

# Engaging Review Games

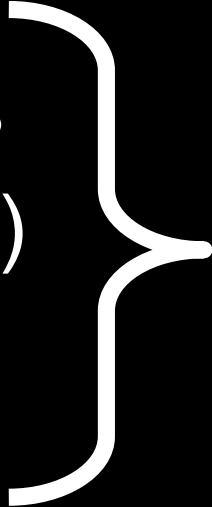
Shiga JET Skills Development Conference

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1. Determine what your learners
  - a. can already comprehend (i)
  - b. cannot yet comprehend (i+1)

2. Provide i+1 input
  - a. Make it comprehensible
  - b. check understanding
  - c. repeat



Will figure  
out over  
time

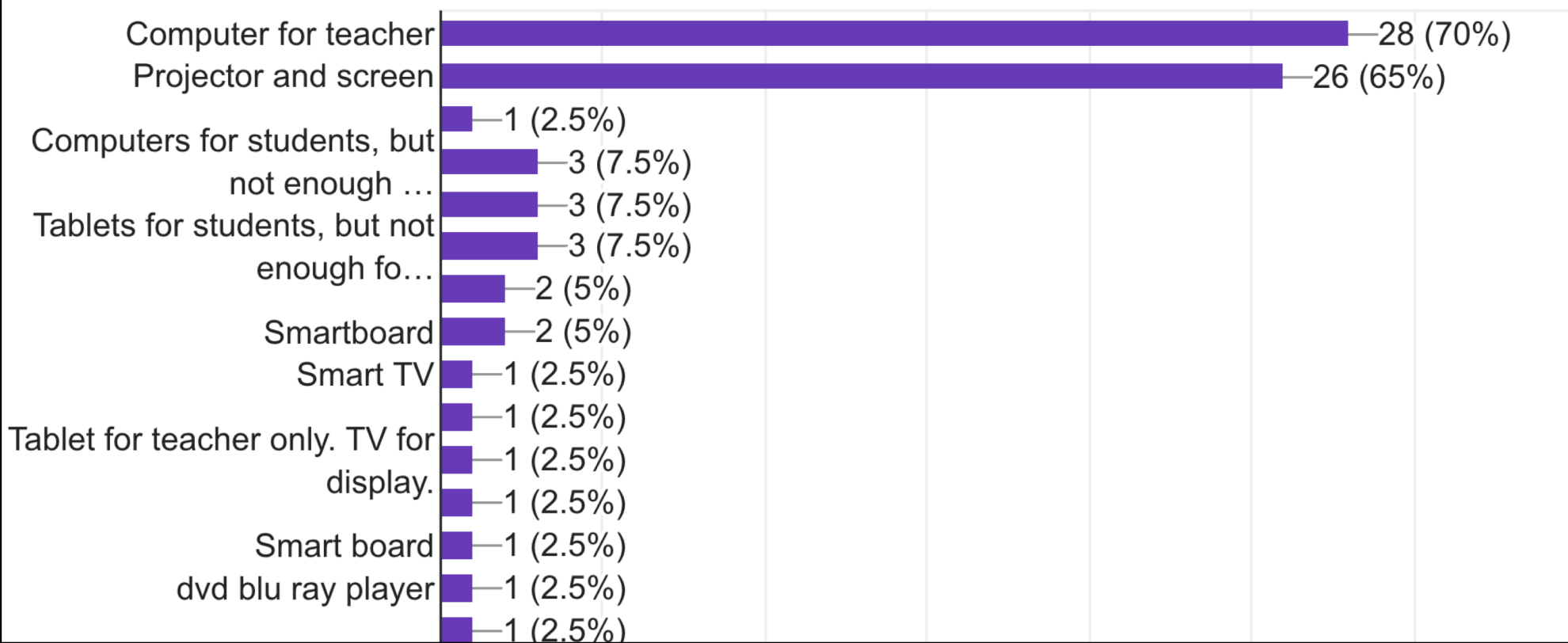
Strategies for  
checking  
understanding

# Review games

- Kahoot
- Plickers

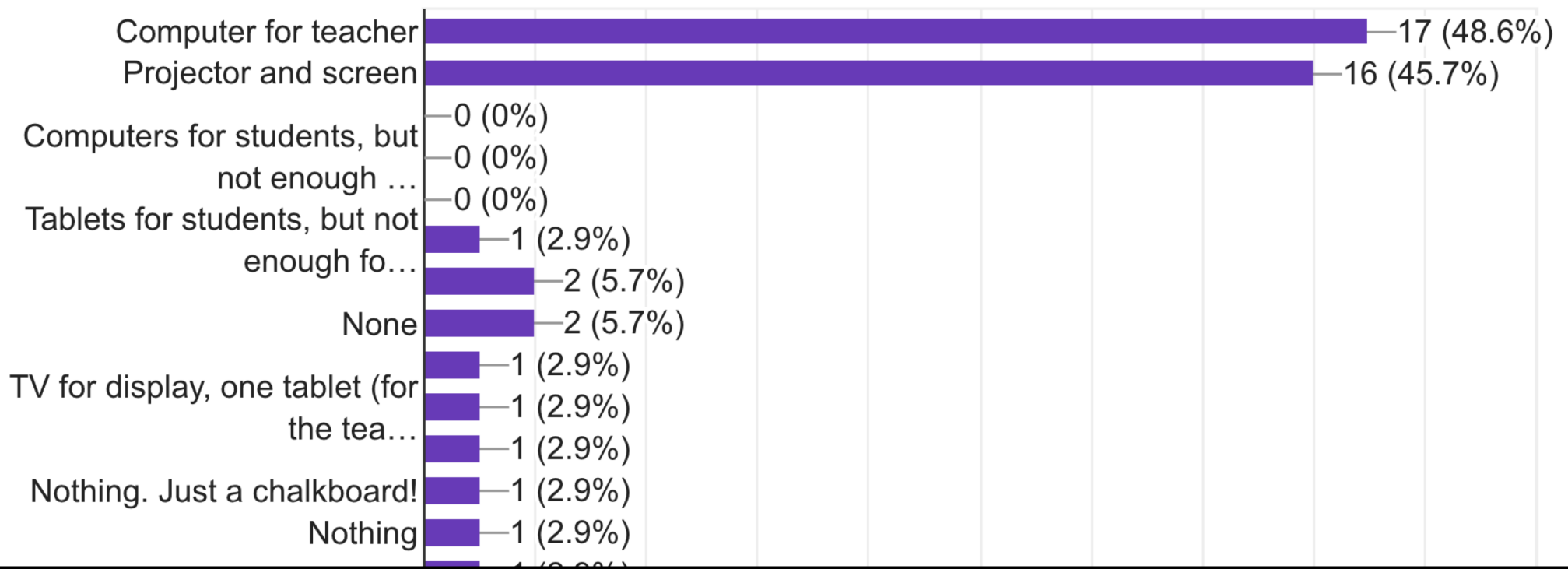
Think of the classroom you use that has the MOST technology. What technology is available to you? Check all that apply.

40 件の回答



Think of the classroom you use that has the LEAST technology. What technology is available to you? Check all that apply.

35 件の回答



# Kahoot & Plickers

- Review/preview games
- T/F, multiple choice
- Can include images in question
- Points or survey

# Kahoot (high tech classroom)

- Each student needs device (smartphone, laptop, tablet) OR 1 device per team of 2-4 students
- Teacher needs
  - Device to create
  - Way to display (e.g., projector)



# Plickers (low-tech classroom)

- Each student needs paper card
- Teacher needs
  - Device to create (computer)
  - Device to scan (smartphone, tablet)
  - (Ideally) Way to display (e.g., projector)

# Kahoot

1. Let's play (student view, teacher view)
2. Let's make games
3. Let's play the games we've made

# Plickers

1. Let's play (student view, teacher view)
2. Let's make games
3. Let's play the games we've made