

Taking Game-Based Learning to the Next Level



What will we do today?

Why?

The Past

The Present

The Future

Motivation

**Lowers
Anxiety**

**Intensifies
Practice**

**Develops
Other Skills**

Why?

The Past

The Present

The Future

This isn't a new idea.

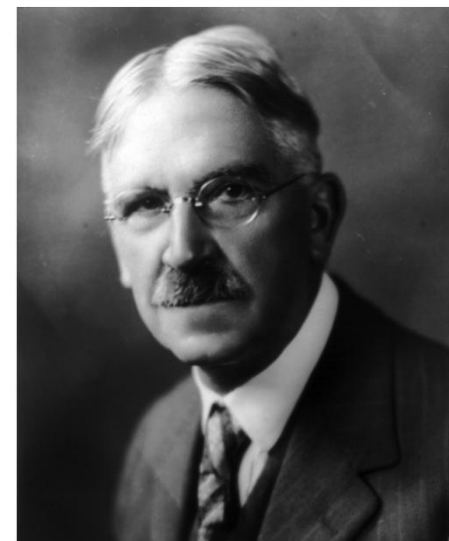


Why?

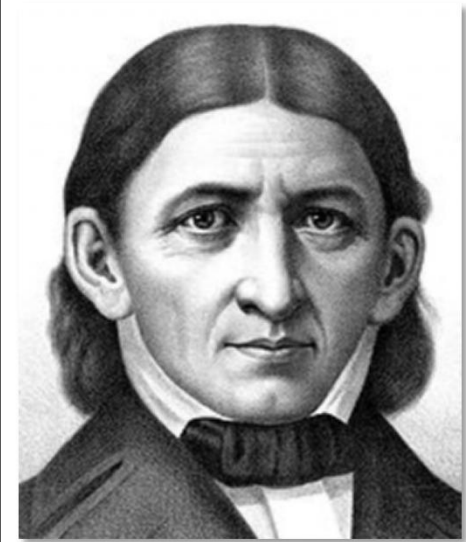
The Past

The Present

The Future



How many can you name?



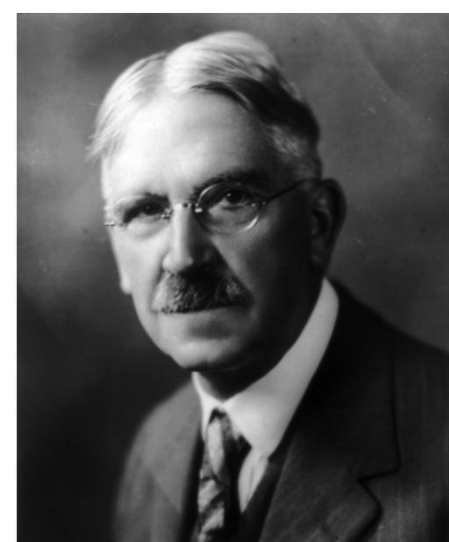
Friedrich Fröbel



Maria Montessori



Lev Vygotsky

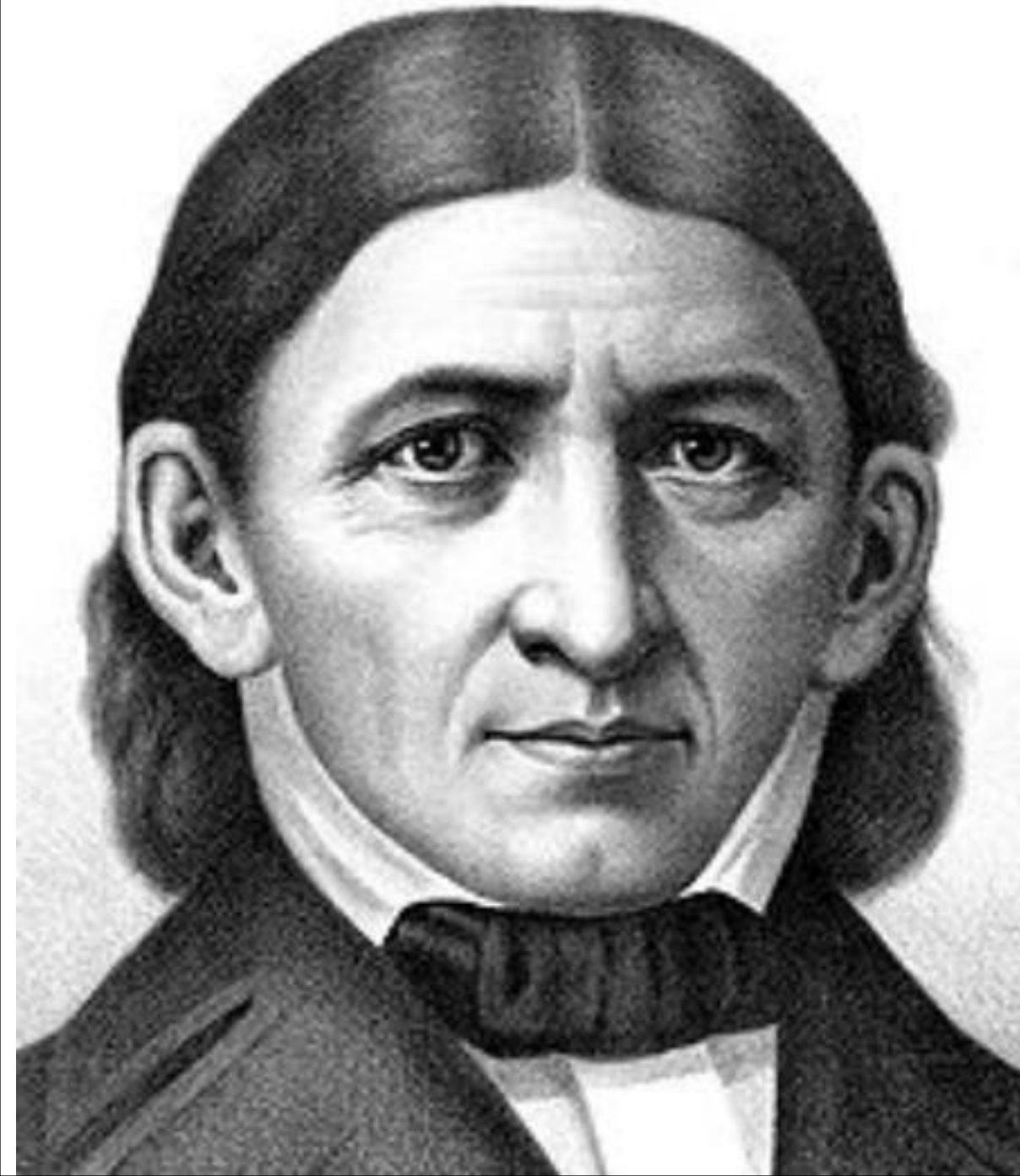


John Dewey



Chen Heqin

Friedrich Fröbel



“Children’s Garden”

- early 1800’s
- games, songs, construction, gifts & occupations
- hands-on materials
- learning through experience
- emphasized child-centered learning

Maria Montessori

Children's House

- early 1900's
- education for psychological development
- focus on the education of the senses & intellect
- emphasis on self-reflection
- designed hands-on materials
- emphasized experiential learning
- encouraged intrinsic motivation
- emphasized child-centered learning





Lev Vygotsky

Scaffolding

- early 1900's
- what children can do alone
- what children can do with non-intrusive aid



John Dewey

Progressive Education

- early 1900's
- emphasis on social education
- constructive play
- make-believe play
- hands-on materials
- emphasized experiential learning



Chen Heqin

Alive Education

- middle 1900s
- was a student of John Dewey
- emphasis on child psychology & family
- used authentic materials
- used natural environment & social environment
- emphasized experiential learning

Why?

The Past

The Present

The Future

Why?

The Past

The Present

The Future

What did this game develop?

**Colors
Vocabulary**

**Critical
Thinking**

**Logical
Thinking**



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Memory?

**Animals
Vocabulary &
Sentences**

Memory

Collaboration

What's Missing

**Animals
Vocabulary &
Sentences**

Memory

Spatial Skills



Off the Top of Your Head

**Animals
Vocabulary &
Sentences**

Memory

Logic Skills



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Why?

The Past

The Present

The Future





Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz

West

August 28, 2007
5:29:07

Good morning and welcome!
Please put on your name tag and
begin the dot-to-dot on your desk.
When you finish you may draw me
a picture on the back. Thank you!
Ms. Hoffman

January February March April May June
July August September October November December

Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday

JOBS







But what about screen time?

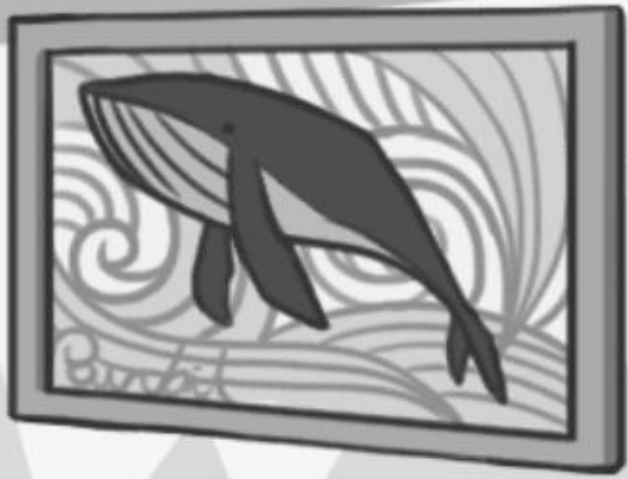






Make screen time valuable.







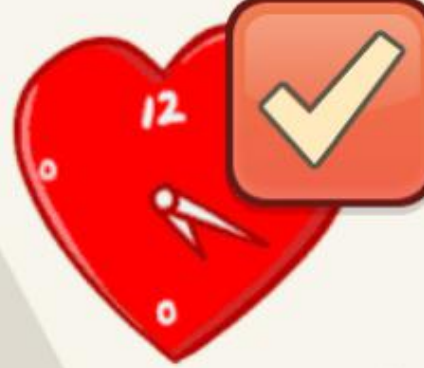
pink

yellow

red

blue

orange



100

What did this game develop?

**Colours
Vocabulary**

**Critical
Thinking**

**Logical
Thinking**



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connected learning

Fun English for Schools APP



What did this game develop?

**Face
Vocabulary &
Sentences**

Collaboration

Memory



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A few points...



Integrate



Collaborate



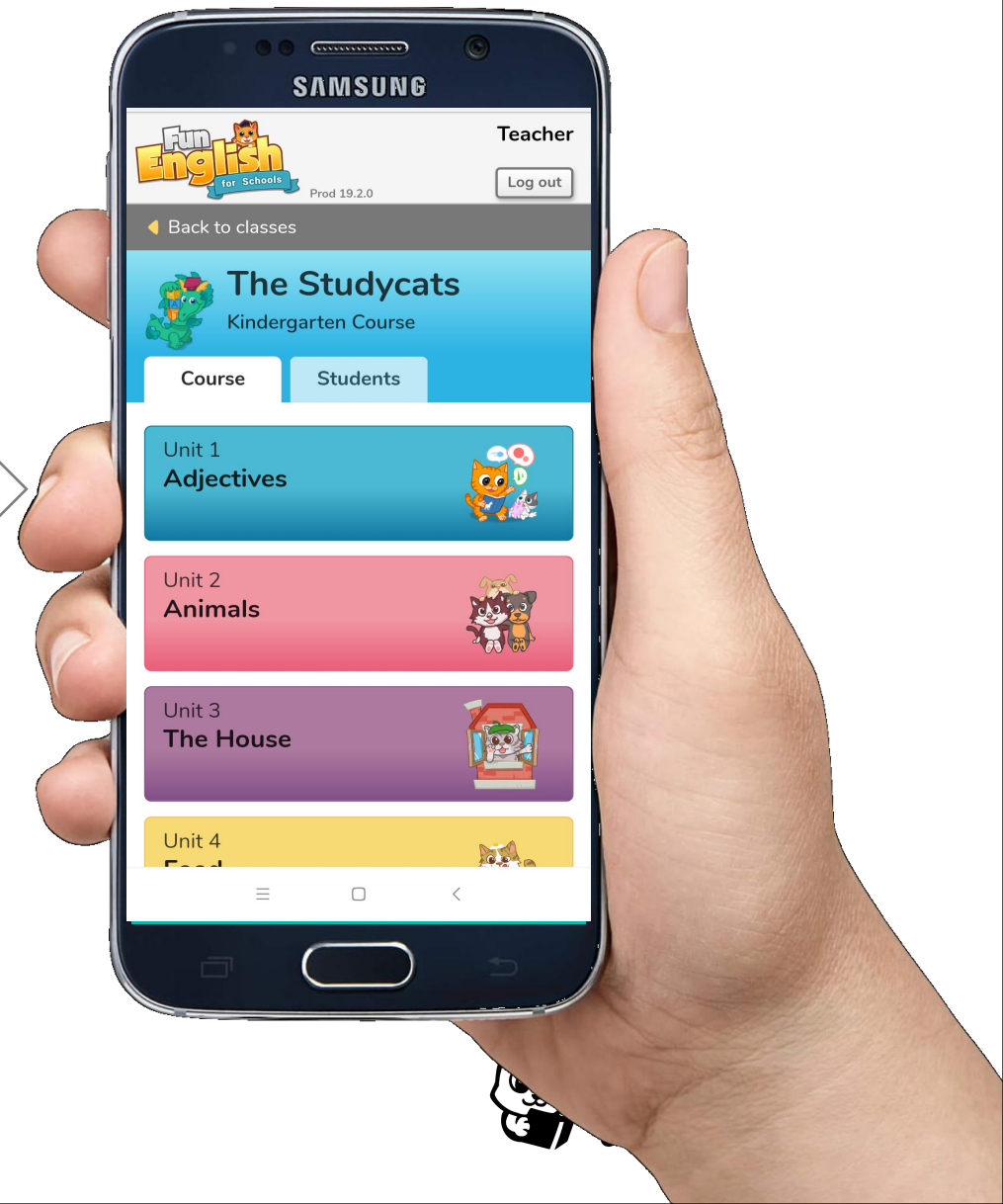
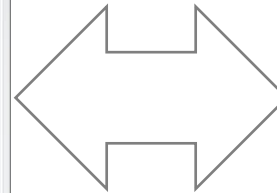
Flipped Class



Fun English for Schools Dashboard









Clothes

trousers

socks

shoes

shorts

shirt



Accuracy



情绪

happy

sad

bored

excited

scared

angry



Unit 1 Spotlight Lesson 1
Feelings

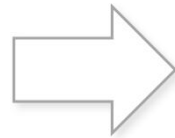
Lesson Plan Activities Results

Accuracy

 情绪

happy	100%
sad	90%
bored	80%
excited	75%
scared	75%
angry	20%

★ ★★ ★★★★★



Unit 1 Spotlight Lesson 2
I'm Sorry

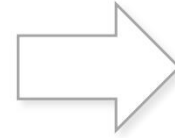
Lesson Plan Activities Results

Accuracy

 情绪

angry	100%
happy	100%
excited	80%
scared	80%
sad	75%
bored	70%

★ ★★ ★★★★★



Unit 1 Spotlight Lesson 3
You Look Sad

Lesson Plan Activities Results

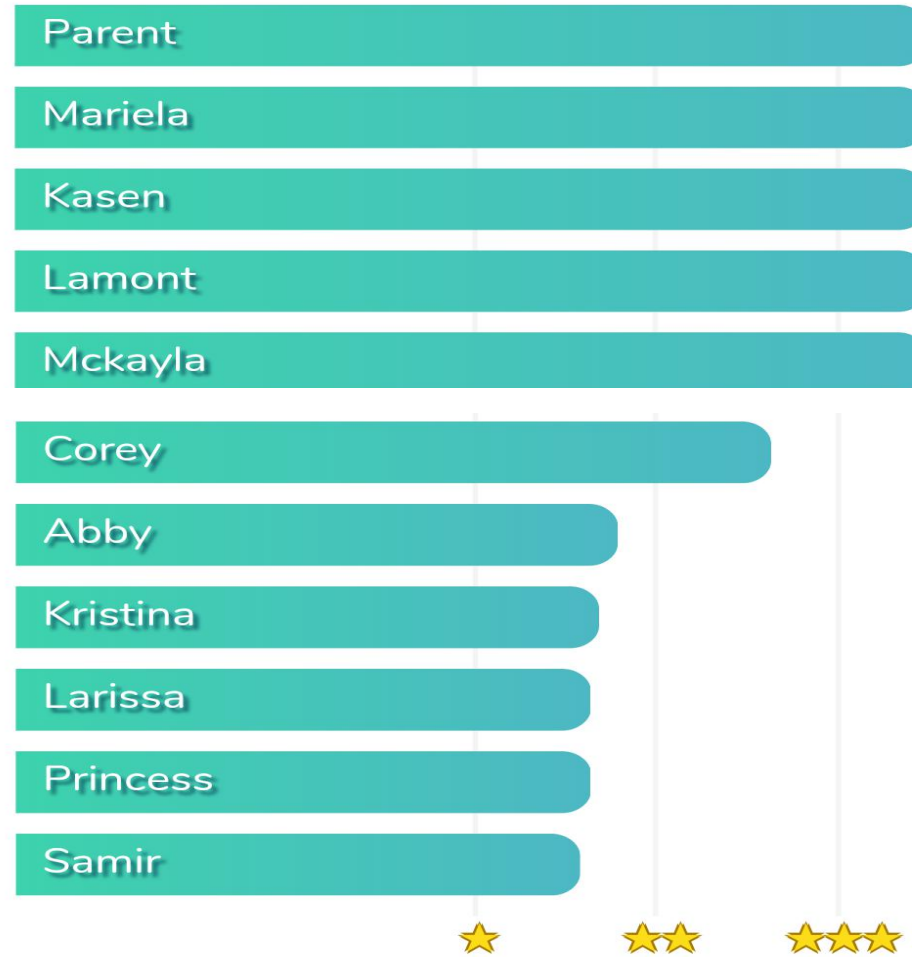
Accuracy

 情绪

excited	100%
sad	100%
scared	100%
angry	100%
bored	100%
happy	100%

★ ★★ ★★★★★

Class Scores





Level 2 Class

Genesis

Phone: genesis

Score

72%

Games Played

22

Total Playtime

34 minutes

Daily Playtime

2 minutes

Last Seen

Thu 23 May 8:22PM

Learned Recently



yellow



blue



pink



white



brown



grey



purple



black



green



red



orange



z



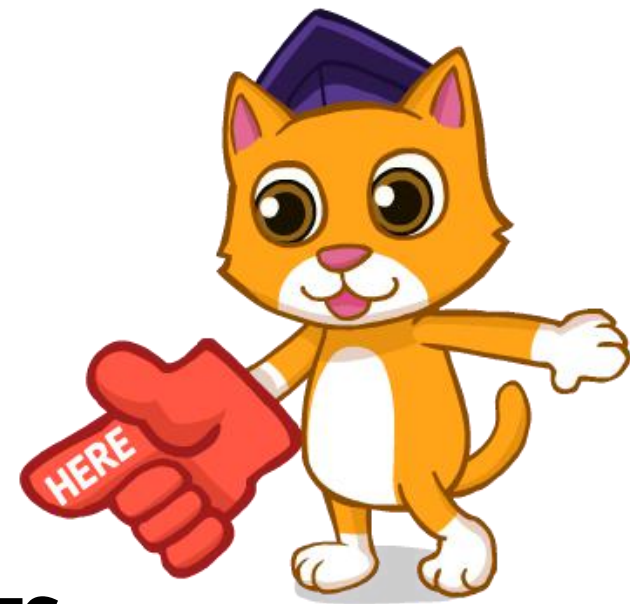
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Why?

The Past

The Present

The Future

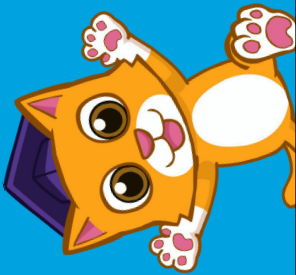


Wade's guidelines for creating games...

1. Design games towards learning targets.



2. Games should have clear rules and objectives.



3. Model rules – or simply start playing.





4. Ensure age and level appropriateness.



5. Use adaptable games.



6. Think about safety.

7. A game should have an adequate level of fun.



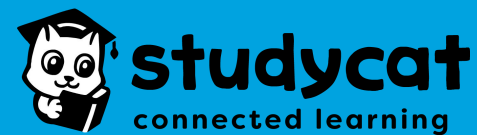
8. A note on competition...

9. Encourage interaction but avoid chaos.

10. Practice 4 skills.



A final word...





Fun
English
for Schools