Digital Learning Resource Presentation Notes

**Presentation and Peer Review: in-class Oct 30** (VIULearn Discussion Groups)

* Peers are using a criteria rubric that was made in class to assess our digital learning resource.

Project Submission Elements:

**Digital Learning resource:** website URL, media recording, file upload

French Blooket Activity (194 verbs)

<https://dashboard.blooket.com/set/60e41a0db768ba001b399128>

**Introduce digital learning resource**

* Blooket is an online game that blends aspects of interacting games (coding, problem solving, math) with French.
* Various game modes to choose from to deliver the same multiple choice question.

**How is it relevant to the curriculum?**

* Avoir and Etre in the present tense is part of the grade 8 Core French curriculum.
* Students engage as there is a sense of competition as you can “steal” points from other members. You don’t have to worry about getting all the answers right, therefore everyone generally is ok with playing.

**How can it be used in a modern language lesson plan?**

* To enforce/memorize vocabulary (especially as a second language.)

**Why does it help learning?**

* It takes learning to the next level, engaging low stakes participants and high stakes learners alike. It provides the correct answer IN CONTEXT, and encourages the user to keep playing.

**What are advantages and disadvantages/distractions?**

Pros:

* Leads to high engagement.
* After the game, your Blooket score shows up on your screen (besides the top 5 is shown on the projector) so the students get immediate feedback.
* Teachers are also able to see the scores post game
* Paid version gives teachers specific information as in how long users chose to take, which answers they got correct and more.
* Different types of game keeps it fresh and the students enjoy having the choice.
* It can be done in pairs, so students can collaborate.

Cons:

* Requires access to technology via Chromebook or Cellphone
* Some students “pretend” to play.
* Can lead to inappropriate names when you sign in.
* Quiz dependent = could be less relevant, less contextualized, contain errors.

Teaching CORE French 8 was a fantastic experience. It demonstrated to me how important tools like Blooket are for class engagement and learning. Not only that, but with the paid versions, you are able to track in real time which answers students got right and wrong, how much time they spent on each question, and other metrics. This means as a teacher it is easier than ever to judge how a lesson went, you can get immediate feedback, and make any changes or review any information the next class.

Games engage every learner, and provide extending opportunities for those who breezed through the content, and opportunities for slower learners to receive some positive encouragement. Not only this, but with the multiple-choice format, you can provide full sentences and guide the user towards to correct paths, wiring in those important repetitions that will allow them to read and understand texts in the further when their comprehension catches up. It allows them to see the correct form and syntax in a setting that doesn’t scream academic. Therefore, it’s a sneaky way to encourage studying.

Some additional positives are that extending students who have finished work early can create these as something to do, which solidifies their learning, and provides new quizzes for the rest of the class (and other classes that share the same content).

This type of activity under the lens of PICRAT, can modulate between interaction and transformative and creative and transformative.   
  
The reason for this is that the game choices make it creative and fun, including strategy, and luck. It is very interactive, and in the game modes that require strategy, it borders with creative as you can win without having answered any questions correctly. This could be a big positive for students struggling in French, but who excel in other ways.

Having used this tool in class, it is an invaluable way to assess in real time students knowledge and learning, which informs your practice.