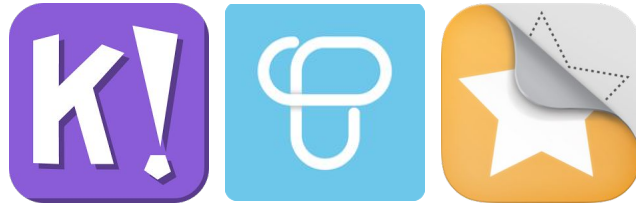


Redefining Teaching and Learning with Game Creation



A decorative graphic featuring a large dashed light-blue circle that frames the central text. Various solid-colored circles in shades of green, yellow, orange, red, and cyan are scattered around the page, some overlapping the dashed line. A large cyan ring is positioned at the top center, partially overlapping a blue circle containing a white quotation mark.

“

Games have always had a place in education. Every time a teacher says something like ‘Bob has a problem. He needs to measure the height of a telephone pole, but he can’t climb it. What should he do?’ they have created a game. The entire educational system, with its scores, points, and grade levels is a game system, already. The key is to figure out how to best integrate games into education.

-Jesse Schell



Redefining Teaching and Learning with Game Creation

Games in the classroom

- ◎ Provide meaningful contexts for activity
- ◎ Engaging and motivational
- ◎ Experiential learning opportunities
- ◎ Students learn without realising as they are enjoying themselves so much
- ◎ Social aspects and strategic thinking
- ◎ Opportunities for design thinking



Kahoot!

- Please open your browser and go to:
kahoot.it

SAMR Model

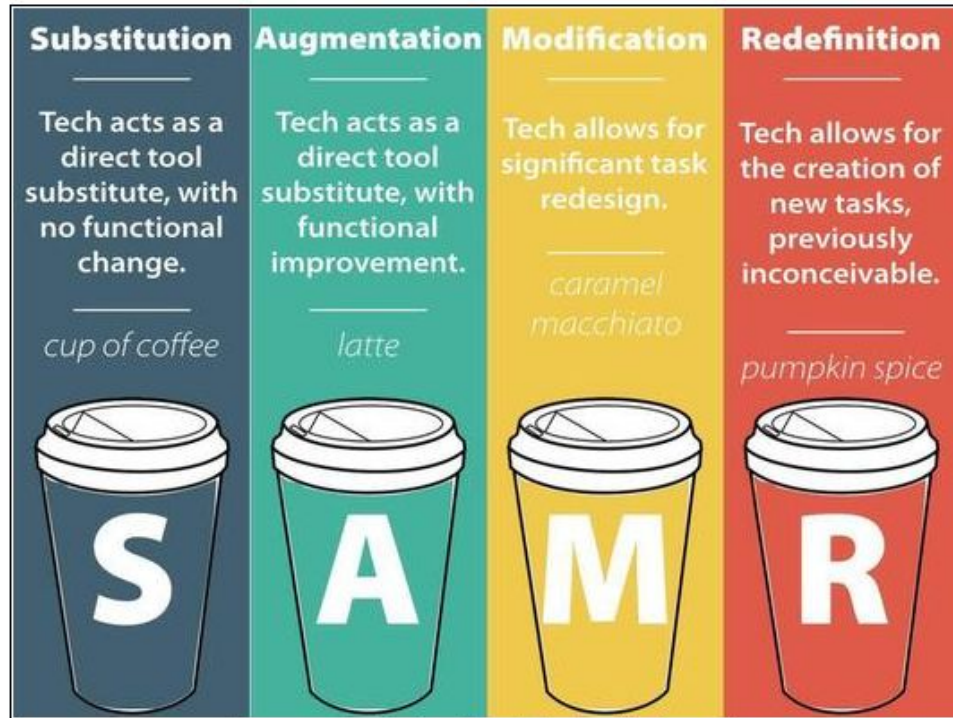


Image created by Jonathan Brubaker (@mia_sarx)

<http://www.schrockguide.net/samr.html>



Modification and Redefinition

- ◎ Aiming for effective technology integration - creation rather than consumption
- ◎ Allows students to share their understandings in fun and engaging ways that were previously impossible
- ◎ Students' abilities to articulate their learning to others is a powerful measure of achievement



Kahoot!
getkahoot.com

Totally free!

Kahoot!



- ⦿ Online platform accessible from any device or browser
- ⦿ Create - getkahoot.com
- ⦿ Play - kahoot.it

**The Kahoot! Guide to
Creating & Playing
Learning Games**

1st Edition

March 2016

Kahoot!

KIACADEMY



Kahoot!

- ◎ Quizzes, surveys and discussions
- ◎ Free public games, adapt others', create your own
- ◎ Include images and video, adjust timing
- ◎ Tag and choose an audience for public Kahoots
- ◎ Get feedback & results from completed Kahoots

Uses in the classroom

- ① Any subject, any age
- ① Players don't need to register
- ① Introduce new topics
- ① Warm ups
- ① Consolidate understandings
- ① Assessment
- ① Students create own Kahoots for others, sharing their knowledge with others



Tiny Tap

iOS and Android app

Free (offers in app purchases)

A decorative graphic featuring a large dashed white circle that frames the central text. Various colored circles and arcs are scattered around the page: a large lime green circle at the top left, a teal circle with a white quote mark in the top center, a yellow circle at the top right, an orange circle at the bottom left, and a pink circle at the bottom right. There are also several smaller circles in green, blue, orange, and pink.

“

We believe in personalized education. We believe that anyone can teach and learn anything if given the tools to do so in a way that addresses their specific needs, which is why we built TinyTap.

-Tiny Tap creators

Tiny Tap



- © iOS and Android app
- © Social platform that empowers learning from each other
- © Worldwide market place of educational games - growing daily
- © Accessible and fun for anyone



What can you create?

- ⦿ Games
- ⦿ Puzzles
- ⦿ Quizzes
- ⦿ E-books
- ⦿ Soundboards
- ⦿ Interactive presentations
- ⦿ Digital textbooks
- ⦿ Photo albums
- ⦿ Classroom activities


Tiny Tap




Create background stimulus then add any of the following interactive elements to the page:

 Ask a Question

 Tap n' Type

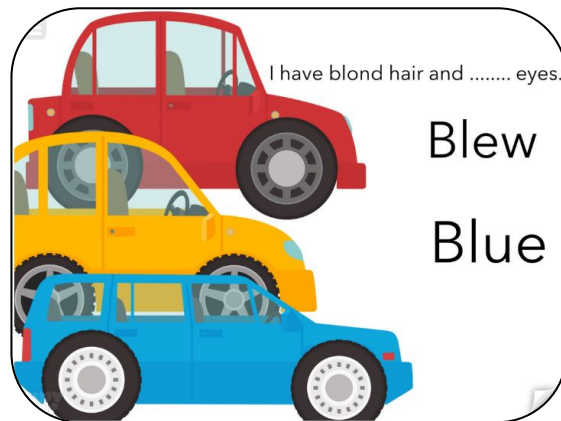
 Create a Sound Board

 Cut a Shape Puzzle

 Play a Video

 Say Something

Tiny Tap





Stick Around

iOS app

\$4.49

Stick Around



- © iOS only
- © Created by Tony Vincent and the team behind Explain Everything
- © Play, design and share labelling and sorting puzzles

<http://learninginhand.com/stickaround/>



The Order of Mass

Liturgy of the Word

first Reading

psalm

Gospel
Acclamation

Gospel Reading

Second reading

Liturgy of the Eucharist

Holy Communion

Sign of Peace

Lamb of God

our Father

Uses in the classroom

Any tasks that require:

- ⦿ Labelling
- ⦿ Sorting
- ⦿ Organising
- ⦿ Classifying

Applications in all learning areas.

Comparison

Kahoot!

- ★ Multiple choice tasks
- ★ Add videos and images
- ★ Multiplayer competition
- ★ Teacher controlled
- ★ Any device

Tiny Tap

- ★ Create background image and overlay activities
- ★ Search the web from within the app
- ★ Multiple different interactive types
- ★ Any device

Stick Around

- ★ Create background and add stickers for the activity
- ★ Anything to do with labelling, sorting, organising, classifying
- ★ iOS only

Your Turn



Explore the apps presented and create a game to use in your classroom.

Thanks!



Any questions?

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