

Inspiring Teaching practice example

Use of the game-based learning platforms to teach English grammar or vocabulary

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Title	Use of the game-based learning platforms to teach English grammar or vocabulary
TET-SAT Area	Digital Pedagogy
Number and name of the illustrated competence	Question 10. Teachers' competence to use and adapt ICT-based assessment tools to support different types of assessment (formative, summative)
Estimated level for this competence	Capable
Learning outcome(s) associated with it	<ul style="list-style-type: none"> • checking what students have learned during a previous or current grammar or vocabulary lesson • getting students more interested in learning English grammar and words.
Type or name of ICT used	Game-based learning platforms Kahoot , Quizziz, Quizlet
What you do that meet this level	<p>As a motivational factor for the students I tend to use the game based learning platform Kahoot (and several others). At the end of the lesson, I give the students the registration code, turn on my projector and start the game that I have prepared the day before. The game is usually made out of 15-18 questions (20s long) and covers the current topic.</p> <p>The students may use their mobile phones (preferred option), tablets or their personal laptops in order to answer the given questions. Since our school has quite a fast WIFI connection, the students do not need to have any mobile internet connection.</p> <p>Kahoot and many other game-based learning platforms give the teacher a summary of all the previously played games. There you can find the results of every single player (correct and incorrect ones). Based on the results, I decide how much time I need to devote for the revision of this topic during the next lesson.</p>
Image or link to the example	Kahoot Tutorial: https://www.youtube.com/watch?v=pFFv6_6was4

**Draft actions to move
to the next level**

Successfully completing a MOOC on this topic.