



Giornata Europea  
delle lingue  
26 Settembre

Tivoli, 26-27 settembre 2024

Seminario per gli  
**Assistenti di lingua  
straniera in Italia**





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# Gamification in English Language Teaching

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UNIONE EUROPEA

Erasmus+

Arricchisce la vita, apre la mente.

AGENZIA NAZIONALE  
**ERASMUS+** **INDIRE**



Ministero dell'Istruzione  
e del Merito



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## OVERVIEW

- Benefits of Gamification in class
- How to design effective gamified activities
- Apps and web tools for gamified activities + examples & practice
- eTwinning for integrating Gamification into the classroom



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How much do you know  
about Italy?

Let's  
play!



QUIZ

Quiz about Italy 

 8th Grade •  Fun

 0% accuracy •  0 plays



# Benefits of Using Gamification in the Classroom

1

## Increased Motivation

Gamification can boost student motivation by making learning **fun, fun, engaging and rewarding.**

2

## Improved Engagement

Interactive games and challenges can make learning **more more active and hands-on**, keeping students engaged and focused.

3

## Enhanced Learning

Gamified activities can reinforce language learning by providing opportunities for practice, feedback, and repetition.

4

## Development of Skills

Gamification encourages the development of important skills such as **problem-solving, critical thinking and collaboration.**



# Designing effective gamified activities

1

## Identify Learning Objectives

Clearly define the language skills and knowledge you want students to acquire.

2

## Choose Appropriate Mechanics

Select game mechanics that align with the learning objectives and engage students.  
engage students.

3

## Design Engaging Activities

Create activities that are fun, challenging and relevant to students' interests.

4

## Provide Feedback and Rewards

Offer regular feedback and meaningful rewards to motivate students and track  
track progress.



## Tips

Start by incorporating gamified elements into short activities or individual lessons. Gradually expand the use of gamification into **more comprehensive units and projects**.

You can use **ChatGPT or other LLMs** to create contents for your games/quizzes. Remember to specify your teaching context/target group when you write your prompt.



## Apps and Web Tools

CLIL + GAME-BASED LEARNING

- LANGUAGE
- CONTENT

- PRE-TEACH
- TEACH
- REVIEW/CONSOLIDATE/EXPAN  
D





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- Interactive quiz building platform
- Teachers can use it live for in-class lessons or quizzes or assign to students to complete on their own time outside of class.
- Automated grading system





## OPTION 1

Create a quiz  
from scratch

The screenshot shows the Quizizz user interface for a user named Licia Arcidiacono. The left sidebar contains navigation options: Upgrade, Create (circled in red), Explore, My library, Quizizz AI (NEW), Reports, Classes, Settings, and More. The main content area is titled 'My library' and includes a search bar, a list of quiz categories (Created by me, Imported, Previously used, Liked by me, Shared with me, Standards Tagged, All my content), and sections for 'My teams' (New team) and 'My collections' (Erasmus virtual mobil..., History, Past Simple, Show 2 more). The main area displays a list of quizzes:

- Ireland Quiz Time!**: 10 Questions, Professional Development, English, Geography, History. Created 3 years ago.
- Space&Agenda2030: the Future is Now!**: 25 Questions, 6th - 9th Grade, English, Science. Created 3 years ago.
- London Presentation Quiz**: 32 Questions, 6th - 10th Grade, English, Geography, History. Created 4 years ago.
- Peloponnese & the Ionian Sea**: 10 Questions, 6th Grade, English. Created 4 years ago.
- A tour around the USA**: 25 Questions, 6th - 8th Grade, English, Geography. Created 4 years ago.
- Bits and Pieces of Monuments**: 30 Questions, 7th - 10th Grade, English, Education, Architecture.



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## OPTION 2

NEW!

### QUIZZIZ AI

- Easy creation of language quizzes from any document, YouTube video or online article.
- Automated grading system to save time for language teachers.
- Interactive and fun quizzes to boost student engagement in language learning.

### INSTRUCTIONS

The screenshot shows the Quizizz AI dashboard for user Licia Arcidiacono. The interface includes a search bar, a sidebar with navigation options (Explore, My library, Quizizz AI, Reports, Classes, Settings, More), and a main content area. The 'Quizizz AI' option in the sidebar is highlighted with a red circle. The main content area features a 'Start creating with QUIZZIZ AI' section with buttons for 'Download Chrome Extension' and 'Get Quizizz AI Certified'. Below this, there are four cards for creating quizzes from different sources: 'Worksheet or Question bank', 'Documents', 'YouTube video', and 'Website or online article'. A 'No resources? No problem!' section offers a card for creating quizzes from 'Topic, prompt or excerpt'. At the bottom, there is a 'What's new for teachers' section with a card for 'Explore the AI Toolkit'. A footer link says 'Invite & earn a free upgrade'.



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- Gamification templates
- Escape games, quizzes and other game-based learning activities



Teachers can use or create a variety of different online learning activities to practise grammar, vocabulary, pronunciation and language skills



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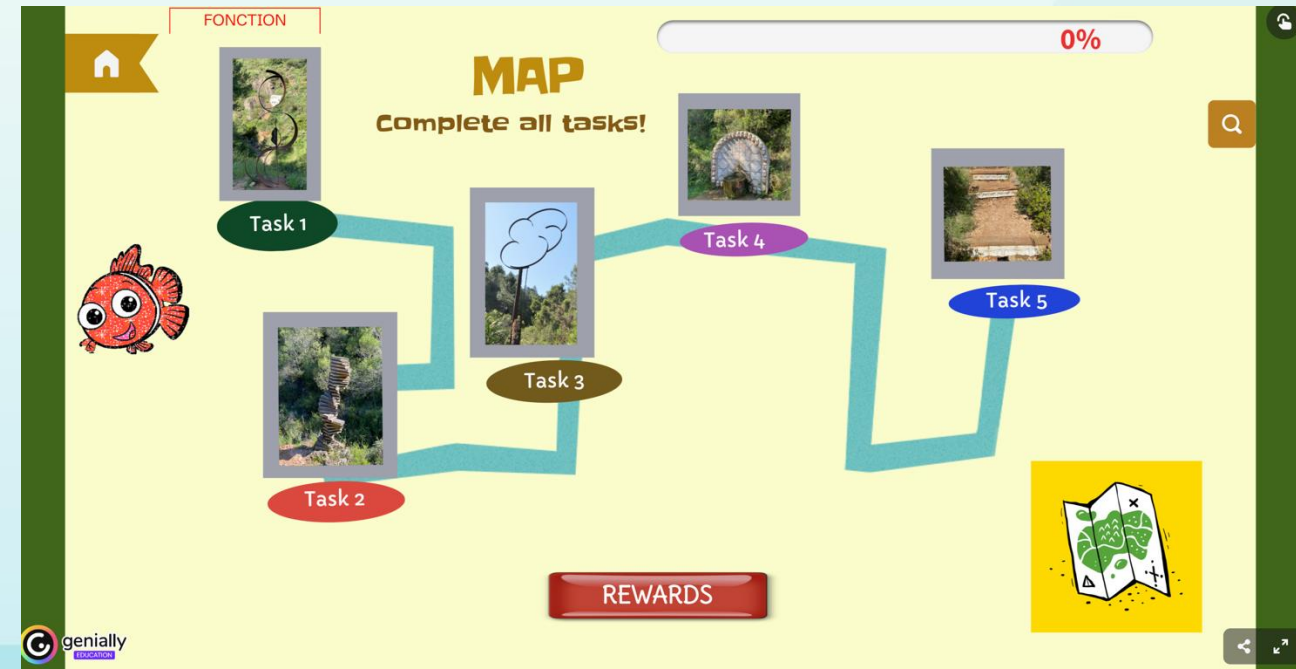


SCAN ME



«EU Green Citizens in Action!» -  
final product

<https://view.genially.com/628b7c1723771700113a0946/interactive-content-eu-green-citizens-breakout>





### TASK 5

Next

### TASK 4

1 WATCH

2 PLAY

Task

Do you know how to create reusable wrappings? Put the instructions in order.

- 1 Turn around the cloth.
- 2
- 3
- 4 Cut a piece of cloth.
- 5 Cut the piece of cloth with 70x30 cm.
- 6 Open the piece of cloth and make it completely flat.

Next

### Task 2

If you say \_\_\_\_\_ are talking

Task

Choose the correct option to see if you are a good green citizen!

OK

A Valencian B English

C Spanish D Italian

Next

### TASK 3

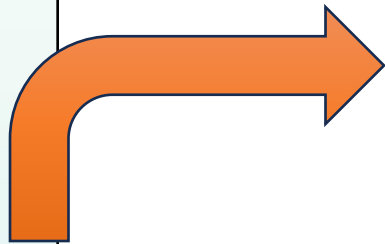
QUIZ

# TRIVIAL

HOW TO BE A GOOD GREEN CITIZEN?

START

Next



learningapps.org/createApp.php

LearningApps.org

Account settings: licia arcidiacono

Search in Apps Browse Apps **Create App** create collection My Stuff

have an idea pick a template fill in content save your App share it

Matching Pairs Group assignment Number line Simple order

Freetext input Matching Pairs on Images Multiple-Choice Quiz Cloze text



- Make an online quiz with free templates
- Add your own questions and answers

More to explore in the  
Gamification section....

← Back  Upgrade to Premium

Games and challenges **Quizzes and Surveys** Presentations Courses Infographics Digital publishing Videos Team templates

## Quizzes and Surveys

All Quizzes Surveys

146 templates All, Premium, Free

- Minimal post-training survey
- Basic Interactive pre-training survey
- Akihabara Quiz
- Essential Quiz
- Akihabara Post-Training Survey
- Akihabara Pre-Training Survey
- Minimal pre-training survey
- SPACE SHIP QUIZ
- Quiz BASIC SHAPES
- Basic Interactive Quiz
- minimal quiz
- Genial Quiz
- SPACESHIP QUIZ MOBILE
- TIMER QUIZ
- TRUTH OR LIE QUIZ
- Genial Quiz



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- enables teachers to find or create sets of online flashcards
- students are given many ways to learn and memorise vocabulary
- Useful for CLIL lessons

The screenshot shows the Quizlet mobile app interface. At the top, there is a search bar labeled 'Search for flashcards' and a blue plus icon. Below the search bar, the app displays the 'Science' category and a set titled 'Solar System vocabulary'. Underneath, there are two sections: 'Games and activities' and 'In-class review'. The 'Games and activities' section includes four options: 'Quizlet Live', 'Blast' (marked as 'New'), 'Match', and 'Checkpoint'. The 'In-class review' section includes three options: 'Flashcards', 'Learn', and 'Test'. At the bottom, a flashcard is visible with the word 'Gravity' and a 'Get a hint' button. The interface is clean and user-friendly, with a white background and blue accents.





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# edpuzzle

- enables teachers to create interactive video lessons that include quizzes and other game elements.
- teachers add their own questions, audio comments and notes to existing videos or create their own from scratch.
- students watch the video and answer the questions within the video.

The screenshot displays the edpuzzle platform interface. On the left is a navigation sidebar with options: Discover, My Content, My School, Notifications, MY CLASSES (+), and ARCHIVED (v). The main area features a search bar and filter tabs for All, My School, and YouTube. Below these are filter dropdowns for Subjects, Grade levels, Type, Duration, Contains, Country, Source, and Module. The content area shows a grid of video lessons:

- BIOGRAPHY**: A video featuring Nelson Mandela, with a duration of 04:19 and 14 likes. Description: "Copy of Nelson Mandela, Anti-Apartheid Activist and World Leader | Biography". 5.8K students, by Cristina Moretti.
- HOUSE TYPES UK EDITION!**: A colorful graphic with a duration of 05:32. Description: "Exploring British House Types | LearningEnglishPRO #learnenglish...". By Cristina Moretti.
- THE WATER CYCLE**: A cartoon illustration of a water cycle with a duration of 01:41 and 7 likes. Description: "Hello! It's raining...". 17 students, by Cristina Moretti.
- At the Hotel**: A video showing a man at a hotel reception.
- LEARN ENGLISH with Disney · PIXAR RATATOUILLE**: A video featuring the character Remy from the Pixar movie Ratatouille.



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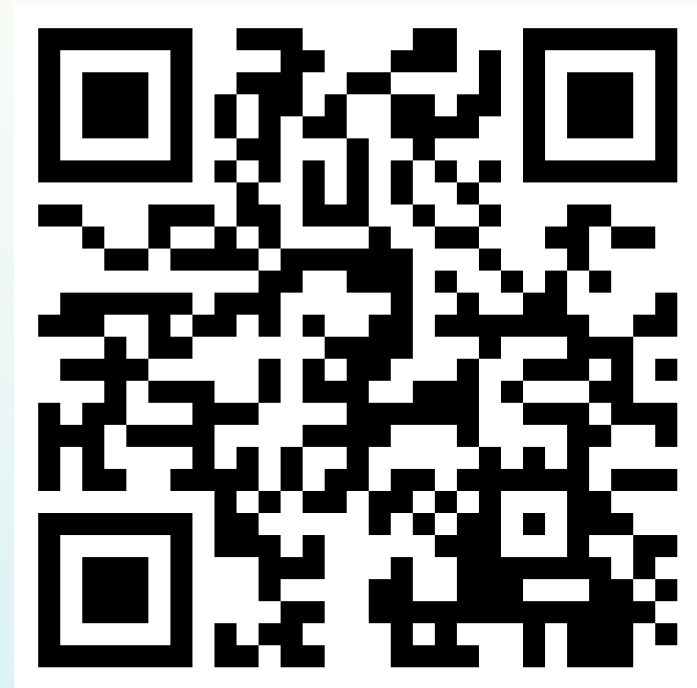
## FOLLOW-UP



### After the seminar...

Let's practise! Feel free to add activities to the Padlet and share them with your fellow language assistants during the school year.

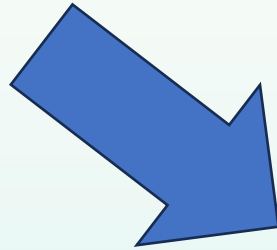
Go to the Padlet link and post your Gamification activities



<https://padlet.com/liciaarc/gamification>



## How can we effectively integrate Game-Based Learning and Gamification into the school curriculum?



- **An eTwinning project** is a **collaborative teaching project** which takes place remotely between classes (teachers and pupils) from different schools. Partners can all come from the same country (national project) or from different countries (European project).



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## Why eTwinning?

**Total flexibility** (activities, topics and duration of the collaboration, number of partners)

**No deadlines or paperwork** to register and activate a project

**Focus on the 5 C's** (Collaboration, Communication Skills, Creativity, Citizenship, Cultural Awareness)



Opportunities for **international collaborations**

**Integrated tools:** forum, chat, web pages, blog, archive, videoconferences



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European Commission

EN English Log in Create account Search for content Search

European School Education Platform

Home About Discover Learn Teach Connect eTwinning

EVENT

**eTwinning annual conference 2024**

Celebrating the eTwinning community on 26-28 September

Find out more

1 of 5

**ESEP** (European School Education Platform) is a meeting point for the school education community to share news, interviews, publications, practice examples, courses and partners for their Erasmus+ projects. Its **eTwinning area** is dedicated to eTwinners and their activities.

<https://school-education.ec.europa.eu/en>



## HOW TO REGISTER

### Get your EU login

To access all online services  
of the European Commission

### Register on ESEP

**European School Education Platform**  
<https://school-education.ec.europa.eu>

Open to all users

### Register on eTwinning

**eTwinning**  
For school educators only

Learning Enviroments:

- **TwinSpace** - projects for pupils
- **Groups** - networks of teachers

Register  
d teachers  
& pupils



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## WHAT CAN THE STUDENTS GET?

- **Motivational boost** to learning, active participation, empowerment, enhancement of multiple intelligences
- Development of **key competences** (transversal, ICT, languages...)
- Conscious use of **ICT** and the Web for **educational purposes**
- **Project work**: use of different methodologies (group work, peer learning...), authentic and more stimulating tasks





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## IMPORTANT POINTS TO CONSIDER



- When you register, **at least one teacher from the host school** must be registered on eTwinning
- When you register, you must clearly state in your profile description that you are participating in the Foreign Language Assistants Programme in Italy
- You need to associate your profile to the host school
- If you want to register an eTwinning project, **an Italian teacher must do so**, while you act as a support





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## WHAT CAN THE TEACHERS GET?

- **Professional Development** (courses, webinars, online conferences, seminars, workshops available on ESEP)
- Opportunities for **peer review, reflection and self-evaluation** of one's own teaching practices
- Opportunity to experiment with **new methodologies** in collaboration with foreign partners
- **Awards and quality labels** at national and European level





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## USEFUL LINKS

[www.etwinning.indire.it](http://www.etwinning.indire.it)

<https://etwinning.indire.it/guida-all-uso-di-etwinning/progetti-etwinning/>

<https://etwinning.indire.it/supporto/video-tutorial-etwinning/>

<https://etwinning.indire.it/storie/>

<https://school-education.ec.europa.eu/en/teach/project-kits>



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**Thank you!**

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