

VSTE '23



Level Up Your Teaching with EdTech Games for Formative Assessment

Monday
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VSTE '23



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TeachersFirst

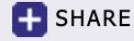
- | Classroom Resources
- | Professional Learning
- | MySciLife

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/vste2023>



Blooket is a digital review game built for classroom use. Educators create game sets, and students join on their device to play a variety of game options using the provided ...[less](#)

Blooket is a digital review game built for classroom use. Educators create game sets, and students join on their device to play a variety of game options using the provided code. Games include options for solo or group play. Build sets using your own questions or search Blooket's library to find games created by other educators. Save favorite sets to your account for later use, then duplicate sets and edit to fit your needs when ready to play. Blooket also offers the option to import quizzes directly from Quizlet, [reviewed here](#). As students join a game, they choose a Blook, a character that serves as an avatar. When ready, choose the "host" option to begin play by selecting a game mode and following prompts. Some games offer the ability to assign homework, allowing students to complete the game within the selected time frame.
tag(s): [assessment](#) (142), [Formative Assessment](#) (66), [game based learning](#) (174), [gamification](#) (74), [quizzes](#) (89), [vocabulary](#) (231), [vocabulary development](#) (91), [worksheets](#) (68)

IN THE CLASSROOM

Discover and use Blooket's many engaging games as a resource for practicing and reviewing information within any area of content. Use the score results to provide feedback for guiding further lessons. Some games are more fast-paced than others; use this to your advantage by sharing different versions for different groups of students. Use Blooket to differentiate instruction by adjusting the difficulty of question sets based on student abilities. Introduce new content using Blooket as a pre-assessment before starting any new unit. Use Blooket as an ice-breaker or get-to-know-you activity at the start of the school year or at the beginning of a new semester to build comradery within your classroom.

Edge Features:

Requires registration/log-in (WITH email)

Products can be shared by URL

Includes teacher tools for registering and/or monitoring students





Formative Assessment

- Methods of assessment that teachers use during the progress of a lesson or unit.

Formative Assessment

1. Not a final assessment, rather a temperature gauge.
2. Learn what has been mastered and what needs to be retaught.
3. Adapt your instructions based on results.
4. Provide immediate (and constant) feedback to our students.



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

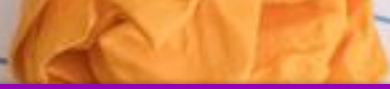




Games develop hand-eye coordination

Games help with attention

A D K D



Games build skills



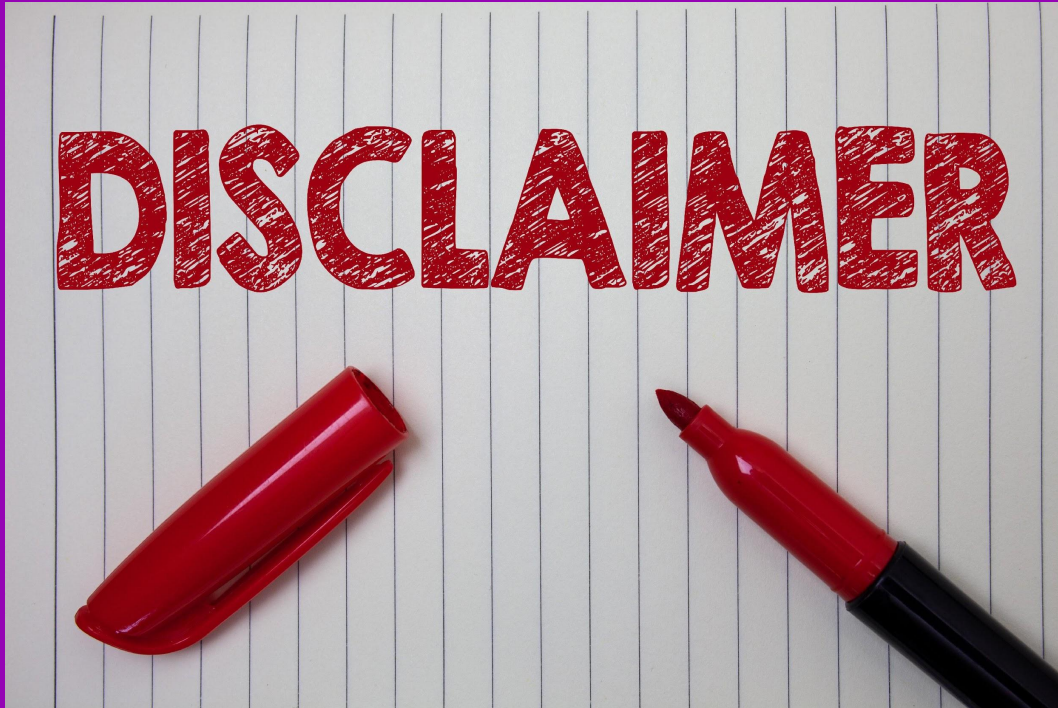
With games, it is okay to fail... and try again





Games grab the attention of our students

Things to Consider



- FREE Warning!
- Acceptable Use Policy (AUP) know it and follow it!
- Always test a site before you share
- Consider email - an option or an issue?
- FERPA (Family Educational Rights and Privacy Act)

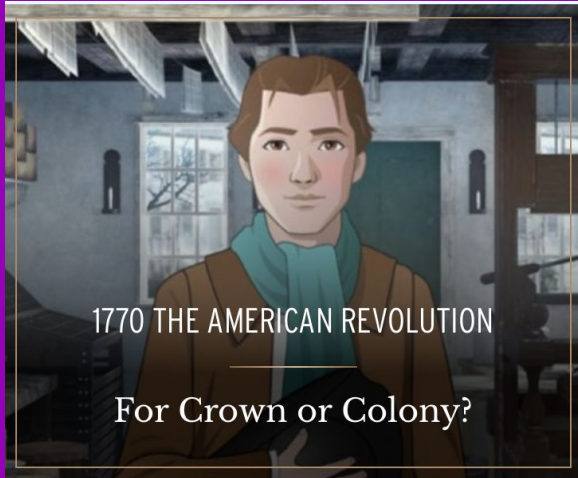
Game-Based Learning Tool 1 - Mission US



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.

Game-Based Learning Tool 2 - Arcademics

The logo for Arcademics, featuring the word "ARCADEMICS" in a bold, orange, sans-serif font with a registered trademark symbol. To the left of the text are three horizontal orange lines of varying lengths, suggesting motion or speed.

Dolphin Dash

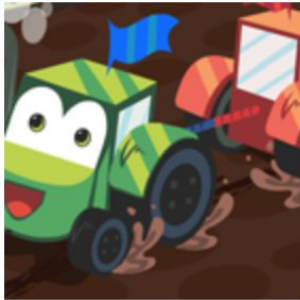
Content: Counting money

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 2 - 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)

Game-Based Learning Tool 3 - Math Games



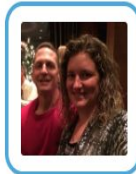
- Grades K-8
- Search by topic or grade level for skill games
- View which tools are available as web tools only or as an app also
- Students earn progression stars as they complete activities.
- Detailed reports sent to the teachers

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.

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.
- Instant feedback and scaffolding.

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

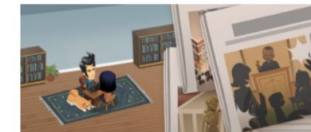
Manage Texas county government in our first state-based local government game!



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



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.
- Offers instant feedback to students and assessment results to teachers. In addition, provides scaffolds to guide students to a deeper understanding.

Game-Based Learning Tool 5 - 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 5 - 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




Game-Based Learning Tool 5 - Banzai!

Home Pretest Life Scenarios The Game Posttest My Profile Change Course Logout

BURGER BARN


Game Bills Credit Vocab Badges

FIX THE CAR



Gosh, who knows what a new car would cost?

BUY A NEW CAR



Yeah, baby! You've wanted a new car forever.

UTILITIES \$40.00 OTHER \$12.25 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).

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

The screenshot displays the Duolingo app's main interface. At the top, there is a navigation bar with icons for 'LEARN', 'STORIES', 'DISCUSS', 'SHOP', and 'MORE'. To the right of these icons are a Spanish flag, a crown icon with '0', a flame icon with '0', a shield 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 with a graphic of three shields (brown, yellow, and blue) and the text "Complete 10 more lessons to start competing".
- XP Progress**: A section with a yellow treasure chest icon, the text "Daily Goal", and a progress bar showing "0/20 XP". A link "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 one with an airplane, representing different learning paths.

Game-Based Learning Tool 6 - duolingo

×

Write this in English



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

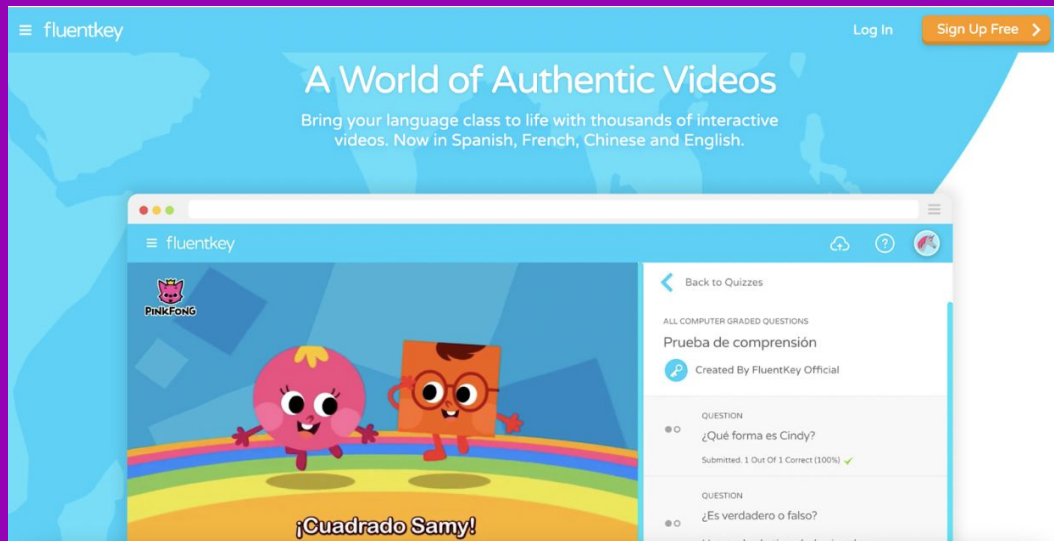
girl boy the a I am man woman

Classroom Integration Ideas

Engage your students in learning a world language.

- Use for quick formative assessment.
- Share this with your multilingual 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.

Game-Based Learning Tool 7 - FluentKey



- Grades K-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 7 - FluentKey

The screenshot displays the FluentKey interface. At the top, there is a navigation bar with 'fluentkey', 'Videos', and 'Dashboard' tabs. On the right side of the top bar, there is an 'Upgrade' button and several utility icons. The main content area is a video player with a black background and yellow text. The title 'Exponential Equations' is at the top. Below it, three equations are shown: $3^{x+2} = 9^{2x-3}$, $e^x = 7$, and $2^{x^2} \cdot 2^{3x} = 16$. The bottom equation is $4^{2x} - 20(4^x) + 64 = 0$. The video player controls at the bottom show a play button, a progress bar, and a timestamp of 00:00 / 16:36. Below the video player, there are 'PREVIOUS SUBTITLE' and 'NEXT SUBTITLE' buttons, and a subtitle indicator that says 'This video has subtitles.' On the right side of the interface, there is a sidebar with several options: 'ENGLISH EDUCATIONAL' (with a graduation cap icon), 'NOVICE LOW; A1' (with a gauge icon), 'Play FluentKey Live' (with a play button icon), 'Browse or Create Quizzes' (with a book icon), 'Assign to Class' (with a group of people icon), and 'Edit Transcript' (with a document icon).

fluentkey Videos Dashboard Upgrade

Exponential Equations

$$3^{x+2} = 9^{2x-3} \quad e^x = 7$$
$$2^{x^2} \cdot 2^{3x} = 16$$
$$4^{2x} - 20(4^x) + 64 = 0$$

ENGLISH EDUCATIONAL NOVICE LOW; A1

Play FluentKey Live
The interactive classroom listening game. Watch the video together while students race to answer questions.

Browse or Create Quizzes
Choose a comprehension quiz to assign, or make your own.

Assign to Class
Assign this video to your students for homework or independent work.

Edit Transcript
Copy and paste or edit this video's transcript and subtitles.

00:00 / 16:36

PREVIOUS SUBTITLE This video has subtitles. NEXT SUBTITLE

Classroom Integration Ideas

Game-based learning + world language + listening comprehension skills!.

- Use for quick formative assessment
- Share with entire class for listening comprehension practice
- Play as a class or assign as homework
- Live game results show entire class temperature, not individual students

Game-Based Learning Tool 8 - Bamboozle

The logo for Bamboozle, featuring the word "Bamboozle" in a white, rounded, sans-serif font. The letter "o" is replaced by a yellow smiley face with two eyes. The logo is set against a yellow rectangular background with a pattern of small, faint icons including hearts, smiley faces, and the letter 'M'.

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
- Grading made easy!

Game-Based Learning Tool 8 - Bamboozle

13 games found

Roosevelt

English


Featured

All time


Advanced

Roosevelt ASP
ASP Trivia
Acosta24
15

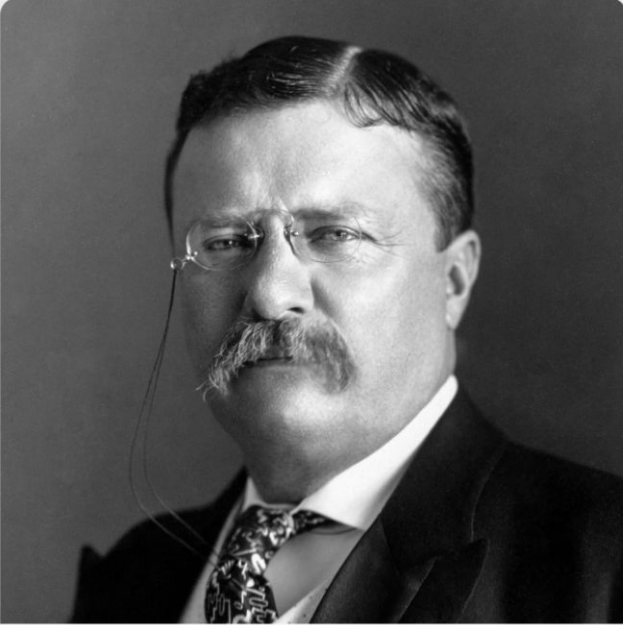
US History



Franklin D. Roosevelt
Quiz On Franklin D. Roosevelt
Rithish
14



Angelou Roosevelt Quizzes
The questions on the Maya Angelou and Theodore Roosevelt quizzes.
Brooke Reed
10 53

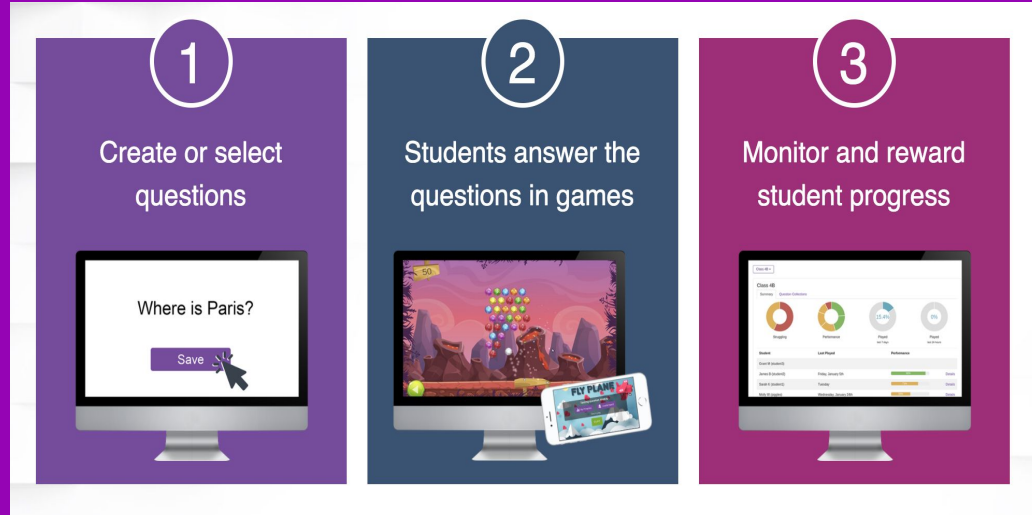


Classroom Integration Ideas

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)

Game-Based Learning Tool 9 - 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 9 - 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 9 - oodlu

Photosynthesis occurs in the ____ of a plant cell.

cytoplasm

nucleus

chloroplast

Game-Based Learning Tool 9 - oodlu

Match the following

Carbon
Dioxide

H₂O

Glucose

CO₂

Water

O₂

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

Game-Based Learning Tool 10 - Quizizz

The Quizizz logo is displayed in a white rectangular box. The word "QUIZZ" is written in a bold, black, sans-serif font. The letter "Q" is stylized with a white dot in the center, making it look like a question mark.

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 10 - 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



QUIZ
G
🖨️

Game-Based Learning Tool 10 - Quizizz

Go to joinmyquiz.com and enter the code **009727**

Share a link

 0 participants

No participants have joined. Ask them to join using the instructions at the top of the page.

Inches, Feet, and Yards

START

QUIZZ

 0 ▾



EXIT

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



Thank you for
joining us!



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/vste2023>