

GAME-BASED LEARNING



Building Competence in Visual Literacy Through Simulation

Here are a few ideas of how you might incorporate game-based learning into your classroom.

GAMES

- **Trivia, Jeopardy** - test knowledge
- **Scavenger Hunts** - encourage exploration, problem solving, and collaboration
- **Bingo:** Social Bingo (icebreaker), Photo Bingo (take pictures of ___ or with ___ conditions)
- **Find a game you enjoy and create your own version!**
 - Tip: Start with index cards or paper printouts until you've playtested your game and worked out all the kinks. Printplaygames.com or boardgamesmaker.com are two sources for professionally printed game components.

ONLINE GAMES

- **FunTrivia.com** - has a lot of photo trivia sets ready to go. Single player.
- **Crowdpurr** - create or play custom trivia games with multiple players.
- **JeopardyLabs** - create or play custom Jeopardy games.
- **Kahoot** - interactive or gamified content for education. *Requires a license.

GAMIFY YOUR CLASS (only where it makes sense)

- Reframe assignments as challenges or organize material into quests/missions.
- Allow students to earn and redeem points for perks like leaving class early, turning an assignment in a day late, etc.
- Offer achievement badges or rewards for mastery and accomplishment.
- Encourage creativity and fun with game-like assignments such as:
30 Day Challenges / Same Subject Different Ways / Shoot from the Hip / Etc
- Make progress visible to encourage friendly competition and motivation

ICEBREAKER GAMES

Come up with your own rules and themes for these simple question games to help students get to know one another.

- **20 Questions**
- **Two Truths & A Lie**
- **Never Have I Ever**
- **Would You Rather**
- **Social Bingo**

#1 TIP:

Use social games as icebreakers at the beginning of term to help students feel more comfortable with one another.