

Glenn Cake



@gcakey



BCATML

BC ASSOCIATION OF TEACHERS OF MODERN LANGUAGES

*21st century
Language teaching
Engage, Edutain
& Evaluate !!!*

Part 1- February 10th, 2021



L'Ordre du Jour



- **Generate oral based communicative activities !**
(Sites and ideas to be shared)
- **Quizlet Live (live demo)**



K!

Kahoot

**Overview of platform featuring new features for
Premium memberships
(Live Demo of these features in action)**

Remote Learning Background

Center for Distance Learning and Innovation

Population - 104

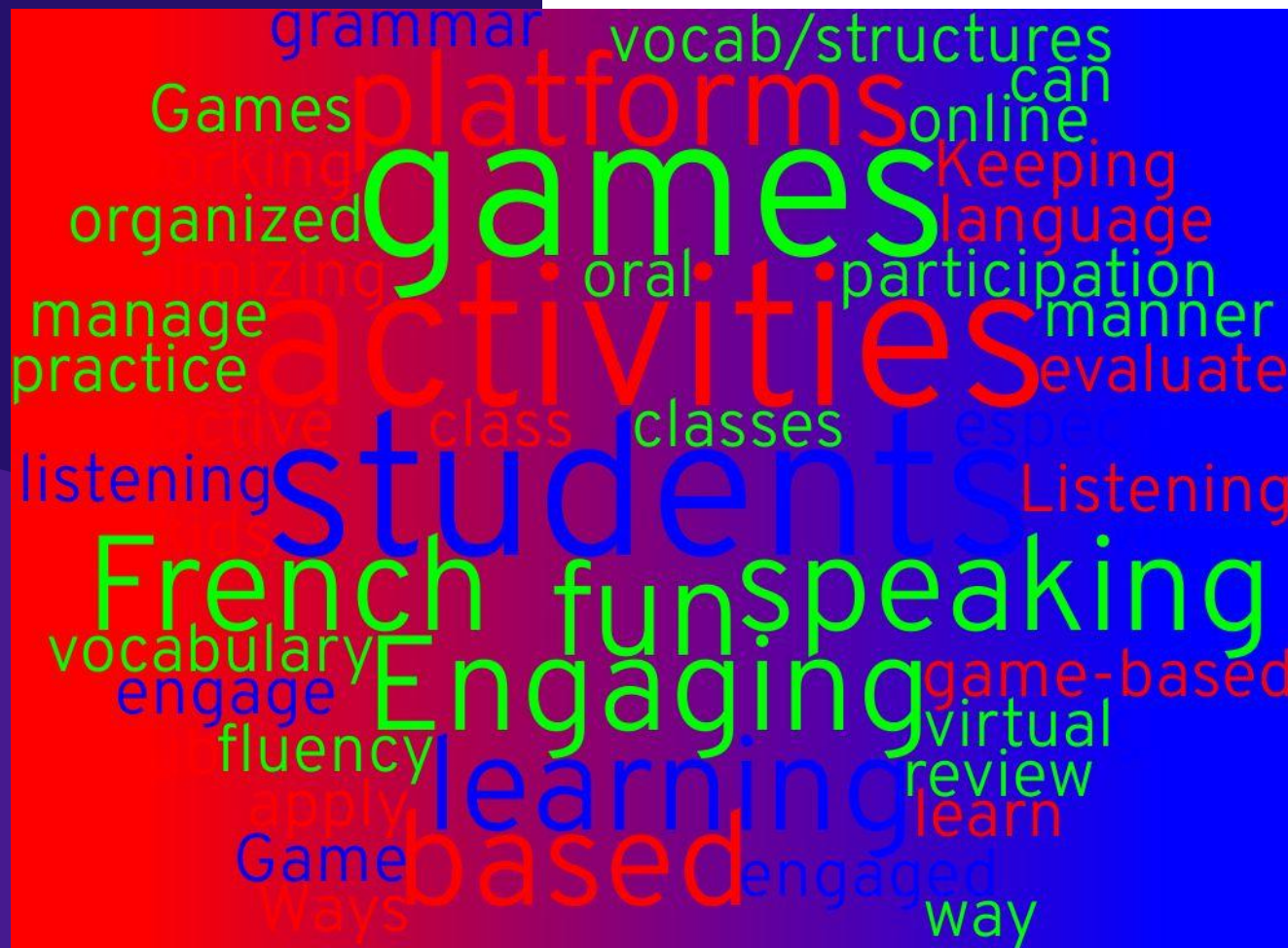
- A part of the Newfoundland and Labrador English School District
- Delivers e-learning courses to students attending high schools in rural, remote and isolated regions of the province.
- Teach French via a hybrid model virtual classroom (BBC) and LMS



Tom Cochrane
Photography
Grey River, NL

@gcakey

Your Feedback - What you want !!!



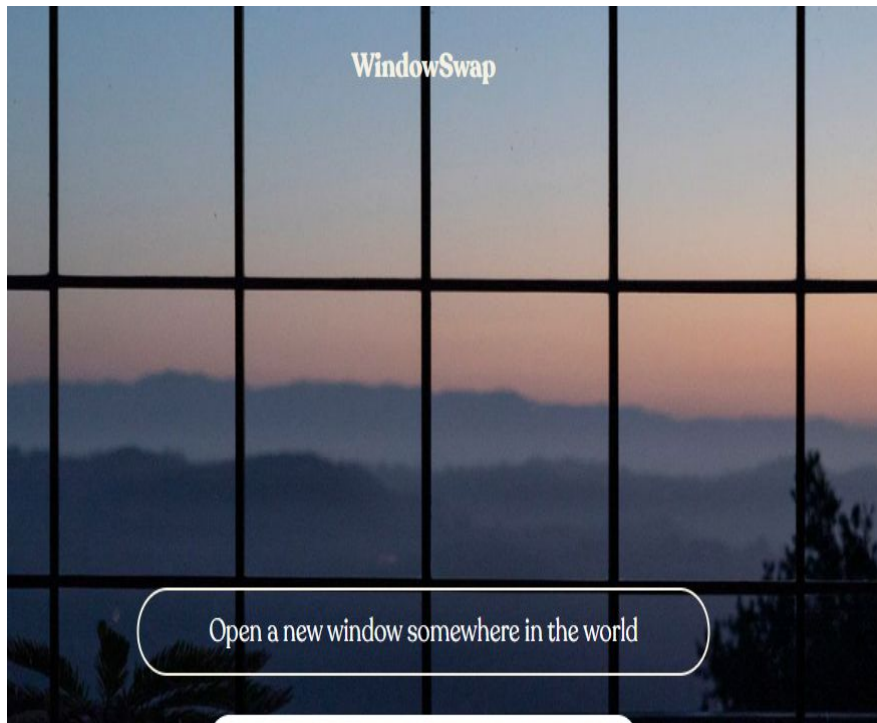
Window Swap

What do you see?

What's the weather like ?

If I was there, I would....

I spy with my little eye
something that is.....



Drive & Listen

<https://driveandlisten.herokuapp.com/>

What do you see?

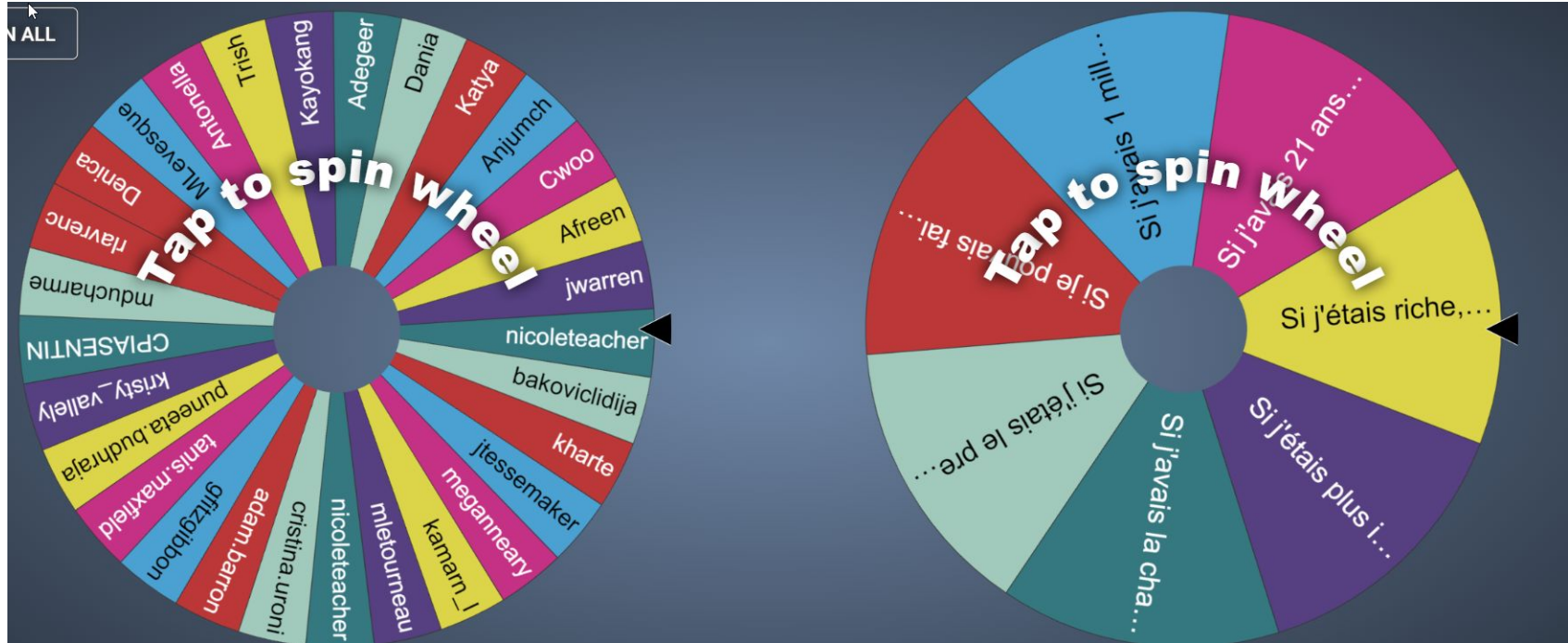
What's the weather like ?

If I was there, I would....

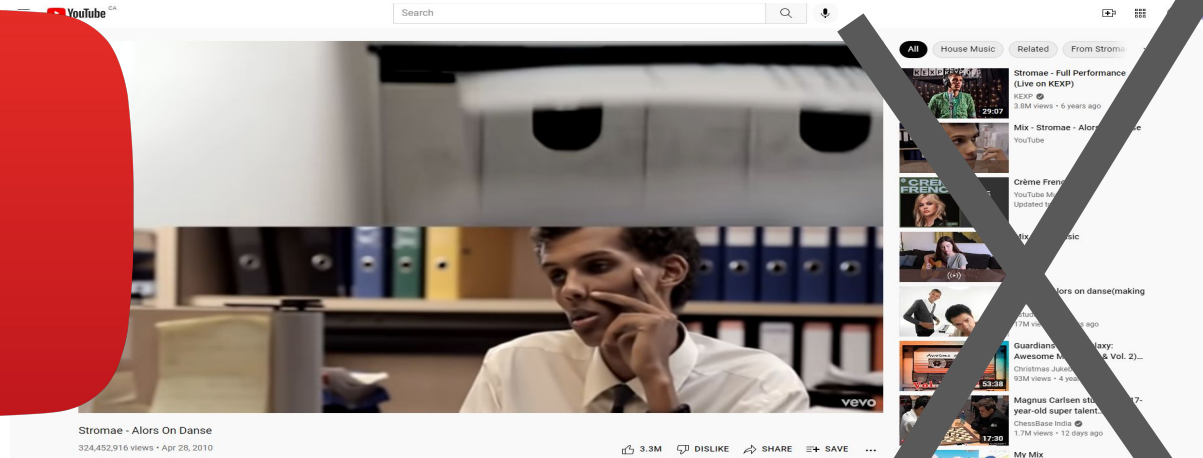
I spy with my little eye
something that is.....



Spinner wheel



A few newbies



To get rid of distractions, ads, etc - simply put a **hyphen** between the **“t”** and **“u”** of the youtube address
Once you do this - you will get a new link that can be shared

https://www.youtube-nocookie.com/embed/P3QS83ubhHE?playlist=P3QS83ubhHE&autoplay=1&iv_load_policy=3&loop=1&modestbranding=1&start=

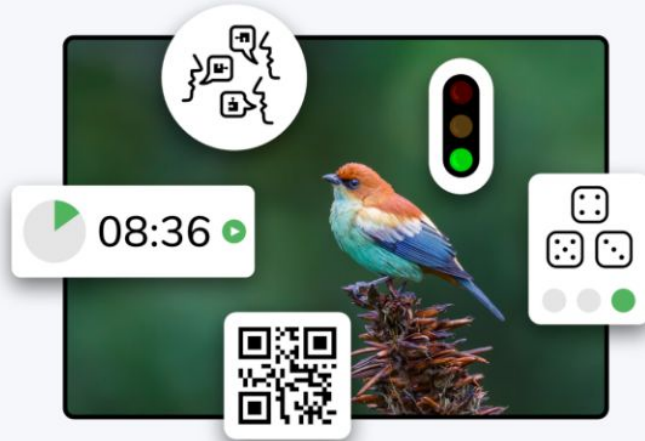
<https://classroomscreen.com/>

Classroom management made easy

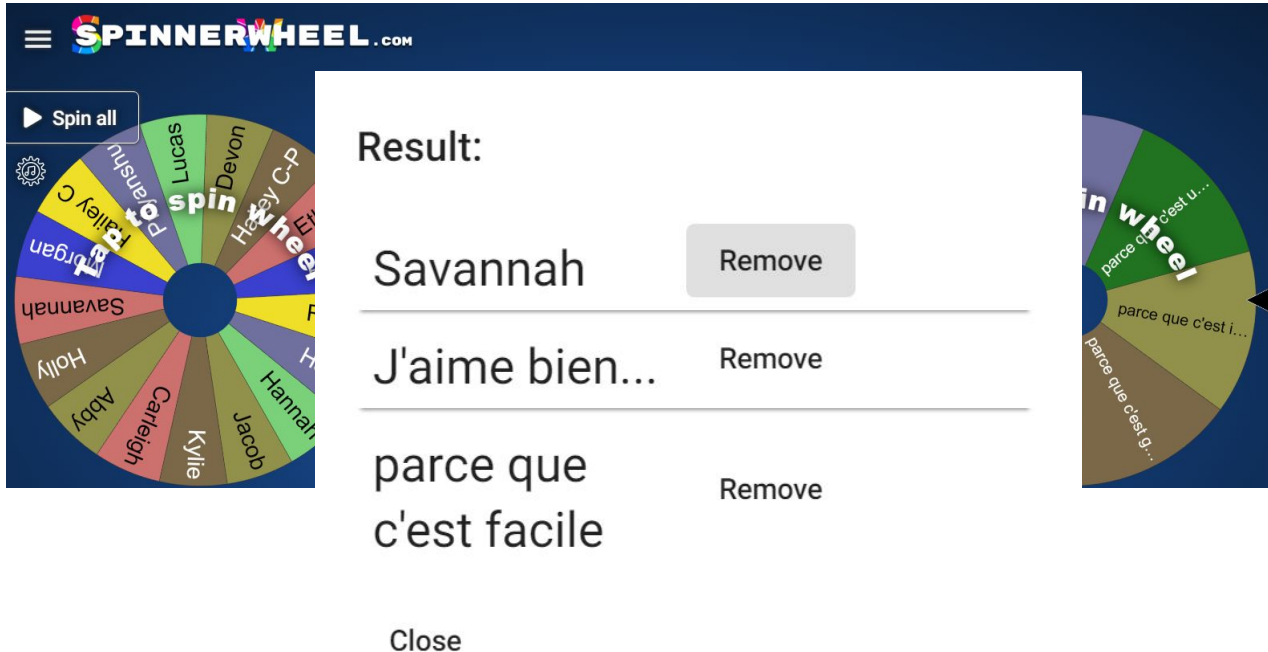
Support your class activities, stimulate engagement and help your students get to work by using the intuitive tools of Classroomscreen.

Launch now

Or sign up for free



<https://spinnerwheel.com/>



The screenshot shows the SpinnerWheel.com website interface. On the left, a circular wheel is divided into segments with names: Savannah, Holly, Abby, Carleigh, Kylie, Hannah, Jacob, Lucas, Devon, Hayley C-P, and others. A 'Spin all' button is visible. In the center, a white overlay displays the 'Result:' section with three items: 'Savannah', 'J'aime bien...', and 'parce que c'est facile'. Each item has a 'Remove' button to its right. At the bottom of the overlay is a 'Close' button. On the right, a partial view of the wheel shows segments with the text 'parce que c'est u...', 'parce que c'est i...', and 'parce que c'est g...'.

Result:

- Savannah Remove
- J'aime bien... Remove
- parce que c'est facile Remove

Close

Flippity - A Pot Pourri of Possibilities



Wordle

Custom Wordle FR



Make your own wordle



Q	W	E	R	T	Y	U	I	O	P
A	S	D	F	G	H	J	K	L	
Enter	Z	X	C	V	B	N	M	Delete	

Let's give it a try !

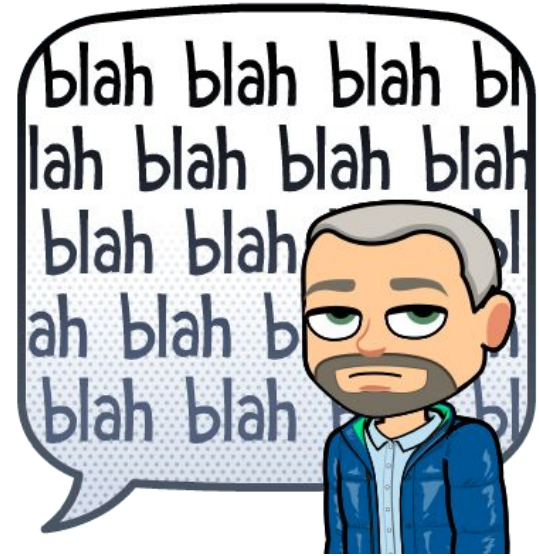
<https://mywordle.strivemath.com/?word=wafxc&lang=fr>

<https://docs.google.com/spreadsheets/d/12BbV5Ag2TcsGvUV265WfbA44dJE6fwAZCb4Jq-J1KHU/edit?usp=sharing>

@gcakey

Pourquoi “jouer” ?

- **Apprentissage engageante**
- **Introduire un nouveau concept**
- **Employer les nouvelles expressions et vocabulaire**
- **Créativité et travail d'équipe**
- **“La concurrence amicale :)”**
- **Exit Cards**
- **Développer les liens curriculum**
- **Créer les expériences d'apprentissage positives**



Source- http://www.educationworld.com/a_curr/reasons-to-play-games-in-the-classroom.shtml

For all activities today, there is **no need to...**



Understanding our New

normal

Framework /
Virtual
environments

Social
Interaction
(**Keep the
social in
social media**)

Engagement
and
Interactivity

Engaging
your
audience
virtually

Adequate
equipment
and
technology

Hands-on





Formative assessment



Why PLAY ?

- Engaging and Meaningful learning
- Introduce a new idea of concept
- Experiment with expressions and vocab
- Creativity and teamwork
- “Friendly” competition
- Exit Cards
- Develop links with your content/curriculum
- Create positive learning experiences

Source- http://www.educationworld.com/a_curr/reasons-to-play-games-in-the-classroom.html



Why Game-Based Learning?

Increased Engagement

Students will be more engaged with this fast-pace and fun instructional model.

Eliminate Worksheets

Teachers can eliminate worksheets for simple recall information and assignments.

Quick Assessments

Teachers can create quick and easy assessments that will gather and analyze data.

Repetition Increases Knowledge

Students that repeat the same games will increase their retention and knowledge of new material

Easy to Review

Teachers can easily review material in real time with students.

Low Risk & Friendly Fun!

No risk involved - just have fun!
If students did not do well the first time, play it again the next day.





ack

Welcome to Quizlet Live

A collaborative classroom game

Watch the guided tour

See what a Quizlet Live session will look like in your classroom. Hosted by Quizlet employees.



SET:

Newfoundland Terms and Expressions

Create game

Learn More

Quizlet App!



[Quizlet and Quizlet Live video](#)

How would you like your teams arranged?

Students can play as part of a team with up to four players or as individuals.



RANDOM TEAMS

Quizlet will place your students into teams randomly

Select



INDIVIDUALS

Students will play the game on their own

Select

Select your in-class activity

How do you want to engage your students today?



Classic Live

Play a round of the original Quizlet Live

Beta



Checkpoint

Run a quick and fun formative assessment

@gcakey

Individual Game mode

The image displays three sequential browser windows illustrating the Quizlet Live Individual Game mode interface.

Window 1 (Left): Shows the "Join at www.quizlet.live" screen. It prompts the user to "Enter this code:" and displays the code **5 0 3 - 1 6 7**. A teal button below the code reads "Create game with 2 students". At the bottom, two player avatars are visible: "Glenn" and "Cake".

Window 2 (Middle): Shows the game in progress. The header reads "QuizletLive" and "WAITING FOR YOUR TEACHER TO START". Below the header, six laptop icons represent the players. The third and fourth laptops from the left show a green checkmark, indicating they have answered correctly. The first, second, and sixth laptops show a question mark. Below the icons, the text reads: "The *first one* to answer all correctly wins!".

Window 3 (Right): Shows the game in progress. The header reads "QuizletLive" and "WAITING FOR YOUR TEACHER TO START". Below the header, six laptop icons represent the players. The first and second laptops from the left show a green checkmark, indicating they have answered correctly. The third, fourth, and sixth laptops show a question mark. Below the icons, the text reads: "The *first one* to answer all correctly wins!".

The browser address bars show the URL quizlet.com/391851318/l... in the first window, and quizlet.com/live/503167 in the second and third windows. The system tray at the bottom shows the time as 14:29.

Students can also scan the QR code to join if they're using the Quizlet mobile app.

Quizlet Search Create Upgrade to Teacher gcakey

Back Live

OPTION A:
Join at www.quizlet.live
Enter this code:
1 8 6 - 6 1 5
Waiting for 1+ students
Glenn

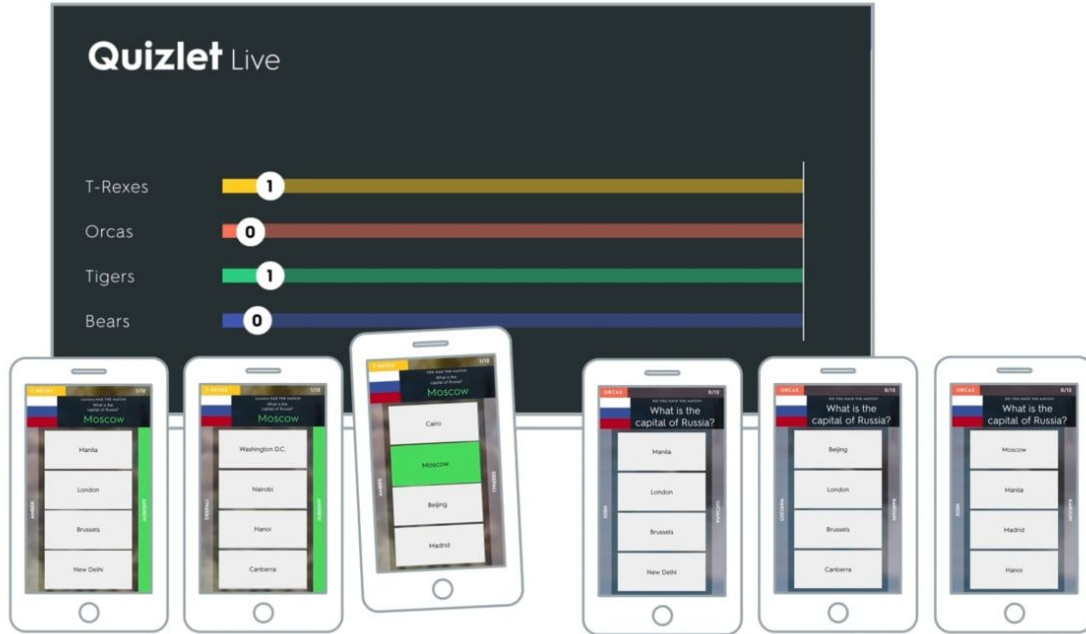
SHARE WITH STUDENTS
Copy game link

OPTION B:
Join in the Quizlet app
1. In the app, visit Search
2. Tap Play Quizlet Live
3. Scan this code:

@gcakey

On your marks, get set....

Winter Olympics example



High 5



Other Quizlet Games modes to consider

<https://quizlet.com/blog/5-fun-easy-ways-to-adapt-quizlet-live>

QUIZLET LIVE MENU
Don't live beyond the standard games.
PATRICIA McMILLAN

ELEVEN
Players stop when their team reaches eleven. This game is meant to allow slower teams to master the vocabulary.
Some teams stop at eleven the vocabulary section after team, the 11th, commonly, so students don't feel they are on a slow team.

CACOPHONY
Players remain in their seats, without forming groups. They must communicate vocally with their teams across the classroom.
This game is for reflections, as the teacher will be higher than normal game. However, you will enjoy the excitement that students have for your content.

SILENT
This game is played the same as above, but students must stay silent the entire game. They may use hand gestures to give signals to team members.
This is one of the more challenging games for the students to play, if playing several rounds, being noisy may be one of the other game modes.

RELAY
Students will set up the computers for their team next to each other. Team members will line up behind their computers (so they can't see). Each player takes turns looking at all the computers, finding the answer, then tagging the next player.
Students will love the active nature of this game, but make sure to have plenty of time.

TAG TEAM (SILENT)
Half the team stands and half sits. The sitters put their heads down with two computers in front of them. The standers tag the shoulder, left or right, for which computer the sitters should answer on. The sitters look up and must decide the correct answer on that computer.
Despite the difficulty of this game, students love collaborating on this. The benefit of this game are that it can give students answers to the whole group and for each correct answer, one player can be tagged.

How to use Quizlet Live Remotely or in your classroom



Food for thought

<https://www.leadinclusion.org/pubs>
(Free download at this site)

DOES THIS COUNT?

Lee Ann Jung

Okay, everyone. You'll have 30 minutes for this portion of the activity. Be sure to check in with your shoulder partner before you get started to summarize the instructions." Ms. Barton scans the room as she asks, "What questions are there

How are we doing thus far ?



Kahoot! is forever free for teachers



Kahoot!'s **free version** that millions of educators know and love **is available for teachers and their students, and always will be!**

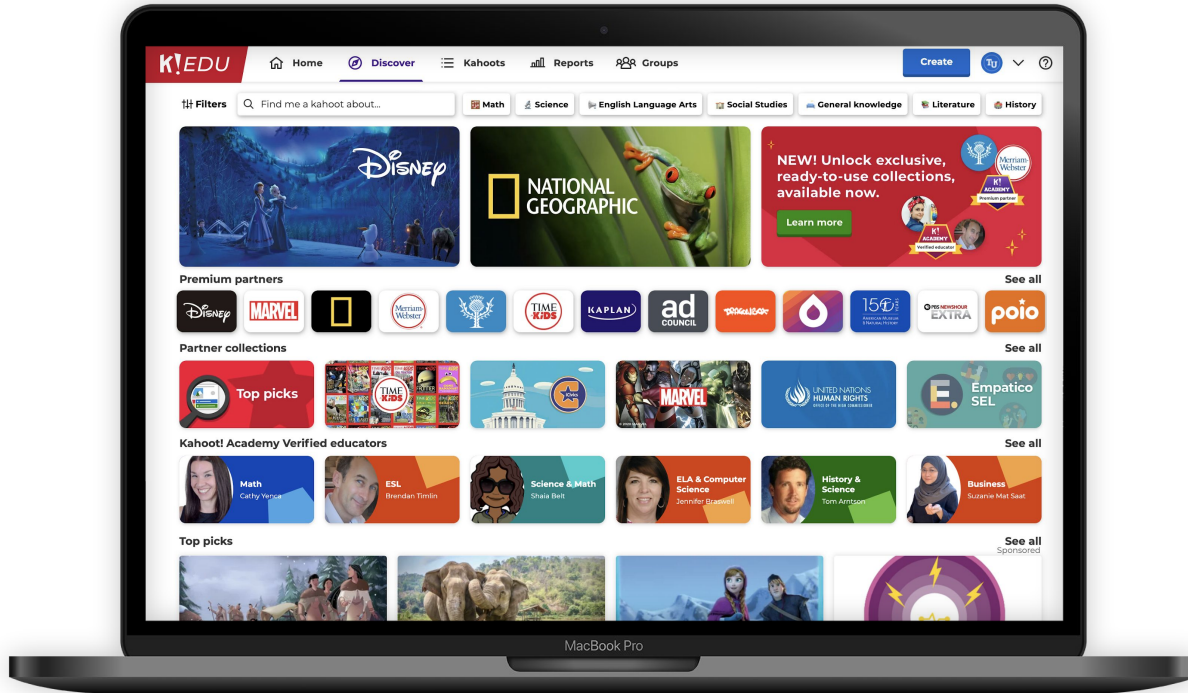
The company plans to **continue improving Kahoot!** as part of its mission to make learning awesome.



Dynamic features now available

[@gcakey](#)

Save time with ready-to-use content



60M ready-to-use learning games available on the platform

Curated collections by Kahoot! Studio in different subjects

Kahoots from Verified educators and Premium partners within **Kahoot! Academy**

Teachers can duplicate and edit existing kahoots to save time



Create and teach interactive lessons

K!EDU Art History 203: Artemisia Gentileschi (FA2020) Settings Preview Exit Done

1 Slide (Imported)

2 Slide (Imported)

3 Type answer
Which artist's style did G...

4 Slide (Imported)

Add question

Question bank

Import slides

Import spreadsheet

Background color

Light grey

Light grey ✓

Dark grey

Yellow

Orange

Red

Green

Import slides from presentation

Add slides from your existing presentations to this kahoot. Before uploading a file with your presentation, make sure it only contains the slides you need.

Drag and drop your file here!

Upload file

Max file size: 80MB

Supported file formats: .pptx .ppt .key .pdf

Cancel

Save time by **importing** existing slides (PowerPoint, Keynote, PDF)

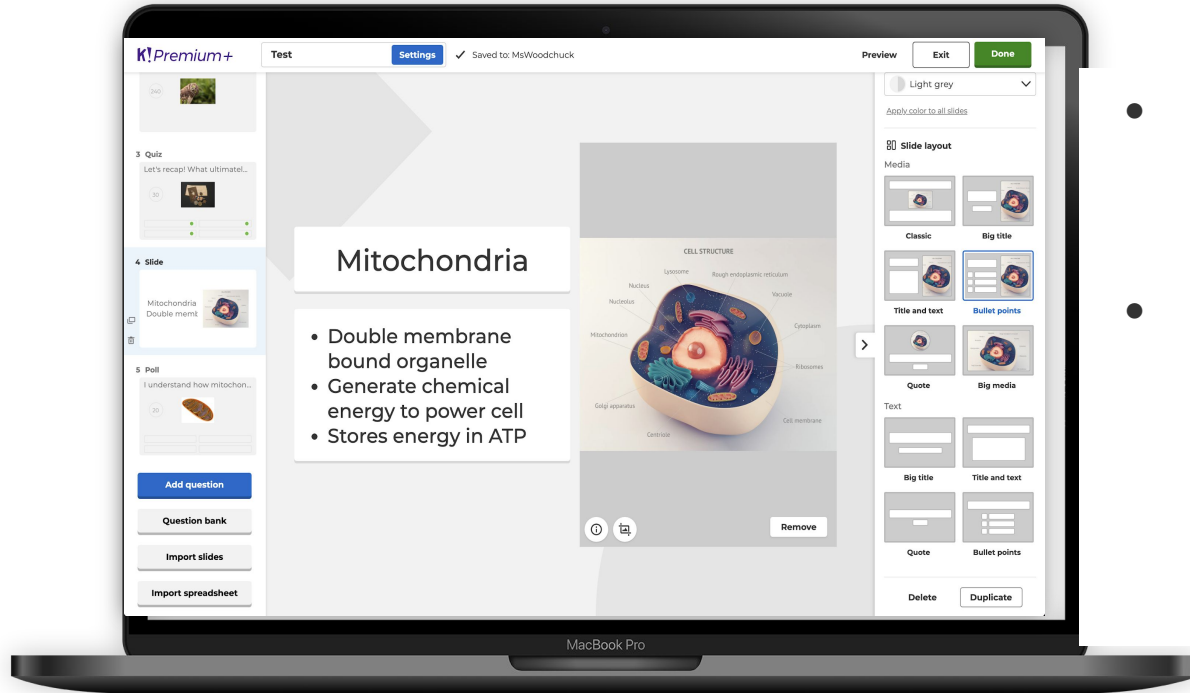
Combine slides with various **interactive questions** to maximize engagement

Teach in class or via **distance learning**

Coming soon:
create lesson plans



New slide templates



- Advanced slide layouts help you get even more creative with your learning content
- Add lists with bullet-points, quotes, full-screen videos

New question types in Kahoot! EDU

Word cloud

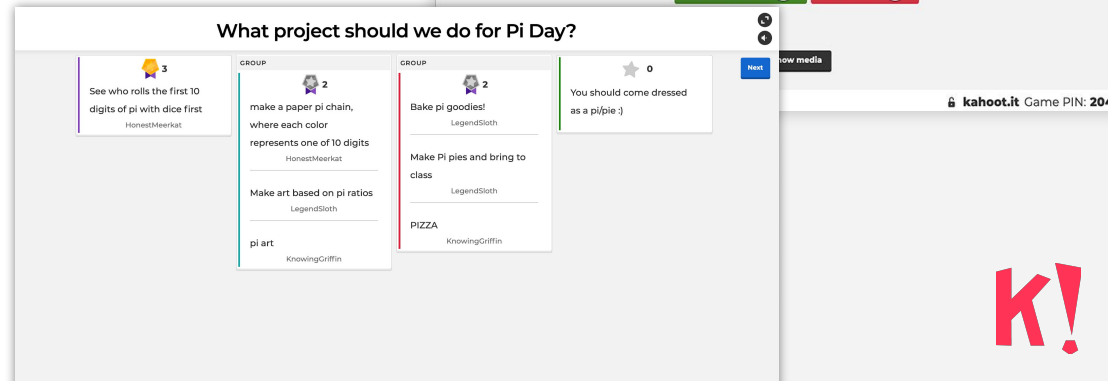
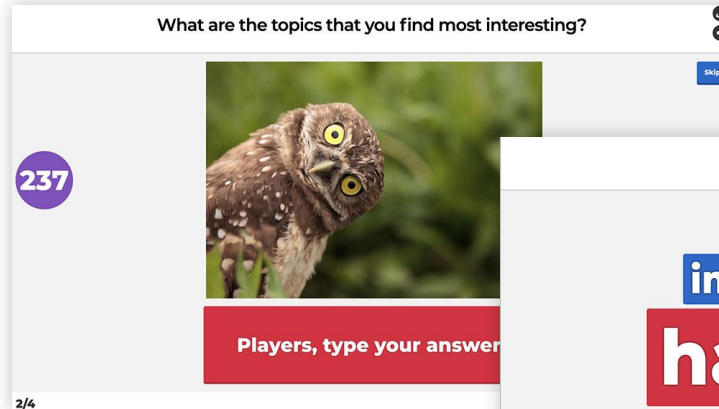
- Make every voice heard!

Open-ended

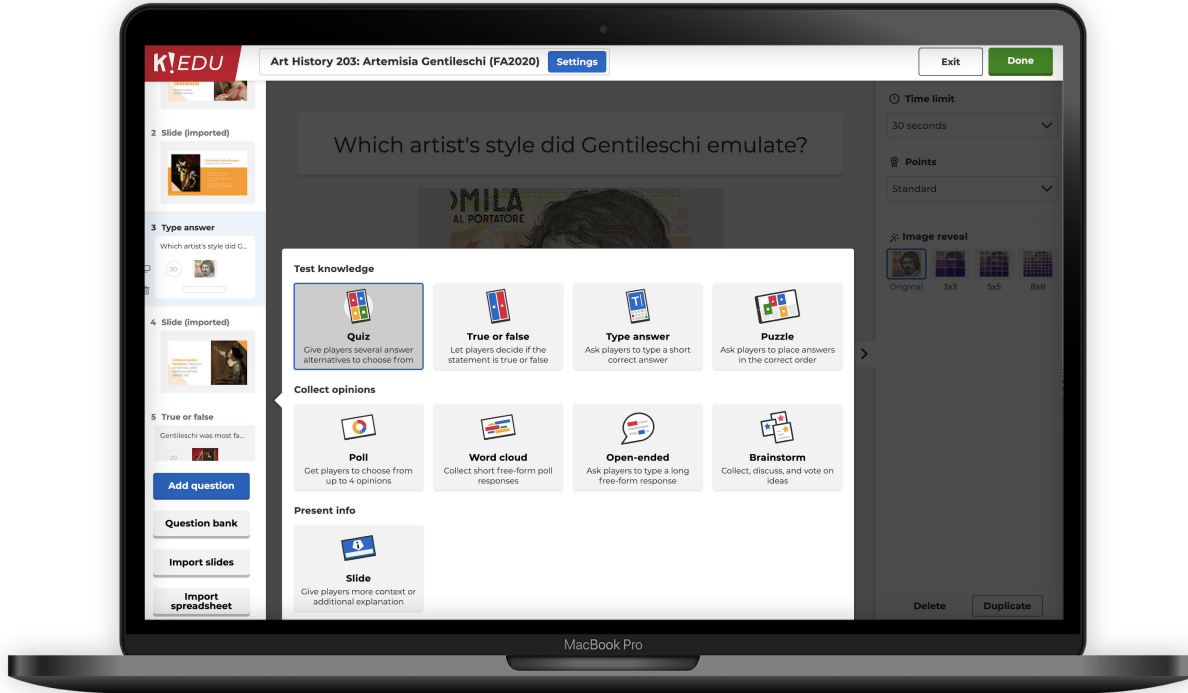
- Collect in-depth feedback from your students

New! Brainstorm for schools

- Propose, discuss, and vote on ideas
- Try it for staff meetings!



Go beyond the quiz to instruct & engage



Combine slides and various interactive question types:

- Multiple-choice quiz
- True or false
- Type answer
- Puzzle
- Poll
- Word cloud
- Open-ended
- Brainstorm

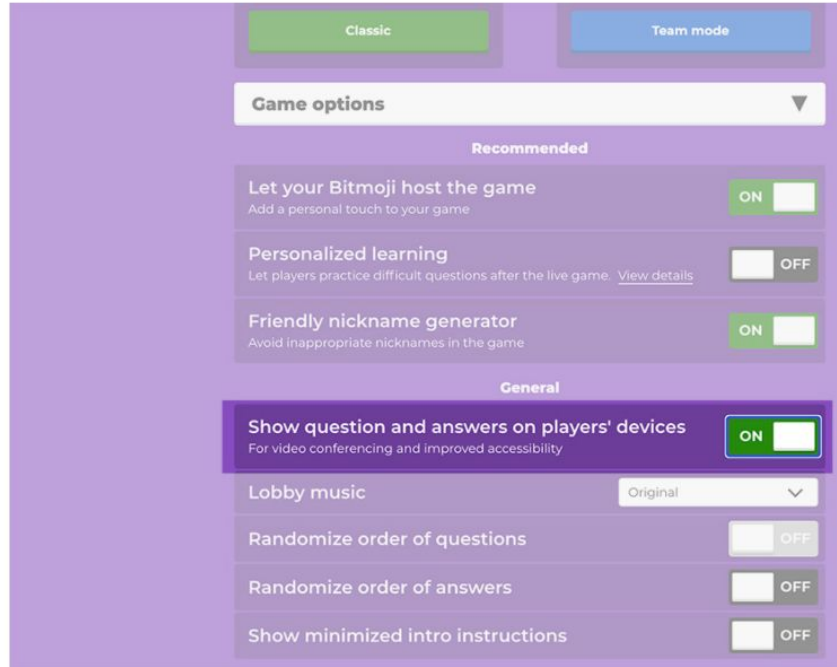
Choose from **millions of images** in our image library

Customize **points** and **timer options**



Game Changer !

3. In the **Game options** screen, scroll down to **General** and toggle the following option on: **“Show questions and answers on players' devices”**.



2



More ways to Play

oots Reports Upgrade now Create

Questions (18) Show answers

1 - Slide
I am Espen

Challenge

Students complete a game at their own pace, viewing questions and answers on their devices. Perfect for reviewing material and in-class learning stations!

[Learn more](#)

Create challenge

Players should complete it before:

Date Time

Thu 9 Jan 12:00 PM

Options

Randomize answer order OFF

Question Timer ON

Player limit: 100 [Upgrade to increase limit](#)

Players can only join using iOS or Android app

Cancel Create

6 - Quiz
How many Kahoot!ers did you see in the picture?


7 - Open-ended
What city is the capital of Norway?

Assign challenges

A new way to play Kahoot! that encourages accuracy over speed, is student/self-paced, and can be used both inside and outside the classroom.


Questions and answers displayed on their devices.

Kahoot!

Enter kahoot title... 

Exit Save

1 Is this a woodchuck?



20 



Add question



Question bank

Is this a woodchuck?

20 sec

  Remove

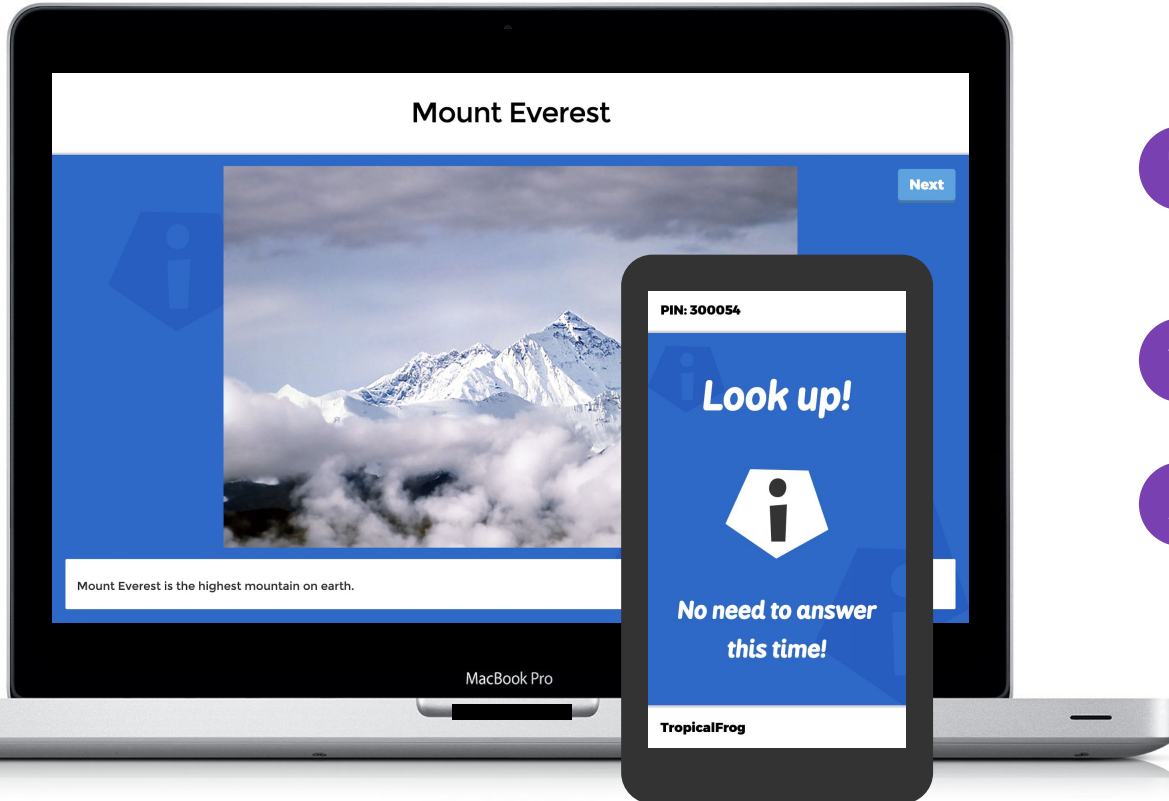
 False 

 True 

True or false

Speed up game tempo, or
simplify games!

Explain and give context with slides



1

Introduce a new topic, or info needed to answer the next question

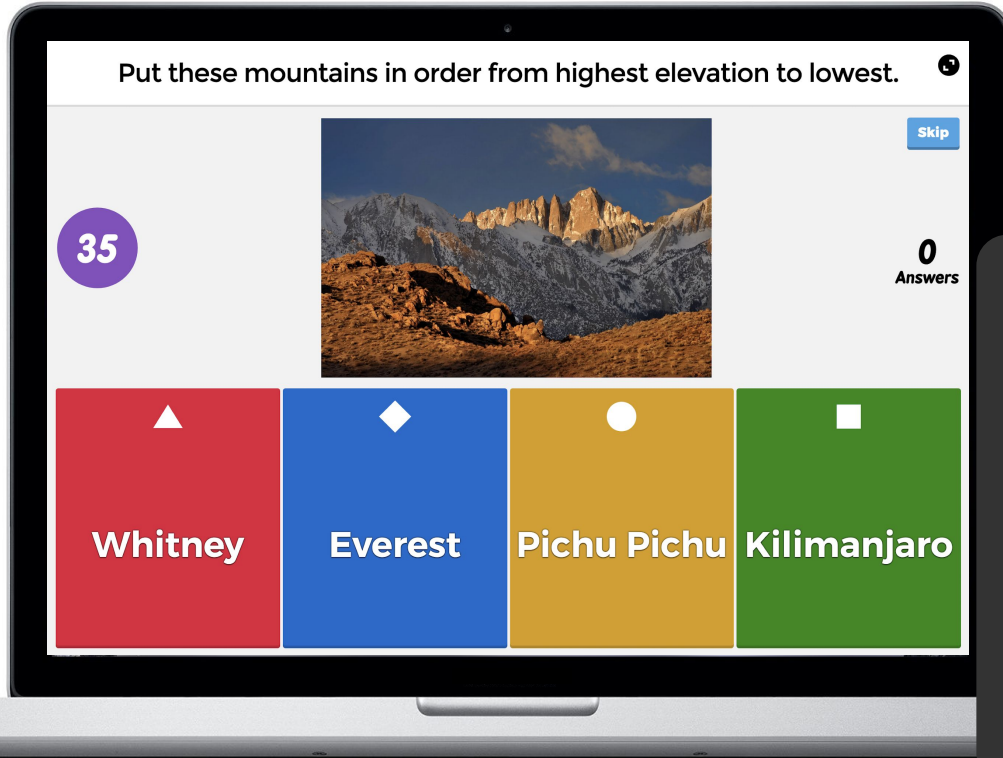
2

Using slides, you can add text, an image or a video between questions

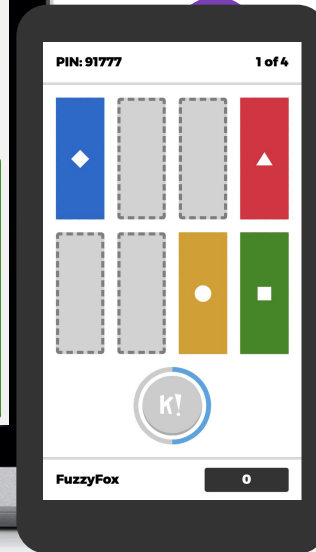
3

No timer on the slide.

Test deeper understanding with puzzle



Players need to place the answer alternatives in the right order. It is great for...



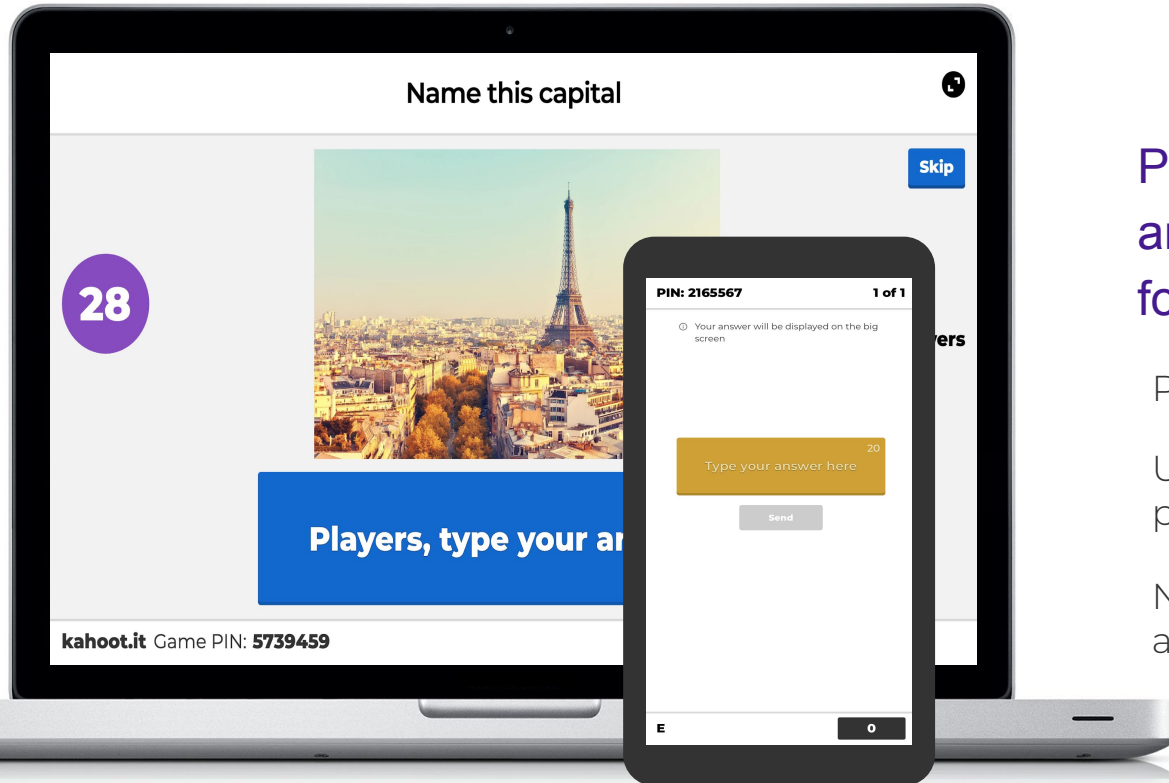
order numbers and build math equations

arrange letters into a word or words into a sentence

sort dates into chronological order

and more!

Assess deeper understanding with open-ended questions



Players need to write the correct answer on their device. It's great for...

Practice spelling and grammar

Understanding and solving math puzzles

Naming and recognition activities

Mix it up!

Combine question types in one awesome game to keep students on the edge of their seats!

The screenshot shows the Kahoot! quiz creation interface. At the top, there is a purple header with the Kahoot! logo, a text input field for the quiz title, a settings gear icon, and 'Exit' and 'Done' buttons. Below the header, a sidebar on the left contains a 'Type your question' input area with a '20' timer, an 'Add question' button, and a 'Question bank' button. The main area displays a 'Click to start typing your question' prompt. A central panel offers four question type options: 'Quiz question' (Choose the correct answer(s) from multiple alternatives), 'True or false' (Define whether the statement is true or false), 'Slide' (Add an explanation or other info between questions), and 'Poll' (Gather player opinions). Below this panel, there is a '20 sec' timer and an image upload area with the text 'Drag and drop image from your computer'. The Kahoot! logo is visible in the bottom right corner.



Kahoot!

10h · 🌐



🎥 Set awesome learning in motion with [Vimeo](#) on [Kahoot!](#)

You can now add Vimeo videos to your kahoots and bring learning to life anytime, anywhere! ⬇️



KAHOOT.COM

New! Create visually captivating kahoots and supercharge engagement with Kahoot! + Vimeo







Demo time!

[BCATML Example Game](#)

K!

In the video below, I'll show you five things you might not know about Kahoot!. Skip forward to the times below to see any idea in particular:

1:00 — Play well-made curriculum-aligned games created by Kahoot!

2:20 — Create Jumble games (put answers in order instead of choosing an answer)

4:19 — Identify “naughty nicknamers” with the “scarlet screen”

5:49 — Avoid naughty nicknames with the name generator (see graphic below)

7:35 — Duplicate and change existing Kahoot!s to meet your needs



[@gcakey](https://twitter.com/gcakey)

Let's go BCATML



Very Honourable Mention - KAHOOTS GALORE

Macmillan Education kahoots

Filter by channel:

- Primary Pre-A1 (7)
- Primary Pre-A1 to A1 (14)
- Primary A2-A2+ (10)
- Secondary/Adult A1 Vocabulary (5)
- Secondary/Adult A1 Grammar (5)
- Secondary/Adult A2 Vocabulary (5)
- Secondary/Adult A2 Grammar (5)
- Secondary/Adult B1 Vocabulary (5)
- Secondary/Adult B1 Grammar (5)
- Secondary/Adult B2 Vocabulary (5)
- Secondary/Adult B2 Grammar (5)
- Secondary/Adult C1 Vocabulary (5)
- Secondary/Adult C1 Grammar (5)

Kahoot Title	Questions	Plays	Created	Creator
A2-A2+: Places in town	10	606	3 months ago	Macmillan_Education
A2 Vocabulary: Animals	10	997	3 months ago	Macmillan_Education
C1 Vocabulary: Abstract nouns	10	222	3 months ago	Macmillan_Education
Pre-A1: Family	6	163	3 months ago	Macmillan_Education

Honourable Mentions



Wordwall



Quizalize
Turn assessments into class or homework games

The easy way to differentiate your teaching
Quizalize lets you engage your class and deliver instant assessments for personalised learning on any computer, tablet or smartphone. It helps yo...
quizalize.com

QUIZIZZ
Gamified Quizzes for Classroom!

An illustration of four diverse children (two girls and two boys) smiling and interacting with a smartphone and a globe. One girl is holding a smartphone, and another is pointing at a globe.

and finally.....

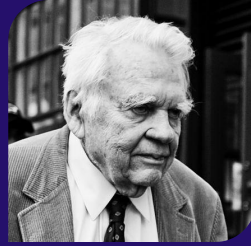
“...Mr. Cake made this French class very enjoyable. His use of online sites and games are fun and helpful for students. I usually don’t participate in class activities but the way you did things forced me to and helped me to open up and have more fun. (sondage juin 2019)



It's over...but please remember

Always drive with cake.





Most of us end up with no more than five or six people who remember us. Teachers have thousands of people who remember them for the rest of their lives.

Andy Rooney

Edutain and Gamify your classroom !

**Have I made
myself clear ?**





BCATML
BC ASSOCIATION OF TEACHERS OF MODERN LANGUAGES

**Thank you !
Merci !
Gracias!**



@gcakey

GCake Home ▾ Research Presentations Assessment Kahoot! Quizlet + Quizlet Live Gimkit Honourable Mention

GAMIFICATION STRATEGIES

Create impactful learning sessions with fun competition featuring advanced question types! Promote your teaching subject using interactive games and play using any mobile device!

GLENN CAKE

Glenn has close to 30 years of foreign language teaching experience. He has worked with students of all ages been a lead technology teacher with the Centre for Distance Learning and Innovation. His accomplishments include former CASLT provincial representative, CIP Provincial Teacher of the Year award in 2010 and recently completed a two year term as a CIP Provincial Board of Directors for Newfoundland and Labrador.

Nationally, he has been involved with the CASLT (Canadian Association of Second Language Teachers) since 2008. On both levels, he has provided, and continues to professional training to second language teachers, particularly in the areas of internet resources and software that teachers and students can use to enhance their second language and technology skills.

Please see the E-Portfolio for more information, articles and recorded presentations.

bit.ly/gcakey