



Erasmus+



GAME
Literacy & Learning



Game literacy Book

Game Literacy and Learning

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Games

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HOPSCOTCH

Favorite Turkish Game for Kids



GAME

Literacy & Learning

General Info



- NUMBER OF PARTICIPANTS: At least 2 people, but more people make for more fun
- AGE: 5 years old and on
- SPACE: Outdoor / Indoor (in the gyms)
- TIME: 10 mins
- MATERIALS: One flat stone, a chalk for drawing playing lines

AIMS

- 1) Strength and speed;
- 2) Concentration;
- 3) Focus on the game;
- 4) Learning game rules;
- 5) Increase personal interaction;
- 6) Warm up before starting a class;
- 7) Increase memory and fix contents;



TEACHING SUBJECTS

- Secondary school students;
- Foreign languages, physical Education, etc.
- TYPE OF THE LESSON:
- Developing personal capabilities and spoken in foreign languages; Hopscotch Game is one of the game in teaching speaking. It is purposed to help the students.



How to start the Game



- ▶ 1. With chalk, draw a hopscotch grid on the driveway or sidewalk (10 squares, number consecutively, with the numbers 1,2,5, and 8 in single squares and the numbers 3 and 4, 6 and 7, and 9 and 10 in side-by-side squares)
- ▶ 2. Your child tosses his marker onto the square marked with the number 1.
- ▶ 3. He then hops over that square (when possible, there should be no touching down on the square with the marker on it) and lands on one foot in the square marked 2.
- ▶ 4. He jumps in the squares marked 3 and 4 (a two-footed landing with the left foot in the left square and the right foot in the right square), hops (one-footed landing) in the square marked 5, and so on, up the grid.
- ▶ 5. At the top of the grid, he turns and follows the same pattern back to the beginning, once again hopping over the first square.
- ▶ You can play this game indoors by using numbered carpet squares. Or you can use letters instead of numbers in the square to help your child with the alphabet. Ask her to say the letter aloud as she moves onto each square for added learning!

RULES AND DEVELOPMENT OF THE GAME



- ▶ 1. There can be any number of players, and a stone is the only object you need to play it. If you are the first player, you draw a figure on the floor with a piece of chalk.
- ▶ 2. Then you throw the stone inside square one. After that, you have to hop into each square, starting with square 1 and ending in square eight.
- ▶ 3. If there are two squares together, you jump landing with one foot in each square; but if there is only one square, you must hop on one foot.
- ▶ 4. When you reach squares 7 and 8, you have to turn back jumping again until square 1. Then you continue playing the next level.
- ▶ 5. This time you begin by throwing the stone into square number 2. In the next level, you throw it into square number 3. You continue until level 8.
- ▶ 6. The first player who finished all the levels in the shortest time is the winner. The most important thing is that the player has to skip the square where the stone is.

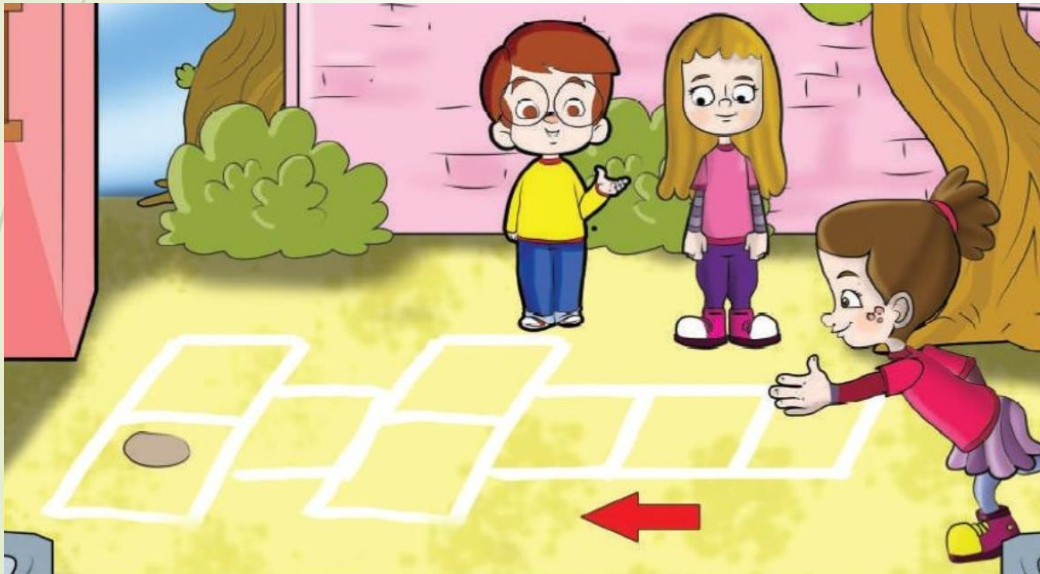
POSSIBLE APPLICATION IN EDUCATION

(SUBJECT, LEARNING FIELD)



- interested in teaching-learning process. The objectives are to describe:
 - 1) the procedure of using hopscotch game in teaching speaking,
 - 2) the advantages of using hopscotch game in teaching speaking,
 - 3) the disadvantage of using hopscotch game in teaching speaking. The result of playing shows that:
 - 1) there are some procedures of using hopscotch,
 - 2) hopscotch game makes students have fun in speaking class, and it can be a media to motivate students in the teaching-learning process. 3) the disadvantage of hopscotch game is spending much time

HOPSCOTCH



HOPSCOTCH



GAME
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GAME LITERACY AND LEARNING


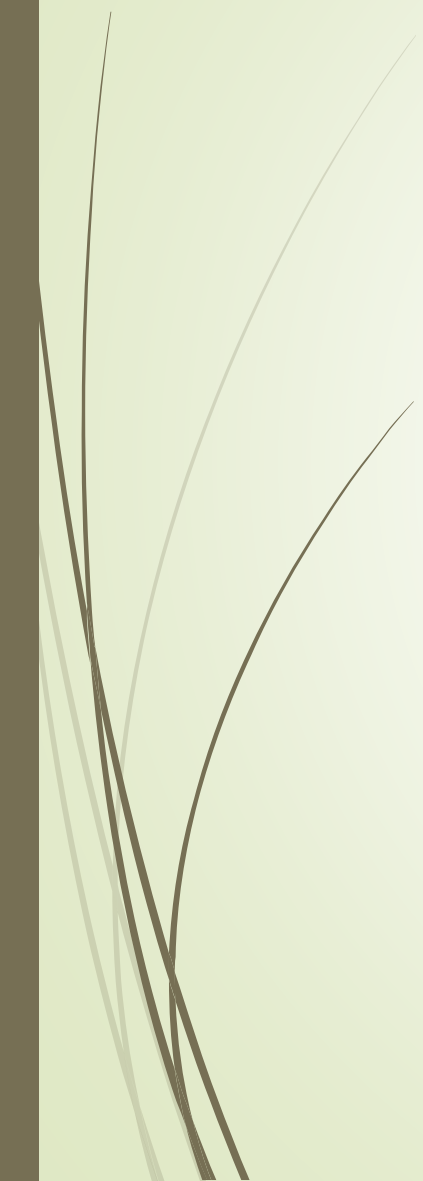




Games in classes

Pavel Vlad

XI A

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- 
- Games are the fastest way to attract children and push them towards education and knowledge.
 - Interactions and team games are favorites

Bingo



- A quick and simple game which never fails to motivate students in their learning.
- *Game:* Ask students to draw a 6 x 6 grid on their whiteboards or pieces of paper then select 6 words or images from the given list to draw/write in their grid. You must then randomly select a word from the list to describe, and students must guess the word in order to cross it off on their grid (if present). Continue describing different words until one student successfully completes their grid and shouts 'bingo!' (you can also award a prize to the first student who gets 3 in a row).

HOT POTATO




- This fun classroom game encourages students to think on their feet and draw on a range of subject knowledge.
- *Game:* Divide your class into small groups and hand out an object/soft toy to each group. The person with the object in each group will start. You name a title or theme, e.g. prime numbers, and it is then a race against time for the student to give 5 correct responses, e.g. 2, 3, 5, 7, 11, before the item/soft toy has been passed round everyone in their small group and returned to them.



UNO

Game literacy

Short History

-
- 
-
- ▶ The game was originally developed in 1971 by Merle Robbins in Reading, Ohio, a suburb of Cincinnati. When his family and friends began to play more and more, he spent \$8,000 to have 5,000 copies of the game made. He sold it from his barbershop at first, and local businesses began to sell it as well. Robbins later sold the rights to UNO to a group of friends headed by Robert Tezak, a funeral parlor owner in Joliet, Illinois, for \$50,000 plus royalties of 10 cents per game.
 - ▶ Tezak formed International Games, Inc., to market UNO, with offices behind his funeral parlor. The games were produced by Lewis Saltzman of Saltzman Printers in Maywood, Illinois.
 - ▶ In 1992, International Games became part of the Mattel family of companies

- ▶ To start a hand, seven cards are dealt to each player, and the top card of the remaining deck is flipped over and set aside to begin the discard pile. The player to the dealer's left plays first unless the first card on the discard pile is an action or Wild card. On a player's turn, they must do one of the following:
 - ▶ play one card matching the discard in color, number, or symbol
 - ▶ play a Wild card, or a playable Wild Draw Four card (see restriction below)
 - ▶ draw the top card from the deck, then play it if possible

RULES

Official rules:

The aim of the game is to be the first player to score 500 points, achieved (usually over several rounds of play) by being the first to play all of one's own cards and scoring points for the cards still held by the other players.

The deck consists of 108 cards: four each of "Wild" and "Wild Draw Four," and 25 each of four different colors (red, yellow, green, blue). Each color consists of one zero, two each of 1 through 9, and two each of "Skip," "Draw Two," and "Reverse." These last three types are known as "action cards."

PENALTIES



Penalties: If a player does not call "Uno" after laying down their next-to-last card and is caught before the next player in sequence takes a turn, they must draw two cards as a penalty. If the player is not caught in time or remembers to call "Uno" before being caught, they suffer no penalty

Monopoly

Monopoly

is board game played by 2-6 players. In the beginning of the game each player gets a certain amount of money and a token which they move by rolling a dice. If they land on an unowned property they can buy it, if they land on owned property they have to pay the owner a certain amount of money. The more expensive the property the bigger the rent. The purpose of the game is to not go bankrupt. The game goes on until only one player is left standing.



Learning by playing Monopoly?



I think Monopoly is a very useful game for introducing students to the basics of economy. It's fairly easy to pick up and understand and it teaches us about money, how to spend it, when to spend it, the importance of saving up. It also shows us how fast the economy can shift how random it can be, how in order to make money you first have to invest money and how sometimes even if you do everything right life is just like a dice, it can go from a 6 to a 1 really quick.



Conclusions



Games can be really engaging and educational at the same time so they're perfect for keeping children interested in knowledge. They are also the ideal way of relieving some stress and creating a healthy environment for learning. Personally I consider that schools would greatly benefit from introducing fun activities for helping students to fully comprehend more complex ideas in certain subjects and practical uses for the things they are taught.





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Ten Creative Ways to introduce Game Literacy in schools.

Supporting Materials

► **YouTube links:**

- <https://youtu.be/QNV2xtiBk5U>
- https://youtu.be/8np2l_gQgcY
- <https://youtu.be/OXjJu8eauHo>
- <https://youtu.be/mP1YN4f18mQ>

► **Google links:**

- <https://www.igi-global.com/dictionary/game-literacy-assessing-its-value/11832>
- <https://www.gamesforchange.org/resource/video-game-literacy-a-literacy-of-expertise/>
- <https://culture.pl/en/article/gaming-literacy-how-to-understand-video-games>
- <https://superjumpmagazine.com/about-games-literacy-e57b43ffb353>
- <https://literacytrust.org.uk/information/what-is-literacy/video-games-and-literacy/>
- <https://www.gaminghorizons.eu/scenario/game-literacy-in-the-curriculum/>

Learning by game

In Manisa – Slovak team



Slovak song - Tancuj, tancuj vykrúcaj Dance, Dance, Turn Around

- ▶ Tancuj, tancuj vykrúcaj, vykrúcaj
- ▶ Dance, dance, turn around, turn around
- Len mi piecku nezrúcaj, nezrúcaj
- ▶ Just don't break my oven down, don't break it down,
Dobrá piecka na zimu, na zimu
- ▶ An oven is good for winter, for winter,
Nemá každý perinu, perinu.
- ▶ Not everybody has a feather blanket.

Slovak song - Tancuj, tancuj vykrúcaj

Dance, Dance, Turn Around

- ▶ Trá-la-la-la, trá-la-la-la
La-la-la-la la-la-la la-la-la
Trá-la-la-la, trá-la-la-la
La-la-la-la la-la-la la-la-la

Stojí vojak na varte, na varte

- ▶ A soldier stands on watch, on watch,
v roztrhanom kabáte, kabáte
- ▶ In a ragged coat

Slovak song - Tancuj, tancuj vykrúcaj

Dance, Dance, Turn Around

- ▶ od večera do rána, do rána
- ▶ From evening till morning, till morning
rosa na ňho padala, padala
- ▶ A dew kept falling on him, falling.
- ▶ Trá-la-la-la, trá-la-la-la
La-la-la-la la-la-la la-la-la
Trá-la-la-la, trá-la-la-la
La-la-la-la la-la-la la-la-la
- ▶ <https://www.youtube.com/watch?v=jvf7dRkBSFs>

Slovak song - Tancuj, tancuj vykrúcaj

Dance, Dance, Turn Around



Slovak dance -

<https://www.youtube.com/watch?v=R0QfJ0W33rI>



Belgian dance

- Belgian dance is a group dance. we will make a circle and we will dance in pairs of girls and guys. We willll show you how to dance.
- <https://www.youtube.com/watch?v=eKOefBjKLNo>



Man don 't get angry

- The most played variant of the game can be played by 2, 3, or 4 players – one player per board side.
- The special one has a pattern for 6 players.
- Each player has four game pieces, which are in the "out" area when the game starts, and which must be brought into the player's "home" row.

Man don 't get angry

- The rows are arranged in a cross position. They are surrounded and connected with a circle of fields, over which the game pieces move in a clockwise direction.
- There are three fields on each side of the board. At the beginning of the game, the players' pieces are placed in the four fields marked "B" on the far left side, the "out" section.
- The coloured field just left of centre, marked "A", is each player's "start" field.

Man don ´t get angry

- The white field just to the right of the start field leads to the "home" row, marked "a", "b", "c", "d". Each game piece enters the circle at the "start" field ("A"), moves (clockwise) over the board and finally enters the "home" row.
- The first player with all of their pieces in their "home" row wins the game.

Man don't get angry



Chairs

- ▶ are placed in the circle, but one less than the number of players. We stand next to the chairs and when the song starts, we start walking around the chairs. We walk around until the music stops.
- ▶ When the music stops, you have to sit down on a chair. The one who does not sit on the chair falls out of the game. The game, continues until there is one winner left.

Chairs



Tug of war

- There are 2 teams on the opposite of the rope. Two groups of children consisting of 4 - 5 students face each other and pull the rope.
- The players begin tagging the rope when referee - teacher gives the signal.
- Each player pulls backwards as hard as he can.

Tug of war

- The teams continue pulling the center of the rope /tape mark/ crosses where the referee - teacher is standing.
- The game ends when the teacher declares one team has successfully pulled the past center. It is important to pull rope over the line.
- The game is very cheerful and everyone likes to play it.

Tug of war



Fairytale



Small house, small house, who lives inside?



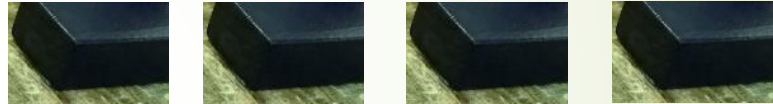
Small house, small house, who lives inside?

- ▶ Dear children,
 - ▶ We are going to play a fairytale together called *Small house, small house who lives inside*
- ▶ First we will build a house.



Small house, small house, who lives inside?

- ▶ We have many colored parts. To build the back wall we will use **4 four blue bricks**. One, two, three, four
- ▶ For creating the left side wall we are going to use **two yellow parts** with cut outs for the window, so animals would have light. One, two.



Small house, small house, who lives inside?

- What color will be the right wall?
- For its building we will use **2 brown parts** with cut outs for the window , so animals would have light. One, two.



Small house, small house, who lives inside?

- The front walls are made out **2 full green** prisms. We will build one on the left and the other on the right. One, two.
- We will cover the prisms. For that we will use thin brown board. The ceiling of the house is done.



Small house, small house, who lives inside?

- ▶ Now we are only missing roof. The roof is sidelong, for her building ww will use **red cover**. We have 6 red parts, on the left side of the ceiling we will use three parts, on the right side we sill use another three pars. One, two, three. Four, five, six.



Small house, small house, who lives inside?

➤ The house is done.



Small house, small house, who lives inside?

- We can continue the fairytale.
- In the middle of the forest stands a house. **Small mouse** hopes towards it, she is looking at it from all the sides, she is trying to look into the window.



Small house, small house, who lives inside?

- She stands in front of the gate and tells:
- *Small house, small house, who lives inside?*
- She sets one of her ears, while the other does nothing. No one is answering..
- *I will live here.*

Small house,
small house, who lives inside?



- **The frog** is coming towards to house.
- *Small house, small house, who lives inside?*
- A mouse: *I am a mouse. And who are you?*
- A frog: *I am a frog.*
- A mouse: *Come and live with me!*

Small house, small house, who lives inside?

- ▶ A mouse and a frog: *Now 2 of us live here.*



Small house, small house, who lives inside?

- **The bunny** hops towards it.
- *Small house, small house, who lives inside?*
- A mouse: *I am a mouse.*
- A frog: *I am a frog. And who are you?*
- A bunny: *I am a bunny.*



Small house, small house, who lives inside?

- A mouse and a frog: *Come and live with us*
- A bunny: *OK.*
- A mouse, a frog and a bunny: *Three of us live here.*



Small house, small house, who lives inside?

- A **fox** is coming around.
- *Small house, small house, who lives inside?*
- A mouse: *I am a mouse.*
- A frog: *I am a frog.*
- A bunny: *I am a bunny. And who are you?*
- A fox: *I am a fox.*



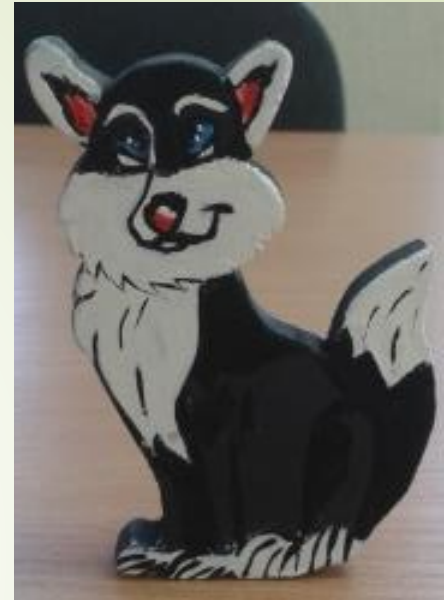
Small house, small house, who lives inside?

- A mouse, a frog and a bunny: *Come and live with us.*
- A fox: *OK.*
- A mouse, a frog, a bunny and a fox: *Four of us live here.*



Small house, small house, who lives inside?

- A wolf is coming around.
- *Small house, small house, who lives inside?*
- A mouse: *I am a mouse.*
- A frog: *I am a frog.*
- A bunny: *I am a bunny. And who are you?*
- A fox: *I am a fox.*



Small house, small house, who lives inside?

- A mouse, a frog, a bunny and a fox: *Come and live with us.*
- A wolf: *OK.*
- A mouse, a frog, a bunny, a fox and a wolf: *Five of us live here.*



Small house, small house, who lives inside?

- A bear comes along.
- *Small house, small house, who lives inside?*
- A mouse: *I am a mouse.*
- A frog: *I am a frog.*
- A bunny: *I am a bunny. And who are you?*
- A fox: *I am a fox.*



Small house, small house, who lives inside?

- A wolf: *I am a wolf.*
- A mouse, a frog, a bunny, a fox and a wolf: *Come and live with us.*
- A wolf: *OK. But the door are too small. I will rather climb on the roof.*
- A mouse, a frog, a bunny, a fox and a wolf: *No, no, you will destroy our house.*

Small house, small house, who lives inside?


- A bear: *No, I will not! The house is falling. I already destroyed it.*
- A mouse, a frog, a bunny, a fox and a wolf: *Oh no!!!!*



Small house,

62 small house, who lives inside?

Everyone will hold hands, they will create circle, dance and sing:

-
- 
-
- *Domček spadol, domček spadol,
ktože nám ho postaví?
Starý majster nie je doma,*
 - *Medved' to sám nespraví.*
 - *Musíme mu všetci pomôcť,*
 - *Vezmime si kladivo,*
 - *Pribijeme zopár klinecov*
 - *A bude to hotovo.*

- *Small house fell, small house fell,*
- *Who will build it for us?*
- *The old man is not home,*
- *The bear wont build it.*
- *All of us must help him,*
- *Grab a hammer,*
- *Nack down some nails,*
- *And it will be done.*

SKIPPING GAME

Favorite Turkish Game for kids



GAME
Literacy & Learning

General Info



- AGE: From 7 -18years old;
- NUMBER OF PARTICIPANTS:
individual or more players
- SPACE: Outdoor (playground or gym) / Indoor (in the classroom)
TIME: 10- 15 mins
- MATERIALS: 5 meter rope

AIMS

- 1) Develop control of body movements
- 2) Adjust the body balance;
- 3) Increase the speed of action;
- 4) Exercises;
- 5) Concentration and interaction;
- 6) Promote learning to make decisions;



TEACHING SUBJECTS;

- Secondary school students.
- Could be used for:
- History,
- Foreign languages,
- Science,
- Maths, etc.)
- TYPE OF THE LESSON: Increase and developing quickness protective and developing personal capabilities;



POSSIBLE APPLICATION IN EDUCATION

(SUBJECT, LEARNING FIELD)

- This game is a very good way to improve vocabulary in foreign languages, not only to learn action words, but also you can play with your students standing and holding a rope, so you can play “word game” a comparative adjective, or a preposition.



RULES AND DEVELOPMENT OF THE GAME

- 1-First, they choose how they will skip. For example; to skip one, two, three....; to skip first slowly after than fast...
- 2-Two players hold a long rope. They turn the rope.
- 3-The players will skip as they want. When the player couldn't skip, the player will hold the rope.
- 4-The game follows the same way



GAME
Literacy & Learning

SKIPPING



GAME
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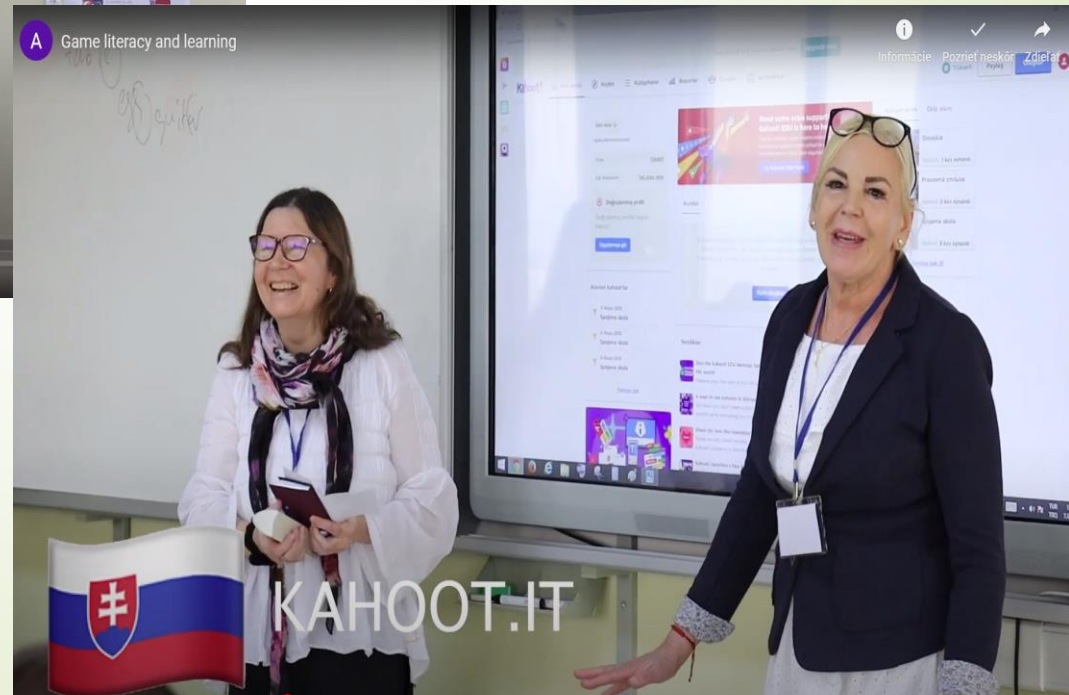


Kahoot application – how to use kahoot

Agáta Danielovičová



Kahoot application - a game that teaches





Game-based learning

- ▶ Learning by game has always had its place in education
- ▶ One of the best tools you can use to implement the principles of learning by playing in your pedagogical work is Kahoot
- ▶ Kahoot is an application whose roots go back to 2013, when after a long testing it was launched by experts from the Norwegian pedagogical environment.



Principles and conditions of using the Kahoot application

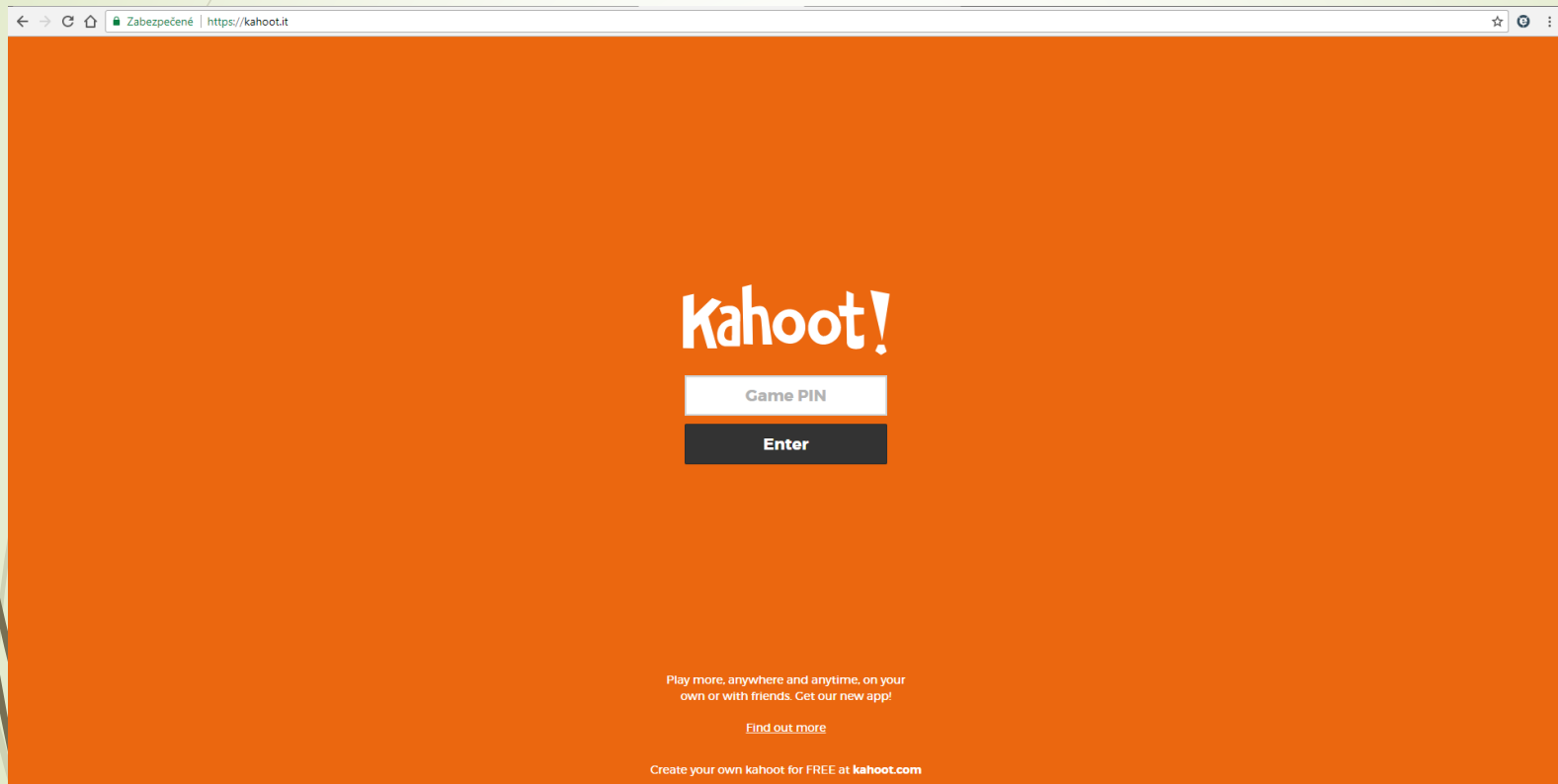
- Its principle is simple, but very effective
- it is a transformation of traditional verification of knowledge through a quiz in a new, more deeply activating form with the use of digital technologies, computers, data projector, and mobile devices, such as tablets or smartphones with an Internet connection, that serve as voting devices
- required knowledge of English -Basics of English - very low level



Benefits of Kahoot

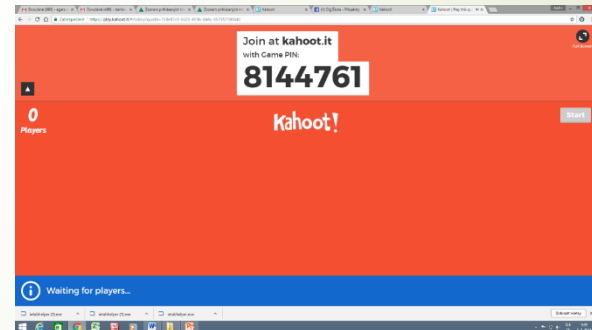
- The teacher is able to create knowledge games on any topic in a short time
- The attractiveness of the games created in this way for students lies in the creation of an exciting atmosphere of competition, surprises and the opportunity to experience success
- Kahoot's fascination also stems from the fact that students compete with each other
- After each question, they have immediate feedback on their answer and see how they stand in the game compared to their classmates

Let's try Kahoot as a student



Student position - Steps

1. Enter the PIN that the teacher will write on the board / display on the teacher's computer /
2. For example, such a Pin :



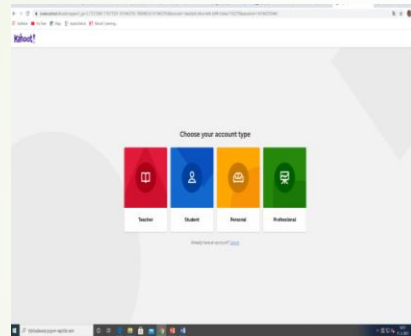
3. Press ENTER, type NICKNAME / first name or nickname, or last name /

Now we are trying the position of a teacher - to register - SIGN UP - as a teacher

1. Kahoot.com

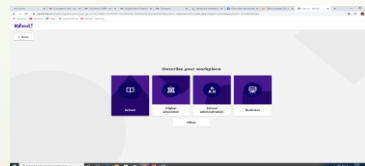
2. Sign up for free

3. As a teacher

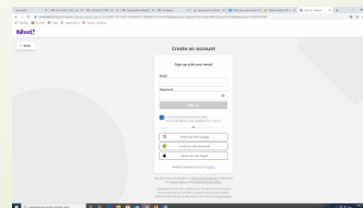


4. Describe your workplace

- school



5. Create an account -Sign up
with e-mail – register email address



6. Add your school

7. Pick your username –

8. Add your e-mail address


9. Confirm your e-mail
address

10. Create your password

11. Have you played
Kahoot before?

12. I have read and I
agree ...

13. join kahoot

- 
- *Welcome*
 - *Personalize*
 - *What age students do you teach - next*
 - *Add your interests*
 - *Finish*
 - *Log in*

Create **New K** /new kahoot/ create a new quiz

The screenshot displays the Kahoot! Creator web interface. At the top, the browser address bar shows the URL `create.kahoot.it/creator`. The main interface includes a sidebar on the left with options like 'Add question', 'Question bank', 'Import slides', and 'Import spreadsheet'. A central modal window titled 'Create a new kahoot' is open, presenting six template options:

- New kahoot**: A simple quiz template with a 'Create' button.
- Create and teach interactive lessons**: A template for lessons with a teacher and students.
- Teach with slides**: A template for teaching with slides, featuring a teacher and a greenboard.
- Kahoot! for formative assessment**: A template for formative assessment with a rocket ship icon.
- Practice spelling and adjectives with Puzzle**: A template for practicing spelling and adjectives using a puzzle.
- Student selfie kahoot**: A template for a student selfie kahoot.

On the right side of the interface, there are settings for the quiz, including 'Question type' (Quiz), 'Time limit' (20 seconds), 'Points' (Standard), and 'Answer options' (Single select). The bottom of the screen shows the Windows taskbar with the search bar and system tray.

Create - Quiz

The screenshot shows the Kahoot! quiz creator interface. At the top, there's a browser window with the URL 'creata.kahoot.it/creator'. The main area is titled 'Start typing your question'. Below this, there's a dashed box for an image with the text 'Drag and drop image from your computer' and buttons for 'Image library', 'Upload image', and 'YouTube link'. On the left, there are buttons for 'Add question' and 'Question bank'. On the right, there's a settings panel with options for 'Question type' (Quiz), 'Time limit' (20 seconds), 'Points' (Standard), and 'Answer options' (Single select). At the bottom, there are four answer input fields: 'Add answer 1', 'Add answer 2', 'Add answer 3 (optional)', and 'Add answer 4 (optional)'. There are also buttons for 'Import slides' and 'Import spreadsheet'.

The screenshot shows the Kahoot! quiz creator interface with a focus on the 'Test knowledge' and 'Collect opinions' sections. The top part is the same as the previous screenshot. Below the question input area, there's a 'Test knowledge' section with four options: 'Quiz' (Give players several answer alternatives to choose from), 'True or false' (Let players decide if the statement is true or false), 'Type answer' (Ask players to type a short correct answer), and 'Puzzle' (Ask players to place answers in the correct order). Below this is a 'Collect opinions' section with one option: 'Poll' (Get players to choose from up to 4 opinions). At the bottom, there's a 'Present info' section with one option: 'Slide' (Give players more context or additional explanation).

Create quiz

Enter Kahoot TITLE: for example FOOD
Description: for example Traditional food
Visibility everyone;
DONE
Add question

Kahoot summary

Title
Enter kahoot title... 76

Description (Optional)
280

Pro tip: a good description will help other users find your kahoot.

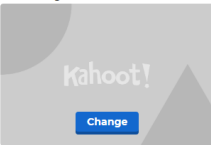
Save to
My Kahoots [Change](#)

Language
English

Branding
 Off On

Lobby video
Paste YouTube link

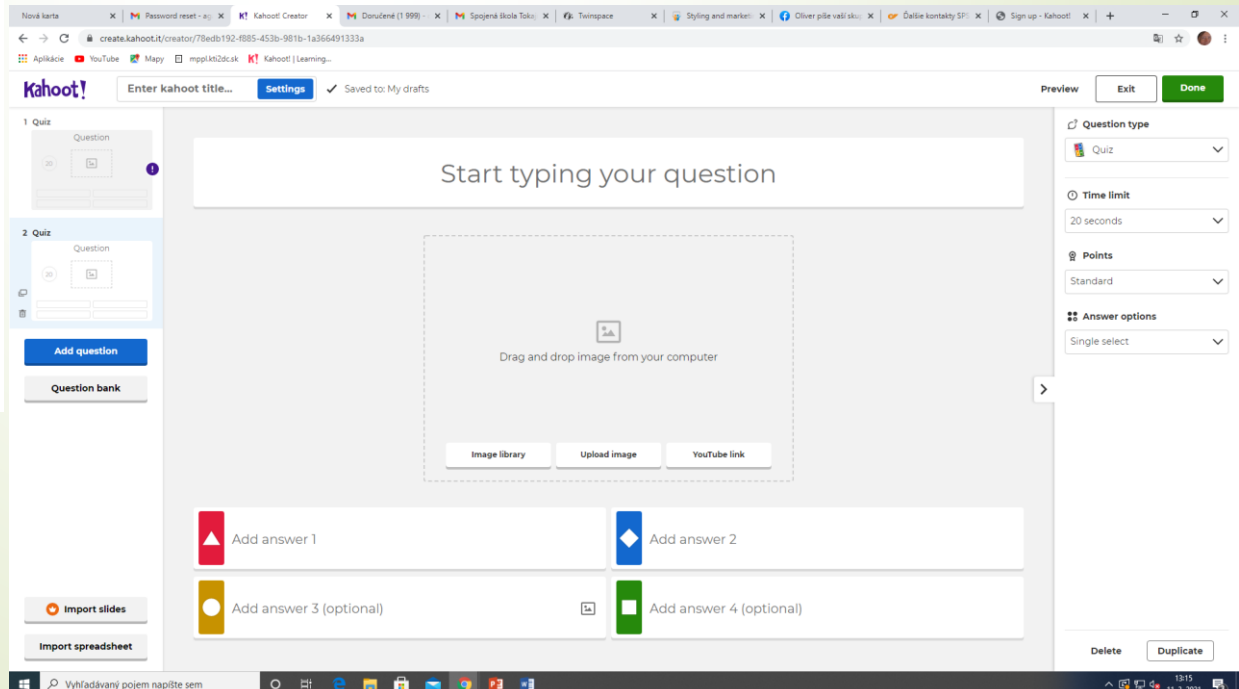
Upgrade to get access to folders, branding and other premium features. [Upgrade now](#)

Cover image
 [Change](#)

Visibility
 Only you Everyone

Lobby music
Kahoot! pick

[Cancel](#) [Done](#)

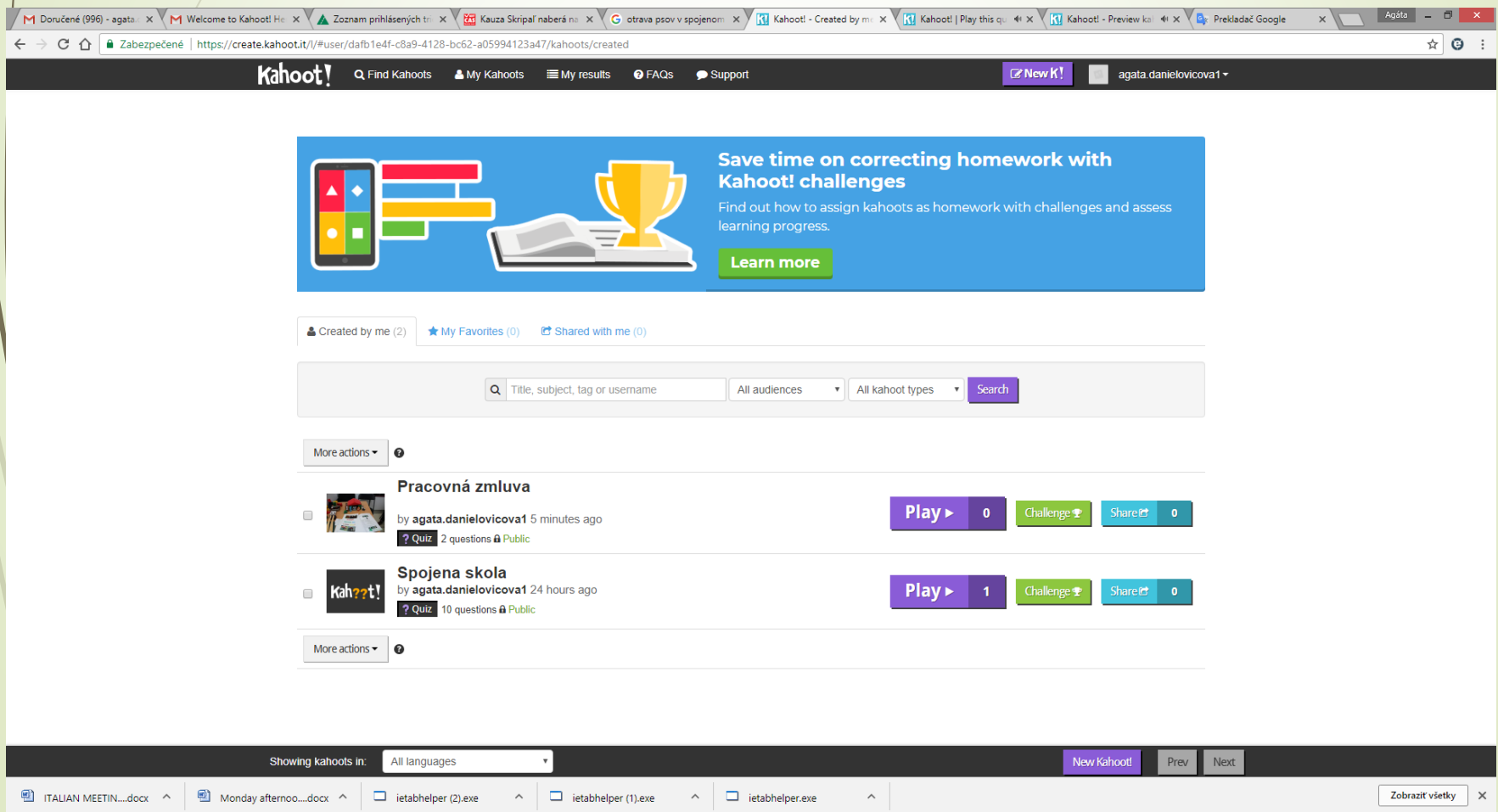


Create quiz

We will write the first question, write 4 answers and tick the correct answer and continue with questions;

We can write 10 or more questions, but if we don't want to add more questions, we press DONE

We have quiz/es/ that we created.
Press **play**



The screenshot shows the Kahoot! website interface. At the top, there is a navigation bar with the Kahoot! logo, search options, and user information. Below this is a promotional banner for Kahoot! challenges, featuring a smartphone, a trophy, and a book. The main content area displays a list of quizzes created by the user 'agata.danielovicova1'. The first quiz is titled 'Pracovná zmluva' (Work contract) and has 2 questions. The second quiz is titled 'Spojena skola' (Connected school) and has 10 questions. Each quiz entry includes a 'Play' button, a 'Challenge' button, and a 'Share' button. The 'Play' button for the first quiz shows 0 plays, and for the second, it shows 1 play. The bottom of the page shows a taskbar with various application icons and a system tray with the time 14:31.

Kahoot! Find Kahoots My Kahoots My results FAQs Support New K! agata.danielovicova1

Save time on correcting homework with Kahoot! challenges
Find out how to assign kahoots as homework with challenges and assess learning progress.
Learn more

Created by me (2) My Favorites (0) Shared with me (0)

Q Title, subject, tag or username All audiences All kahoot types Search

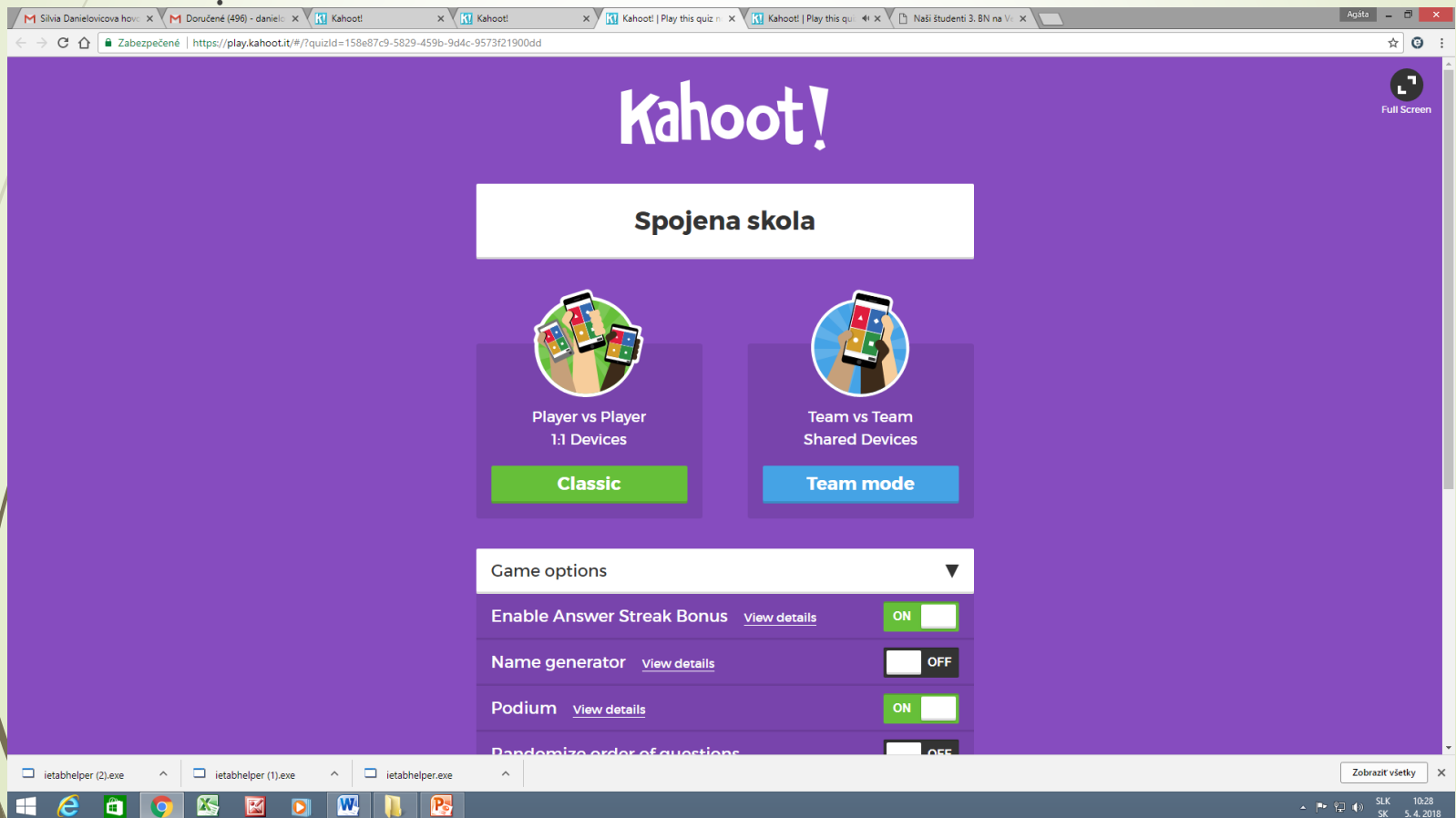
More actions

Pracovná zmluva
by agata.danielovicova1 5 minutes ago
Quiz 2 questions Public
Play 0 Challenge Share 0

Spojena skola
by agata.danielovicova1 24 hours ago
Quiz 10 questions Public
Play 1 Challenge Share 0

Showing kahoots in: All languages New Kahoot! Prev Next Zobrazit všetky

We can see the title of the quiz /for example Spojena skola/ and press Classic /on the left/



The screenshot shows the Kahoot! interface for a quiz titled "Spojena skola". The page features the Kahoot! logo at the top center. Below the title, there are two main game mode options: "Classic" (1:1 Devices) and "Team mode" (Shared Devices). The "Classic" option is highlighted with a green button. Below these options is a "Game options" section with several toggle switches: "Enable Answer Streak Bonus" (ON), "Name generator" (OFF), "Podium" (ON), and "Randomize order of questions" (OFF). The browser's address bar shows the URL: <https://play.kahoot.it/#?quizId=158e87c9-5829-459b-9d4c-9573f21900dd>. The taskbar at the bottom shows several instances of "ietabhelper.exe" and the system tray displays the date and time as 5. 4. 2018, 10:28.

We can tell to students to write in their mobiles
kahoot.it

The image shows a browser window displaying the Kahoot! mobile app interface. The browser's address bar shows the URL: <https://play.kahoot.it/#/intro?quizId=158e87c9-5829-459b-9d4c-9573f21900dd>. The browser's security status is indicated as "Zabezpečené".

The main content of the browser window is a large tablet displaying the Kahoot! app interface. At the top, a blue banner reads "Ready to join?". Below this, the text says "Join at **kahoot.it** and enter the game PIN". The interface features a teal background with the Kahoot! logo in the center. On the left, it says "88 Players". On the right, there is a green "Start" button. Below the main content, four hands are shown holding various mobile devices (two tablets and two smartphones) displaying the Kahoot! app interface. Each device shows the Kahoot! logo, a "Game PIN" input field, and an "Enter" button. The background of the devices is white, and the Kahoot! logo is in red, orange, green, and blue respectively.

Full Screen

Get your phone, tablet or laptop out now!

WHISPERING INTO EAR

Class Game for students



GAME

Literacy & Learning

General Info

- AGE: From 7 -16 years old;
- NUMBER OF PARTICIPANTS: At least 6 up to 25
- SPACE: Indoor (in the class)
- TIME: 5- 10 mins



GAME
Literacy & Learning

AIMS

- 1) Developing understanding
- 2) Increase the speed of ac
- 3) Increasing the care;
- 4) Exercises;
- 5) Promote learning to make decisions;



TEACHING SUBJECTS;

- Secondary school students.
- Could be used for:
- History,
- Foreign languages,
- Science,
- TYPE OF THE LESSON: Increase and developing quickness protective and developing personal capabilities;



POSSIBLE APPLICATION IN EDUCATION

(SUBJECT, LEARNING FIELD)

- ➔ This game is a very good way to improve vocabulary in foreign languages, so you can play “word game” of comparative adjectives and preposition.



GAME

Literacy & Learning

RULES AND DEVELOPMENT OF THE GAME

- 1- The player at the top of the line whispers a word in the ear of the player next to her.
- 2- The player who is whispering in her ear also whispers into the other player's ear on the other side as far as she can hear and remember.
- 3- In this way, this word is transferred to each student.
- 4- The last student says the word out



WISPERING INTO EAR

➤ Learning with fun





LIVEWORKSHEETS

in online learning

Mgr. Andrea Marczellová

English teacher










LIVEWORKSHEETS

- Self-correcting interactive worksheets
- Easy available for all students free
- Can be done online and sent to the teacher
- Source of shared worksheets
- Worksheets maker available
- Suitable for online lessons or homework



Liveworksheet – matching exercises

1. Match each word with the correct picture

	Insect repellent	
	TOILETRIES	
	Sleeping bag	
	Suitcase	
	Backpack	
	Guidebook	
	Sunscreen	
	Map	

Phrasal Verb Mix and Match

Connect each of the phrasal verbs below with the correct definition.

1) break up	a) to protect and provide for somebody
2) bring up	b) to trust to do or be something
3) count on	c) be similar in looks or character
4) drift apart	d) to have an argument or a relationship to go bad
5) fall for	e) to have a romantic relationship with somebody
6) fall out	f) to raise from childhood
7) get along	g) to defend
8) go out (with)	h) to admire
9) look after	i) for a relationship to finish
10) look down on	j) to bully
11) look up to	k) to start living a domesticated or stable life
12) make up	l) to begin loving somebody
13) pick on	m) to tolerate
14) put up with	n) for a relationship to become distant

➤ Exercise to revise vocabulary related to a chosen topic

Picture-word

Picture- definition

Word-definition

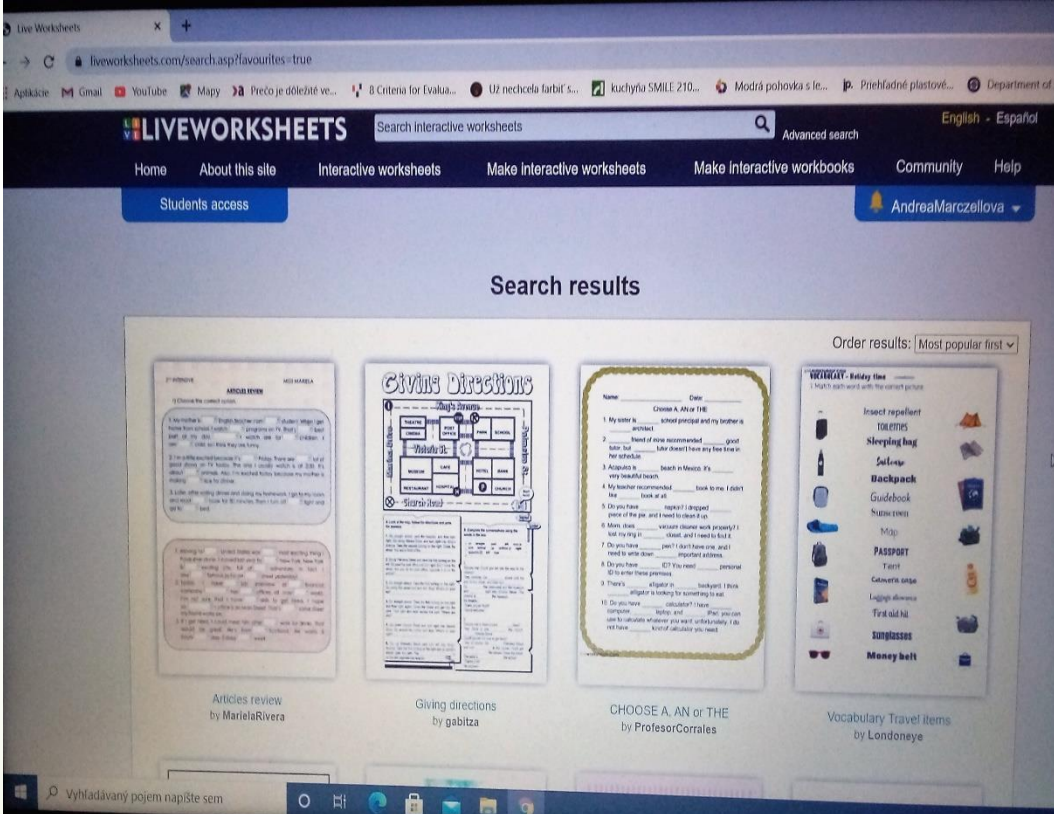


Liveworksheet as a part of online lesson

- Online learning can be often demanding in keeping your students focused
- Sometimes a bit of interactivity can push your students to do more and gain their full attention
- Even an easy exercise can make a difference

Matching exercise and speaking

- The matching exercise was used as a starter of students' speaking about the topic
- The list of items was long enough to make all the students in the class speak



The screenshot shows the LiveWorksheets website interface. The browser address bar displays "livesworksheets.com/search.asp?favourites=true". The website header includes the "LIVEWORKSHEETS" logo, a search bar, and navigation links such as "Home", "About this site", "Interactive worksheets", "Make interactive worksheets", "Make interactive workbooks", "Community", and "Help". A user profile for "AndreaMarczellova" is visible in the top right corner. The main content area is titled "Search results" and displays four worksheet thumbnails:

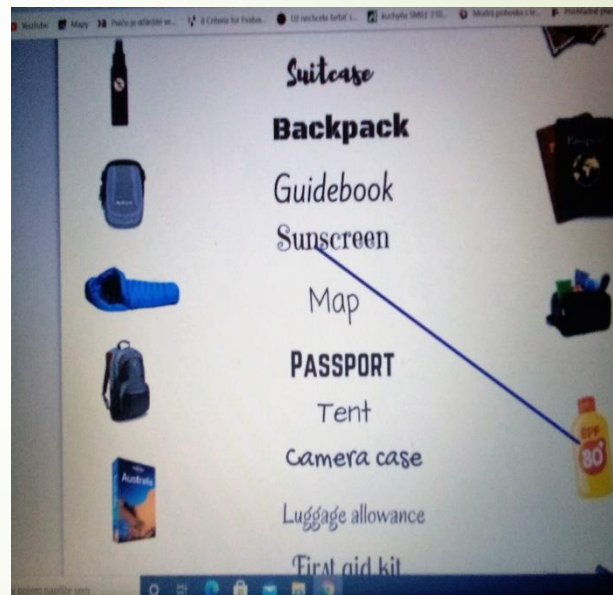
- Articles review** by MarielaRivera: A worksheet with a list of 10 numbered items for a matching exercise.
- Giving directions** by gabita: A worksheet featuring a map of a town and a list of directions to various locations.
- CHOOSE A, AN or THE** by ProfesorCorrales: A worksheet with a list of 10 numbered items for a grammar exercise.
- Vocabulary Travel items** by Londoneye: A worksheet with a list of travel-related items and their corresponding images.

The bottom of the screenshot shows a Windows taskbar with the text "Vyhledávaný pojem napište sem" and several application icons.

Students' speaking activity

➔ Student

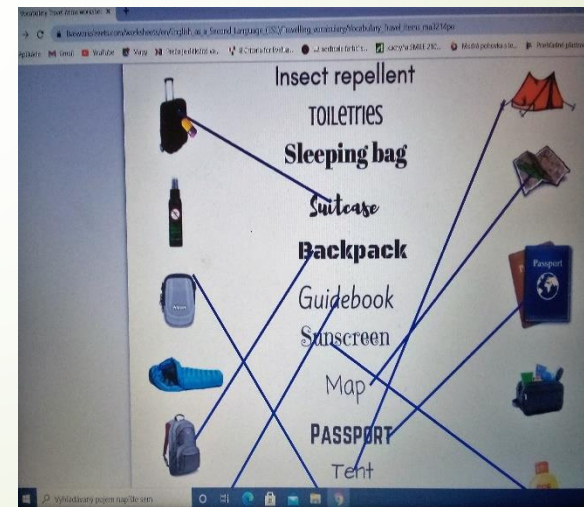
- chooses the picture to match
- says what kind of holidays we need the item for
- explains what we use the item for or describes the situation he/she has used it



Teacher's role

➔ My role as a teacher was

- Matching the pictures with the word according to the students' instructions
- Encouraging students in speaking
- Asking complementary questions





Effectivity of the lesson

- ▶ All the students were actively involved
- ▶ Some students even couldn't wait to start speaking
- ▶ We succeeded to revise vocabulary of Packing for holidays
- ▶ Students seemed to be more confident about their speaking skills

find more about liveworksheets at

<https://www.liveworksheets.com>



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Ball Game



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of the European Union



Age:14 and more

Place:In the classroom

Time:20 Minutes

Materials:A Ball



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AIMS

- They are fun and bring laughter
- Get the attention and involve students quickly
- Break down barriers that exist between students
- Students soon get to know one another quickly
- The activities help clear people's minds
- Great way to ease group into a meeting, training event, or seminar
- Get students to interact on a different level than they do in the workplace
- Open the lines of communications with relaxed manner
- Act as a "springboard" to the main topic that you want to explore in detail later





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TEACHING SUBJECTS

From secondary and High school subjects

- ❖ Mother Language
- ❖ Second Languages
- ❖ History
- ❖ Science
- ❖ Physics
- ❖ Maths
- ❖ Chemistry
- ❖ Geography

TYPE OF LESSON

Learning and different knowledge of different subjects.
This game can be used as warm up activities as well



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RULES OF THE GAME

- ❖ Ball Game is very simple and effective.
- ❖ This activity works well for small and medium sized groups
- ❖ The only material that is required to play is a small ball or other object that can safely be passed around the room.
- ❖ For example, we recommend a soft foam ball.
- ❖ Write questions all over the ball,
- ❖ Players stand in a circle and toss the ball a player across from them,
- ❖ The player that catches the ball has to answer the question that their left thumb lands on and then throws it to another player



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Online English lesson in Bulgarian school by using game app

3a Earth Calling Listening

6 Listen to an announcement and complete the gaps.

University Environment

Event: 1
protection of historic places

Place: 2

When: 3

Speaker: Geoffrey Wright

Subject: The effects of climate change on Stonehenge

Entrance fee: £ 5

Boris

Svetlana Bogomilova

Katya

Eli

Galaxy A50

Deni

pro crazy gamer

az

Galaxy A30s

Nikolai's iPhone

Kristi Ivanova

Galaxy A21s

Petia Krumova

You are screen sharing Stop Share



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GAME
Literacy & Learning

3a Earth Calling Writing

Writing

Collect information about
You can visit the website
<http://www.worldmonum>
Complete the paragraph

... is in pec
Unfortunately, it

Useful Links
<http://www.world>
<http://www.wwf.o>

Navigation icons: Home, Undo, Redo, Refresh

Meeting controls: You are screen sharing, Stop Share

Participant list:

- Boris
- Svetlana Bogomilova
- Kani
- Eli
- Galaxy A50
- Deni
- pro crazy gamer
- Galaxy A30s
- Nikola's iPhone
- Kristi Ivanova
- Galaxy A21s
- Petia Krumova



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GAME
Literacy & Learning

3a Earth Calling Speaking

7 **THINK!** Imagine you are at Stonehenge. You've got five minutes. Use speech. Tell the class.

SHOW

Navigation icons: Home, Undo, Redo, Refresh, Stop Share

Participants: Boris, Svetlana Bogomilova, Kati, Eli, Galaxy A50, Deni, pro crazy gamer, Galaxy A30s, Nikola's iPhone, Kristi Ivanova, Petia Krumova, Galaxy A21s

System Messages: You are screen sharing, Stop Share



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GAME
Literacy & Learning

3b Vocabulary practice

2 a. Match the slogans

1 **PREVENT**
your neighbourhood
from becoming a rubbish tip



The first slogan refers to the problem of rubbish.

The second deals with the problem of air pollution.

2 **THINK** about
the air you breathe.



air pollution
endanger



Participants visible in the meeting grid:

- Boris
- Svetlana Bogomilova
- Kate
- Eli
- Galaxy A50
- Deni
- pro crazy gamer
- Galaxy A30s
- Nikolai's iPhone
- Kristi Ivanova
- Petia Krumova
- Galaxy A21s



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GAME
Literacy & Learning

3a Earth Calling

4 THINK Answer

- 1 What new things have you learnt from...
- 2 Which place would you like to visit?
- 3 Think of a monument in your country monuments in the text? In 3 minutes. Read it to your partner.

SHOW

Zoom Meeting

Participants: Boris, Svetlana Bogomilova, Kana, Eli, Galaxy A50, Deni, pro crazy gamer, az, Galaxy A30s, Nikolai's iPhone, Kriji Ivanova, Petia Krumova, Galaxy A21s

Screen Sharing: You are screen sharing. Stop Share

Tools: Eraser, Highlighter, Text, Lasso, Pointer, Zoom In, Zoom Out



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GAME
Literacy & Learning

3a Earth Calling Reading

Monuments in Danger!

Stonehenge, Wiltshire, England

Stonehenge is a 5,000-year-old circle of **giant** stones. Some people believe it was a place to **worship** the sun. Nobody knows what it really was. 800,000 people visit it each year! Unfortunately, **all** these visitors have damaged the stones. Traffic pollution also threatens the stones. **Authorities** are going to try moving busy roads and car parks further away from the site. Will **mystical** Stonehenge **survive** for the next 5,000 years?



Navigation icons: Home, Back, Forward, Search

Screen sharing controls: You are screen sharing, Stop Share

Video call participants:

- Boris
- Svetlana Bogomilova
- Kate
- Eli
- Galaxy A50
- Deni
- pro crazy gamer
- az
- Galaxy A30s
- Nikola's iPhone
- Krisi Ivanova
- Galaxy A21s
- Petia Krumova



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GAME
Literacy & Learning

3a Earth Calling

3a Earth Calling

Lead-in

- What mysterious things following down your city have? Tell the class.
 - rocks • waste from factories
 - broken people • hearing voices • hallucinations
 - tiny animals • tiny plants
 - mysterious chemicals
 - people looking • clean air campaigns • cars
 - wildlife parks
- Do you think it's enough, taking a bus to school, to stop global warming?
 - Do you think it's enough, taking a bus to school, to stop global warming?
- Do you think it's enough, taking a bus to school, to stop global warming?
 - Do you think it's enough, taking a bus to school, to stop global warming?

Reading

- Do you know any countries that are in danger because of pollution? Look at the pictures in the text. Write three questions about these places.
 - Listen and read the text. Do you answer these questions?

StudySkills

Answering True/False/Don't know statements

Answer seven questions based on a text using your knowledge. Choose one of the options in the box at the end of the column from which your answer should come.

3 Read the text and tick the sentence if **True**, if **False** or **DK** (Don't know). Explain the words in bold.


- Stonehenge is an ancient monument.
- It used to be a temple.
- It's built by people from Stonehenge in danger.
- There aren't any busy roads near Stonehenge now.
- The temples of Angkor are the most popular tourist attraction in the world.
- Stonehenge is said to be the largest.

Monuments in Danger!

The world's oldest stone structures, built by people before it was a place for worship, the sun, to drink water and to make new things, are in danger and thousands of them have been damaged. The stones, built by people who lived in the area, are now in danger because they are made of stone and are being taken away from the site. The first monument, Stonehenge, was built in the 17th century.

Stonehenge, Wiltshire, England

Stonehenge is a 17th-century site of great beauty. It is a place for worship, the sun, to drink water and to make new things, and it is in danger and thousands of them have been damaged. The stones, built by people who lived in the area, are now in danger because they are made of stone and are being taken away from the site. The first monument, Stonehenge, was built in the 17th century.




Participants visible in the meeting:

- Boris
- Svetlana Bogomilova
- Kate
- Eli
- Galaxy A30
- Deni
- pro crazy gamer
- Galaxy A30s
- Nikola's iPhone
- Krisi Ivanova
- Petia Krumova
- Galaxy A21s

Meeting controls at the bottom:

- You are screen sharing
- Stop Share



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GAME

Literacy & Learning

The screenshot shows a Zoom meeting interface. On the left, a grid of 12 video thumbnails shows participants: Svetlana Bogomilova, Kati, Deni, Galaxy A50, Galaxy A30s, crazy gamer, az, Galaxy A21s, iPhone, Krisi Ivanova, and Petia Krumova. On the right, a presentation slide is displayed with the following text:

sentences *T* (True), *F* (False) or *DS* (Don't Say) words in bold.

T *F* *DS*

T *F* *DS*

T *F* *DS*

ge anymore. *T* *F* *DS*

tourist attractions in Asia. *T* *F* *DS*

T *F* *DS*

XT

At the bottom of the slide, there is a toolbar with icons for eye, eraser, highlighter, and other presentation tools.



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GAME
Literacy & Learning

3a Earth Calling

3 Read the text and mark the statements that are true or false. Explain the answers.

- 1 Stonehenge is an ancient monument.
- 2 It used to be a temple.
- 3 Pollution is putting Stonehenge in danger.
- 4 There aren't any busy roads near Stonehenge.
- 5 The temples of Angkor are the most popular in the world.
- 6 Wet weather is bad for the temples.

SHOW

Navigation icons: Home, Undo, Redo, Refresh, Stop Share

Screen sharing toolbar: Stop Share, Eraser, Highlighter, Text, Lasso, Pointer, Zoom In, Zoom Out

Video call interface showing participants:

- Boris
- Svetlana Bogomilova
- Kam
- Eli
- Galaxy A50
- Deni
- pro crazy gamer
- az
- Galaxy A30s
- Nikolai's iPhone
- Krisi Ivanova
- Petia Krumova
- Galaxy A21s



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GAME
Literacy & Learning

3a Earth Calling

5 Check these verbs in your diary. Use *damage, conserve, melt*. Use

- 1 The River Dolphin in China next few years
- 2 Temperatures will warming.
- 3 The river will up if
- 4 Because of global warming
- 5 Some Arizonian rainforests
- 6 Acid rain will
- 7 Some animal species won't
- 8 We should all try to

(Note: The text in the list items is partially obscured by the video grid on the right.)

Video Conference Grid:

- Participants: Boris, Svetlana Bogomilova, Kani, Eli, Galaxy A50, Deni, pro crazy gamer, az, Galaxy A30s, Nikola's iPhone, Kristi Ivanova, Petia Krumova, Galaxy A21s.

Screen Sharing Controls:

- You are screen sharing
- Stop Share

Navigation Icons: Home, Back, Forward, Refresh

DODGEBALL

Turkish Kids' favourite game



GAME

Literacy & Learning

General Info



- NUMBER OF PARTICIPANTS: Group game and each team has at least 2 or more players.
- AGE: 10-15 years old.
- SPACE: Outdoor / Indoor (in the gyms)
- TIME: 15- 30 mins
- MATERIALS: In the original game, one small size of ball to play dodgeball.

AIMS OF THE GAME

- 1) Meeting new friends;
- 2) Being careful;
- 3) Develop quickness of thinking and movement;
- 4) Learning game rules;
- 5) Increase personal interaction;
- 6) Develop to give quick decision in classroom;
- 7) Warm up before starting a class;
- 8) Increase memory and fix contents;



TEACHING SUBJECTS

- From primary school to secondary school students
- History,
- Foreign language
- Science,
- Maths,
- Etc..
- TYPE OF THE LESSON: Increase and developing quickness protective and developing personal capabilities;



RULES AND DEVELOPMENT OF THE GAME



- 1-The game is played with two groups
- 2-Each group will have a goal keeper. (s/he stays at the opposite side of his/her team)
- 3-The goalkeeper hits the other team players.
- 4-If the goalkeeper hits somebody, s/he will go by the side of their goalkeeper. Or one of the players can catch the ball and they can hit the other players.
- 5-If the goalkeeper throws the ball on the ground then the ball hits somebody s/he will continue to play.
- 6-If the goalkeeper hits somebody first and another player catch the ball (the ball won't touch to the ground). Two players will continue to play

How to Play Dodgeball



- Dodgeball is one of the popular game between kids in Turkey. Why is it enjoying such success?
- "Dodgeball has many advantages over other sports, but none more than its absolute accessibility. It is played right across the world by people of all ages, sexes and sporting abilities. It is very simple to learn, and 'everyone' has the ability get involved as part of a team" Dodgeball is a simple, fast paced game that can be played by anyone. Teams of mixed ability, gender and age are possible, and there are plenty of rule variations to keep your sessions fresh. The aim of the game is to eliminate the opposing team by either hitting them with a ball or catching one of their throws. You have to keep your wits about you to land hits on opposing players whilst avoiding getting hit yourself.
- Each game only lasts 2 minutes, but after a couple of high-intensity matches, you will be getting one heck of a cardio workout

DODGEBALL



GAME
Literacy & Learning



DODGEBALL



GAME
Literacy & Learning



Vocabulary game



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WORD PRODUCING GAME



FQ JIXDYMEBSLJBWXDUNL
GFBWLCTFPOIZQAYWXA
MYVLOYFJRCYUNIJPNJKI
WZUXQURAXIOMVMVDFDC
VYCDYCJMKOPXEFRSPCOB
KBJIMUKIVAGVGRQNTZX
ZXYBSECNIMDCOMFVETOE
CIPUYKFIXOCTFZCHJEAR
YKRVEGICRLXCLKLCRD
QLGZRWFPPFOEIFYVRMZXX
RPZYDUIVTEAXLJWSIRUC
JLAVMPLOTYCKIBQYWYPK
BPF RDJTVAQIFSTZVFMJC
SYECVINGFBRNYUCBSNTD
GELRRMSZIEDYRWTKADEE



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- AGE:14 and More
- PLACE:In the classroom
- TIME:15 minutes



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AIMS



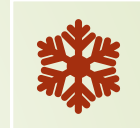
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DEVELOPING
VOCABULARY



INCREASING THE
THINKING ABILITY



BREAKING THE ICE
BETWEEN THE
STUDENTS



HAVING FUN



IMPROVING
CREATIVITY

Teaching subjects



MATHEMATICS



PHYSICS



CHEMISTRY



FOREIGN
LANGUAGE



PHILOSOPHY



BIOLOGY



GEOGRAPHY



LITERATURE

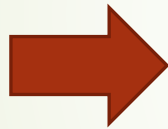


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RULES



In order to start the game one person should say a random word in English.

The student who is going to answer will say according to the last letter of the last word spoken.

Every student has 15 seconds to think.

Everyone should sit on chairs in a circle

Everyone's turn is clockwise

If a student cannot say a word,he/she will be eliminated.

You can't say the same word again.If somebody says the same word again he/she will be eliminated.



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Thank you for your
attention