

Distance Teaching

How to keep students active by gamifying exercises



STUDY

New language introduction followed by controlled practice

- avoiding lengthy teacher talking time
- varying the pace of the lesson and type of activities
- keeping students as active as possible
- giving students enough time to practise new language

Students often remember better and are more motivated when they learn through play. Competition is motivating not only for primary school students but for older ones as well. You can turn a multiple choice grammar or vocabulary exercise into a game with the help of tools like Time to Climb by Nearpod or Kahoot!

Time to Climb

In Time to Climb, students race to the top of the mountain against the clock by answering multiple choice questions. To use it in class you need to:

- Sign in to your teacher's Nearpod account or create one.
- Choose the "Time to Climb" activity in your teacher's dashboard.
- Write the multiple choice questions with grammar or vocabulary that you would like to check.
- Mark the correct answers.
- Assign the activity to students by sharing the link in the chat.
- Start the game. Students race to the top of the mountain answering the questions. The animation shows the race in real time.

Kahoot!

An alternative activity is to play a game using Kahoot!

- Sign in to your Kahoot! account or create one.
- Create a multiple choice quiz in Kahoot!
- Share the code with your students.
- Students go to the game website and join the game with the code.
- Students see the questions on your screen and press the icon of the colour corresponding to the correct answer on their devices.

Alternatively...

You can assign an exercise from a paper textbook during a Zoom lesson and turn it into a competition. Set a timer and ask students to show that they have finished the task by posting a sticker from the Zoom reactions on their screen or by raising their hand. Award those who are fast and do the tasks correctly.

