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KA1 Mobility Project for School Education Staff -Courses and Trainings
dell'Accreditamento all'Istituto Tecnico Tecnologico "G. Malafarina" d
Soverato dell'Accreditamento all'Istituto Tecnico Tecnologico "G. Malafarina" d
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Soverato ITC – International
Prague 24-28 January 2022

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Istituto Tecnico Tecnologico

1st Day: Learning Educational Practices across Europe

➤ Breaking ice activities

❖ Two Lies and One Truth

❖ Expectations and Worries

➤ Introducing the topics

❖ From Game to Gamification to Game-Based Learning

- We choose a well-known game and work its content and structure out
- We lay out a scheme adapting it to a lesson's content
- We put the lesson in practice, using the game principles to motivate students so that they complete a task under a reward

➤ Game-Based Learning

❖ Steps

- Choose a goal
- Distinguish milestones
- Design your game board
- Create an avatar
- Create badges
- Design a leaderboard
- Consider playing in a team



1st Day's Apps & Tools

➤ <https://classdojo.com/>



❖ **Class Dojo** is an online behavior management system intended to foster positive student behaviors and classroom culture

➤ <http://www.chorewars.com/>

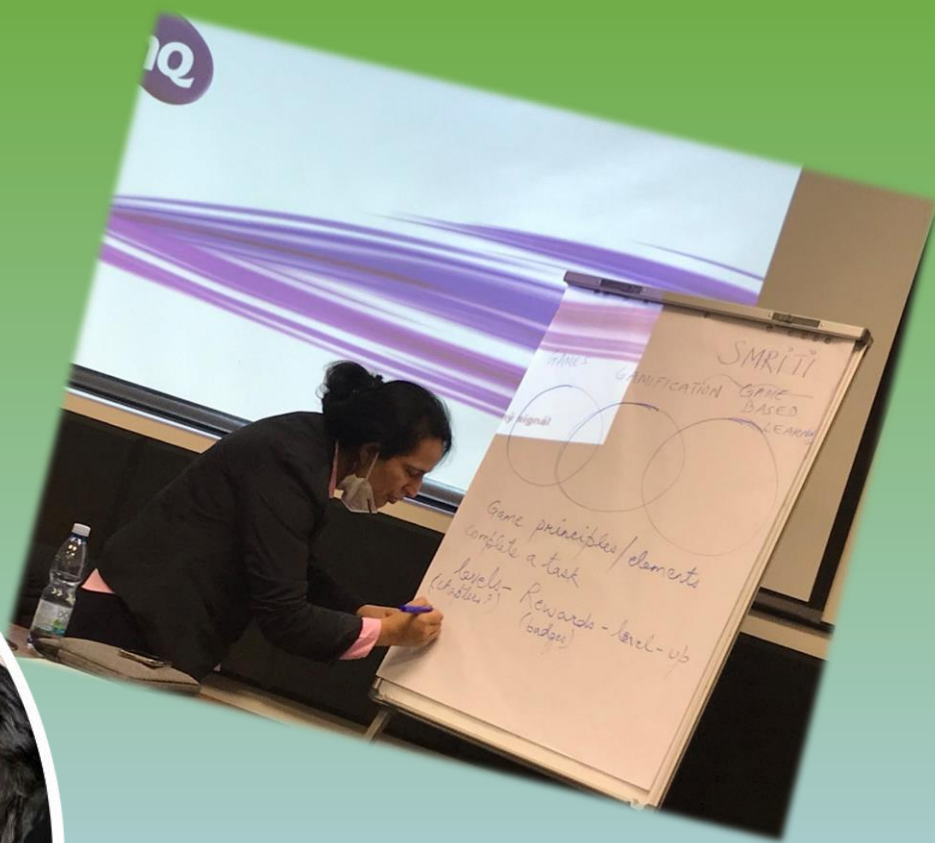
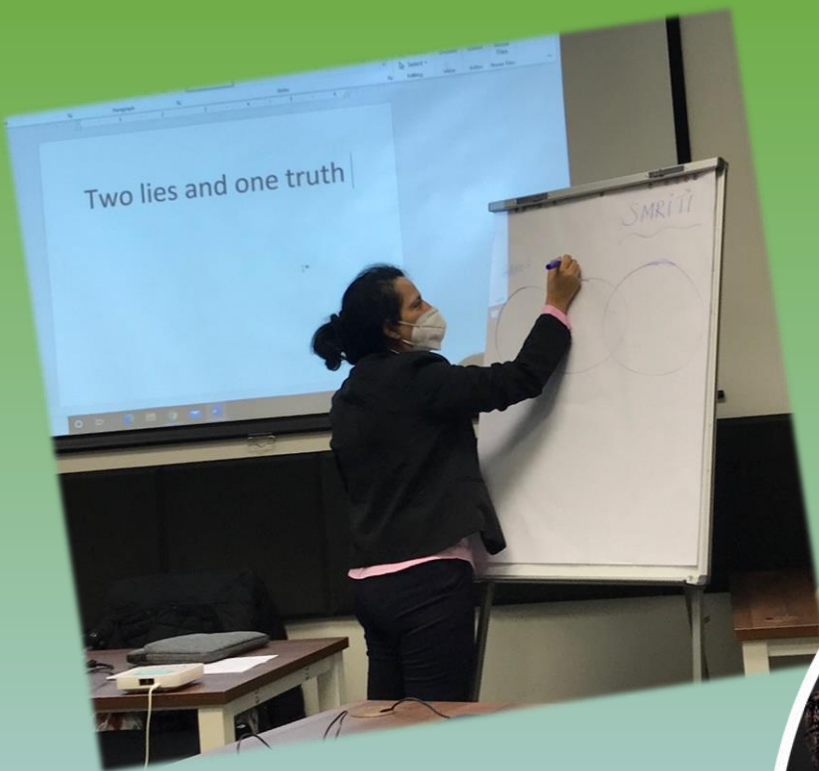


❖ **Chore Wars** is an alternate reality game where experience point rewards are assigned to accomplished tasks

➤ <https://www.goosechase.com/>



❖ **GooseChase** is a tool that builds real-world scavenger hunts



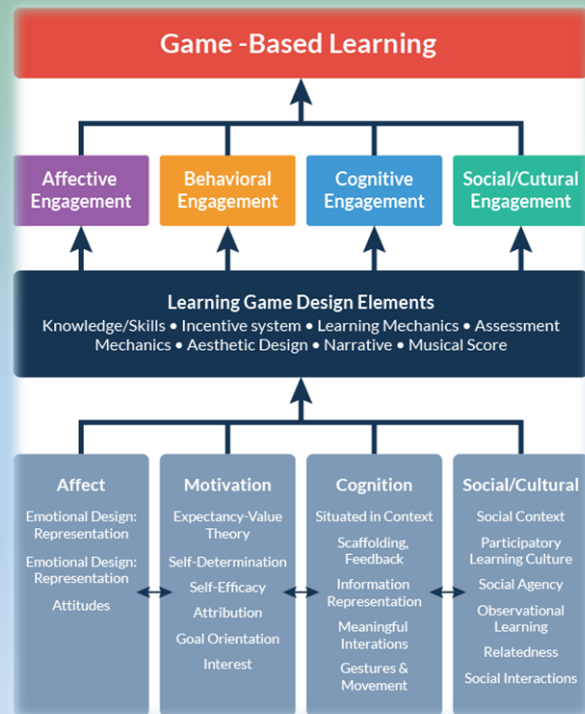
GAMIFICATION

2nd Day: Using QR codes- Outdoor Games for Active Learning- Digital Storytelling

➤ Gamification and Flipped Classroom

➤ Learning Styles

➤ Approaches



❖ Blended learning

- A style of education in which students learn via electronic and online media as well as traditional face-to-face teaching.

❖ Education levels

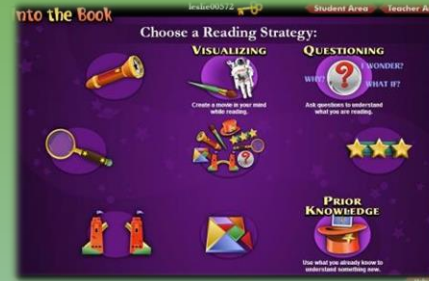
- Auditory
- Visual
- Kinaesthetic
- Multiple Intelligence

❖ Creative and Critical Thinking

- Creative thinking tries to create something new, while critical thinking seeks to assess worth or validity of something that already exists

2nd Day's Apps & Tools

➤ <https://reading.ecb.org/>



❖ **Into the book** is designed to help improve students' reading comprehension, as well as their ability to think and learn across the curriculum.

➤ <https://www.superteachertools.us/>



❖ **Super Teacher Tools** is a free, easy-to-use website that enables to customize games

➤ <https://edpuzzle.com/>



❖ **Edpuzzles** is a platform for self-paced learning with interactive video lessons

➤ <https://www.liveworksheets.com/>



❖ **Liveworksheets** is a tool which allows teachers to create interactive worksheets for their students.

2nd Day's Apps & Tools

➤ <https://insertlearning.com/>

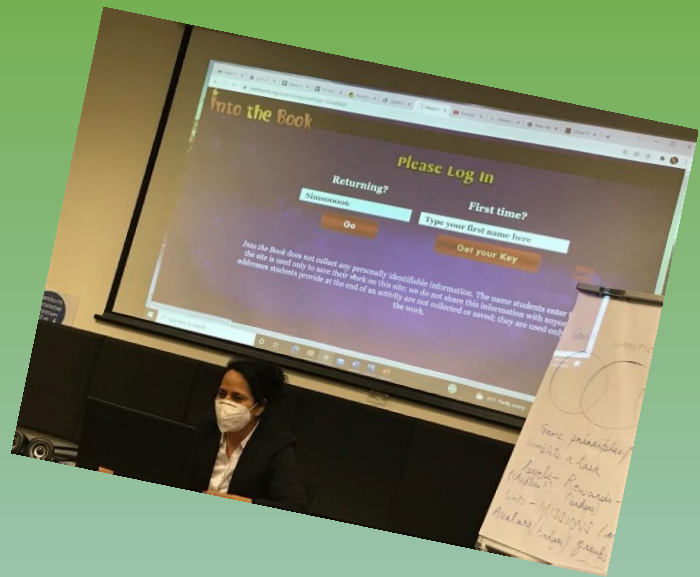
❖ **InsertLearning** is an online platform that lets teachers turn the Internet into personalized and engaging lessons



➤ <https://makebeliefscomix.com/>

❖ **Make Beliefs Comix** is a website that helps students create comics and build writing skills. It also offers a wealth of resources for teachers





3rd Day: Learning Coding Through Videogames-Using Mobile devices

➤ Coding through Videogames

❖ Learning Programming

- One of the best ways to bring coding to life is through video games

➤ Mobiles

❖ Effective tools to engage students

- They are a valid option to support learning



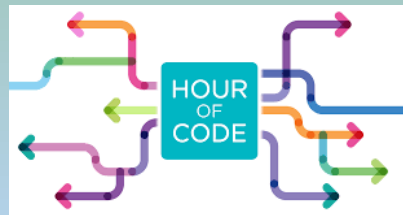
3rd Day's Apps & Tools

➤ <https://www.storyjumper.com/>



❖ **Storyjumper** is a website that offers teachers and students the chance to create their own digital books.

➤ <https://hourofcode.com/it/en>

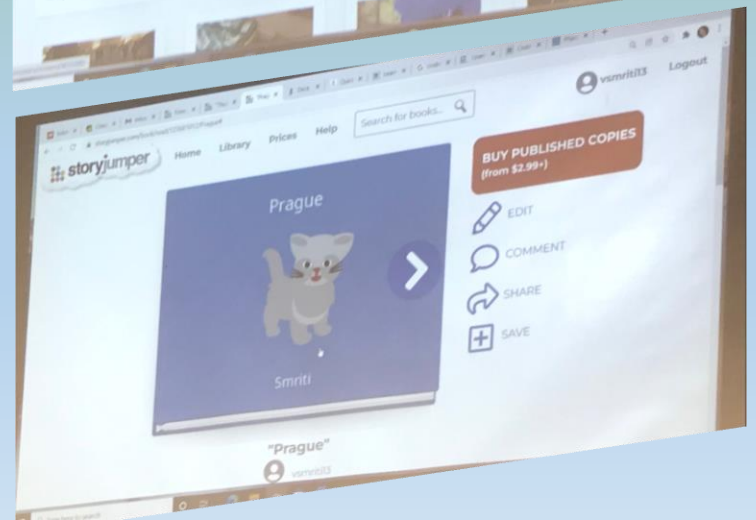
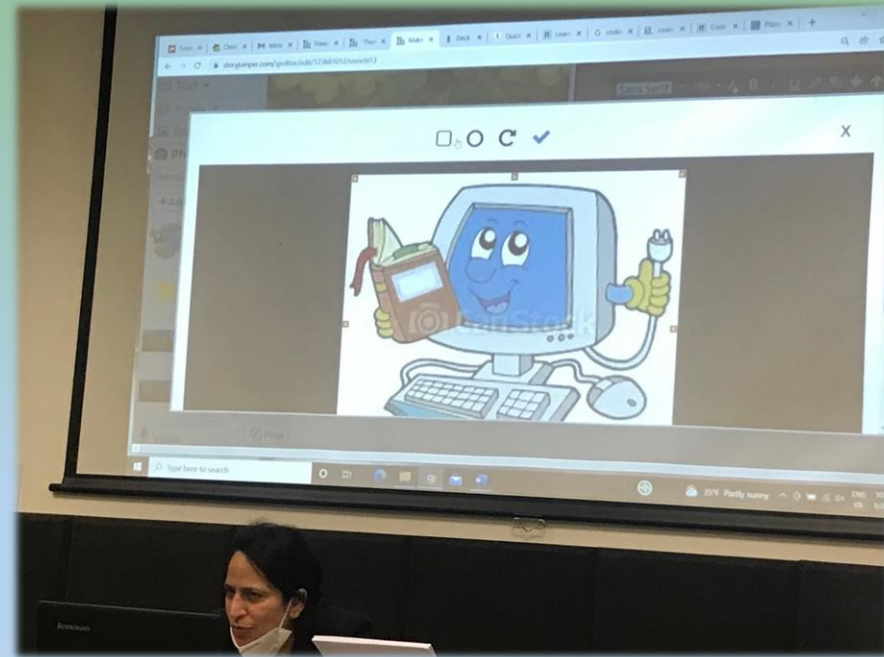
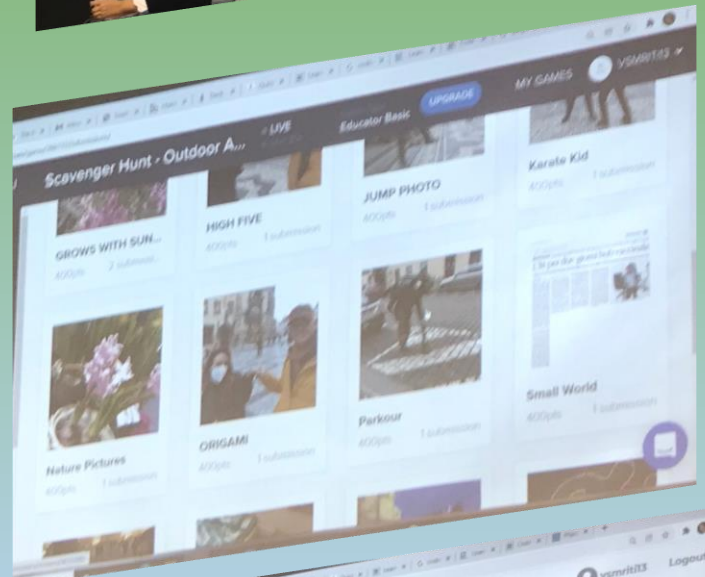
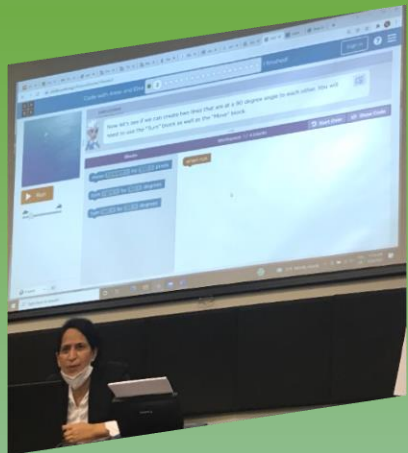


❖ **Hour of Code** is an introduction to computer science designed to demystify coding and show that anyone can learn the basics

➤ <https://www.plickers.com/>



❖ **Plickers** lets teachers poll classes for free, without the need for student devices.



TEAM GAMIFITTING
10300 points **1st**

TEAM COMENIUS GO
2900 points **2nd**

4th Day: Using Games for Enhancing Learning- Online Simulation Games

➤ Game Strategies

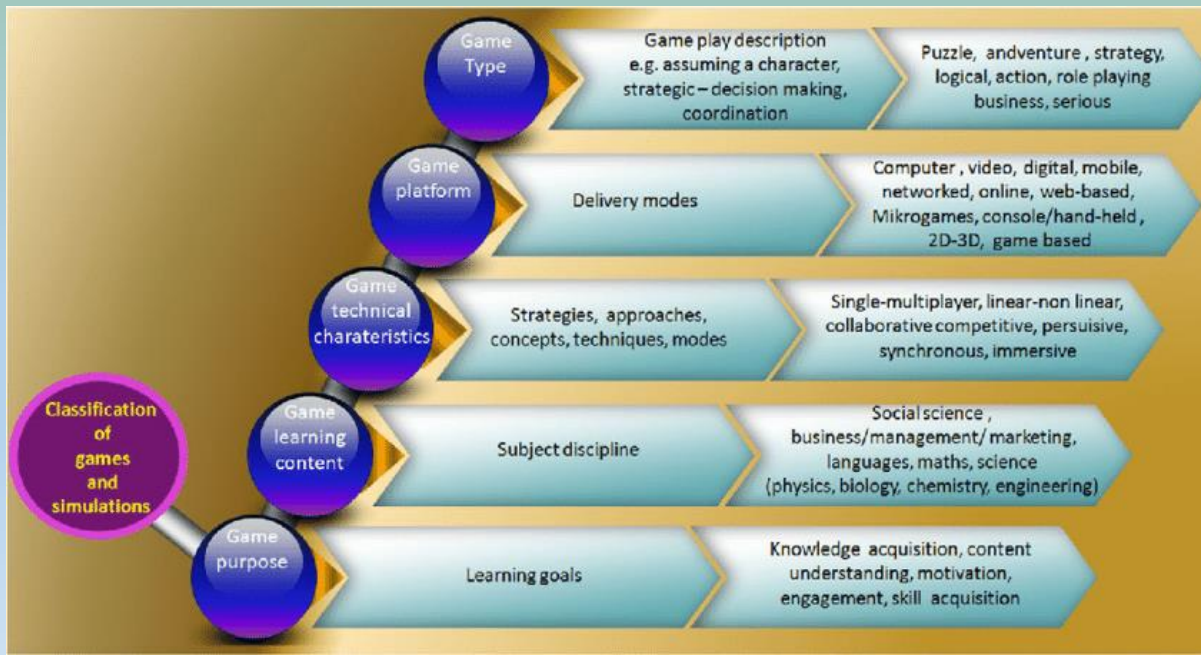
➤ Online Simulation Games

❖ Interactive Approaches

- Matching game strategies and learning methodologies

❖ Feasible tools to motivate students

- They provide an opportunity for learners to apply their skills in a complex and interactive environment.



4th Day's Apps & Tools

➤ <https://deck.toys/>

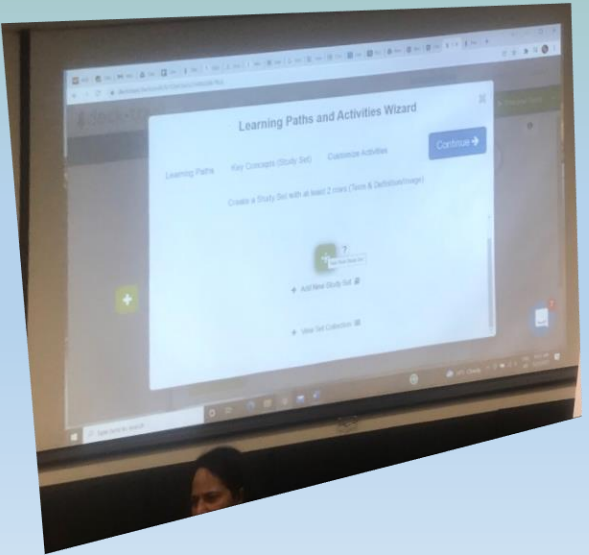
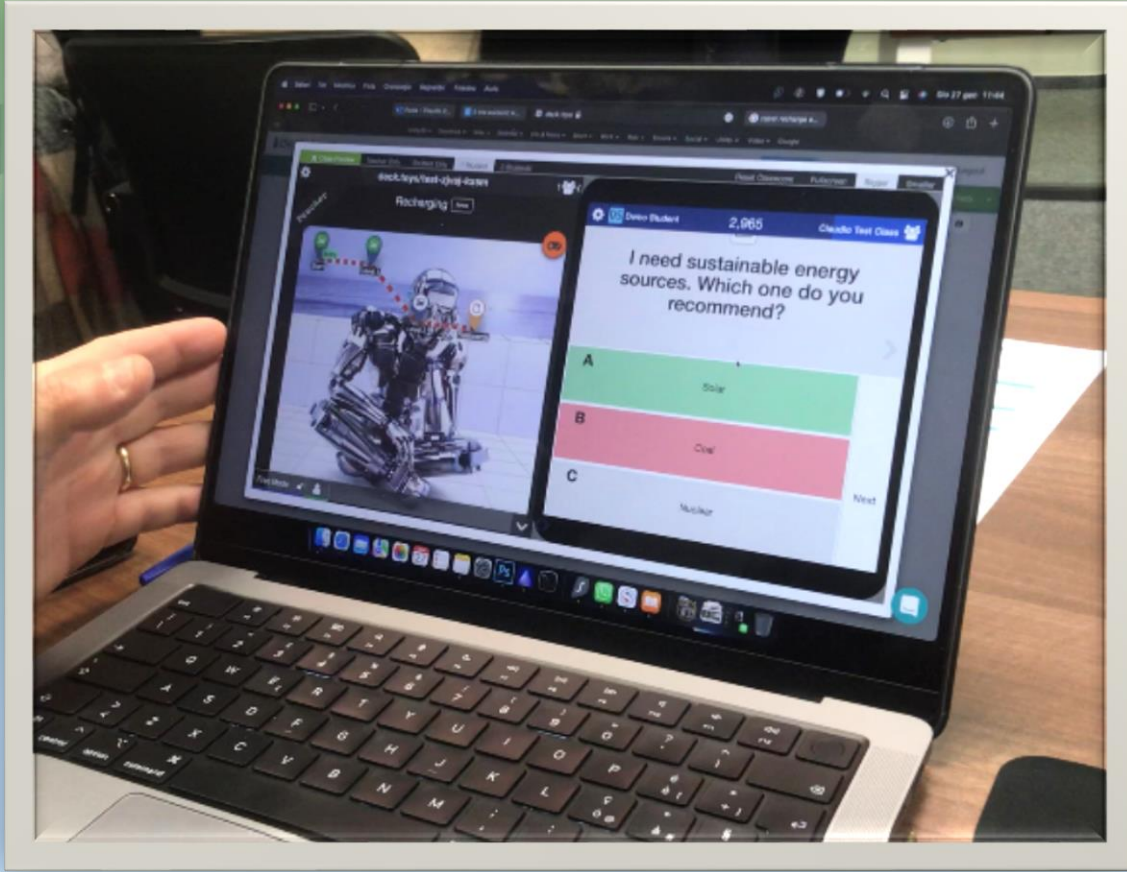
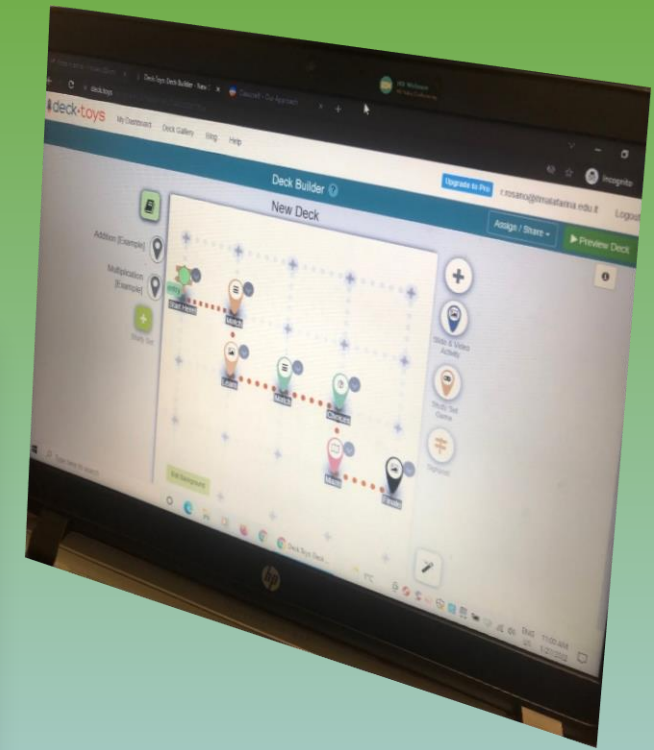
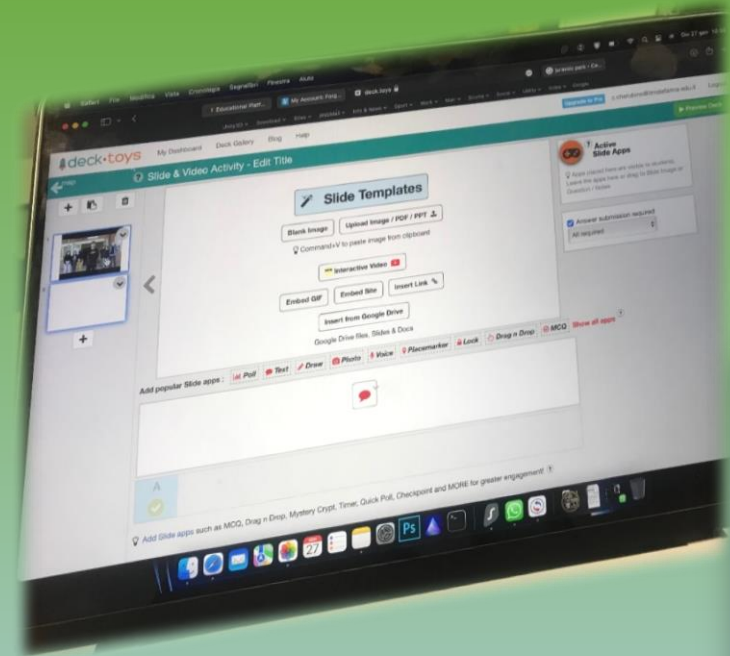


❖ **Deck.toys** is an online classroom platform that allows teachers to teach and engage students interactively. Lessons become Learning Paths for Lesson Adventures

➤ <https://www.classcraft.com/>



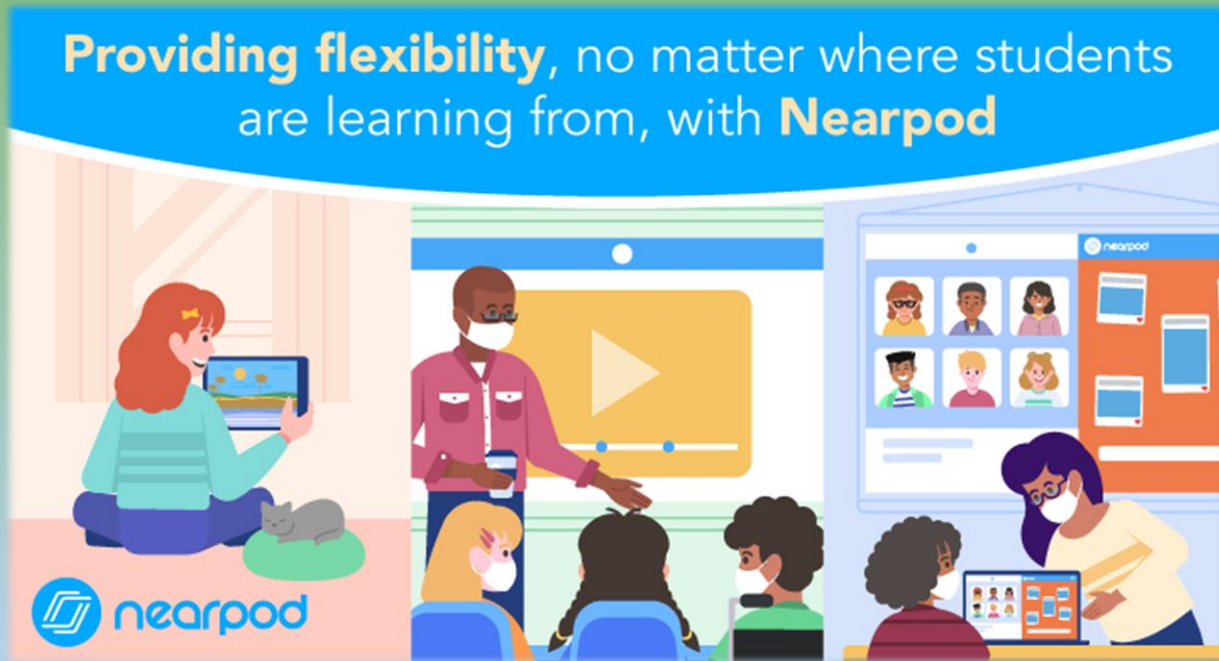
❖ **Class craft** uses gaming principles to re-imagine students' learning experiences and empowers them to reach their full potential



5th Day's Apps & Tools

➤ <https://nearpod.com/>

❖ **Nearpod** provides real-time insights into student understanding through interactive lessons and videos, gamified learning, formative assessment and activities.



Sway



Collaborate!



3D Objects



Poll



Audio



Web



Field Trip



Open Ended
Question



Quiz



Draw It



Video



Reports





THANK YOU



"This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein."