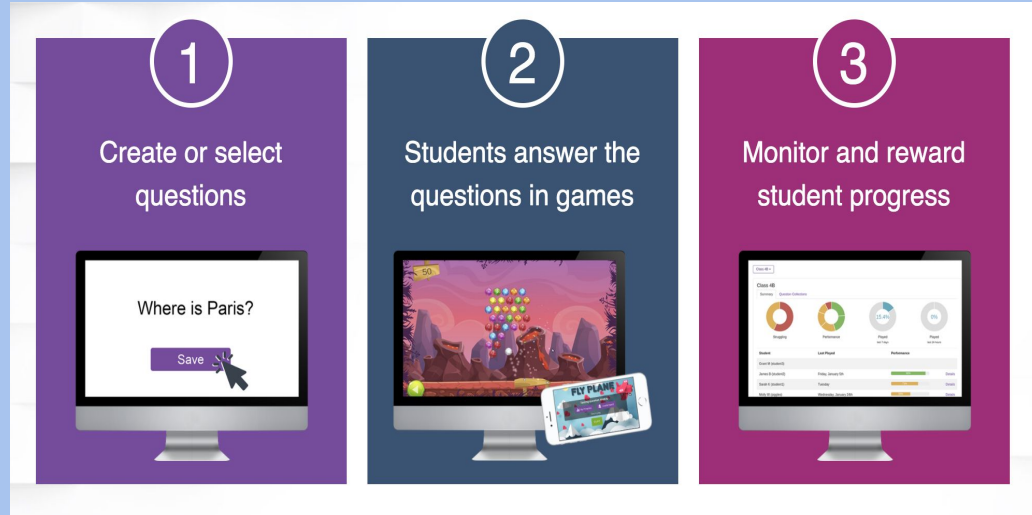


## Extend

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.

# Game-Based Learning Tool 8 - oodlu

Q Search Create Question Collection









Quick Search ▾ Photosynthesis | Q Search

---

**Question Collection** **Created**

Q type here to filter list

Premium subscribers can organise Question Collections with tags

Photosynthesis and Cellular Respiration		 KDonlan Wednesday, November 25th	Actions ▾	PLAY >
5th Grade Unit 2 Photosynthesis		 brandi95 Wednesday, November 18th	Actions ▾	PLAY >
Photosynthesis and Cellular Respiration Test		 kspringer Monday, November 16th	Actions ▾	PLAY >
Photosynthesis		 Kcooper14 Friday, November 13th	Actions ▾	PLAY >

# Game-Based Learning Tool 8 - oodlu

Photosynthesis occurs in the \_\_\_\_ of a plant cell.

cytoplasm

nucleus

chloroplast



# Game-Based Learning Tool 8 - oodlu

Match the following

Carbon  
Dioxide

H<sub>2</sub>O

Glucose

CO<sub>2</sub>

Water

O<sub>2</sub>

# 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

# Virtual Learning



## Strategies to Try **oodlu**

Create a game to use as an assessment, rather than a traditional test. Share the oodlu during your virtual and in-person 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.

A photograph of three children sitting on a patterned surface, looking at and interacting with mobile devices. A red banner is overlaid on the right side of the image.

# 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

The logo for Quizizz, featuring the word "QUIZZ" in a bold, dark purple, sans-serif font. The letter "Q" is stylized with a dot above it.

**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

# Game-Based Learning Tool 9 - Quizizz

What will you teach today?


🔍 Search for quizzes on any topic

## Mathematics


See more >



QUIZ  
Vertex of a Quadratic  
🖨️ 10 Qs ▶️ 855 plays



LESSON **NEW**  
Pythagorean Theorem  
🖨️ 15 Qs ▶️ 1.9k plays

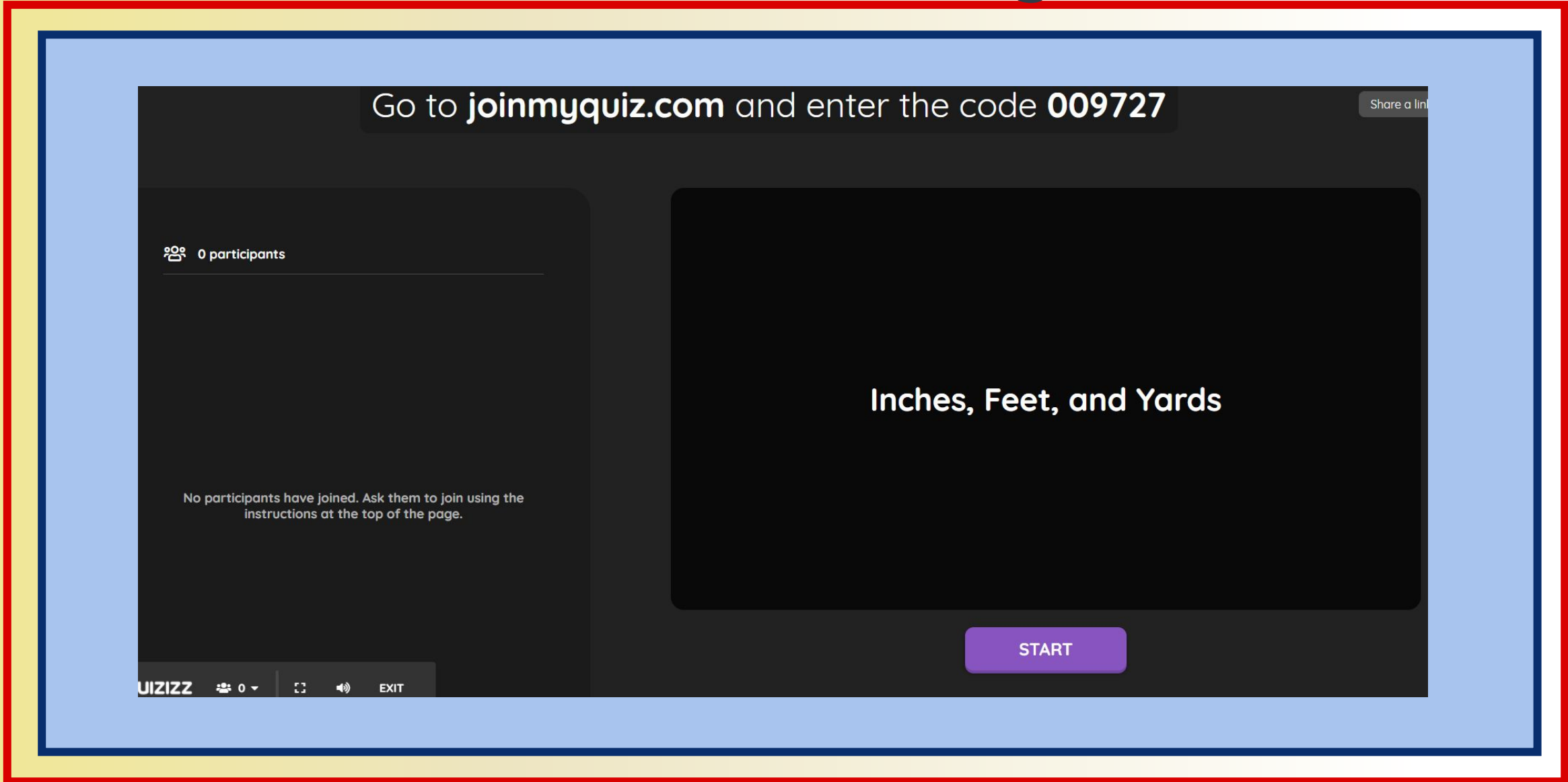


LESSON **NEW**  
Partial products  
🖨️ 18 Qs ▶️ 1.3k plays



QUIZ  
Inches, Feet, and Yards  
🖨️ 14 Qs ▶️ 13.8k plays

# 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



# Virtual Learning



## Strategies to Try **Quizizz**

Quizizz can be played virtually from any device using the code provided to join the game. Students can also join the site and peruse the ready-to-go game to use for additional study aids on numerous topics.

### Many different game formats

Quizizz has moved beyond simple multiple choice questions. They have added matching, video options, polls, coding, and many other question types.



# Triple E Connection



## 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

**Bamboozle**

**GAMES**

**1 million games made by teachers**

- Grades K-12
- Find over 1,000,000 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

13 games found

Roosevelt



English



Featured



All time



Advanced



## Roosevelt ASP

ASP Trivia

Acosta24

15



1

US History



## Franklin D. Roosevelt

Quiz On Franklin D. Roosevelt

Rithish

14



8



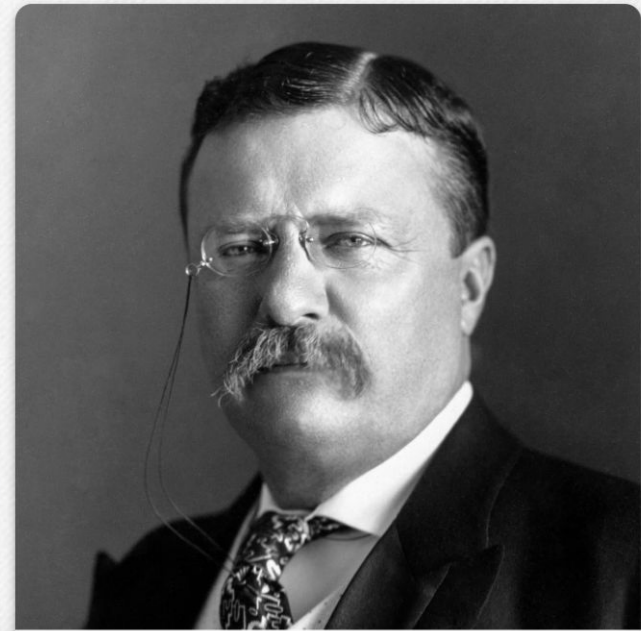
## Angelou Roosevelt Quizzes

The questions on the Maya Angelou and Theodore Roosevelt quizzes.

Brooke Reed

10

53





# 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
  - 1,000,000+ other ready to go games (up from 200,000 in 2020)

# Virtual 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.

A photograph of three children sitting on a patterned surface, looking at and interacting with mobile devices. A red banner is overlaid on the right side of the image.

# 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.



<http://bit.ly/3CTLMd9>



Thank you for  
joining us!

