



22.8 –  
26.8.2022

Πράγα



Game-Based  
Learning and  
Gamification

ITC  
Internati  
onal

Γκουτουλούδη Μαρία  
Εκπαιδευτικός MsC πληροφορικής



1<sup>η</sup> μέρα

Δευτέρα 22.8.2022

- 10.00-12.30 Registration; Game-Based Learning and Gamification-Educational Practices Across Europe
- 12.30-14.00 Lunch Break
- 14.00-17.00 Guided City Tour



# Γνωριμία

Όνομα, Μέρος, Ειδικότητα

Ηλικία μαθητών/τριών

2 ψέματα

1 αλήθεια



# Games- Gamification- Game Based Learning



Διάταξη



# HOW TO **GAMIFY** YOUR ESL CLASSROOM

Διάταξη

ήμα



# Teams-Name-LOGO



# Teams-Name-LOGO





# ClassDojo

- Εργαλείο ενίσχυσης θετικής συμπεριφοράς
- Στοιχεία παιχνιδοποίησης (συλλογή πόντων, avatars, πίνακες κατάταξης, )
- Ατομικά portfolios
- Ενημερώσεις, οδηγίες

<https://www.youtube.com/watch?v=Rzzb5cmNoco&t=3s>



# Guided City Tour



Dripstone Wallc



Κήπος Βάλλεσταιν  
Κτίριο της Γερουσίας, λιμνούλες  
και μπαρόκ αγάλματα



# Guided City Tour



8000 βιβλία-Δημοτική Βιβλιοθήκη Πράγας



# Guided City Tour



## 2<sup>η</sup> μέρα

Τρίτη 23.8.2022

- 9.30-13.00 Using Games and Game Strategies for Enhancing Learning
- 13.00- 14.00 Lunch Break
- 14.00-16.30 Using Mobile Devices to Support Learning



# PYRAMID

- Εκπρόσωποι των ομάδων
- Η νικήτρια ομάδα πήραν points στο class dojo

1. **Things in your fridge**
2. **Things that are red**
3. **Professions**
4. **Things that start with *sh***
5. **Things connected to music**
6. **Things from the USA**
7. **Things in your pocket**
8. **Things made of paper**
9. **Things that people are afraid of**
10. **Things connected with luck**
11. **Things related to Computer**
12. **Things related to insurance**



# ClassDojo

- Δημιουργία τάξης, εισαγωγή μαθητών/τριών
- Toolkit: Timer, Group Maker, Noise Meter, Directions, Παρουσιολόγιο
- Points
- Parents
- Log in Students



# Into the Book

Reading.ecb.org

- *Into the Book* is a multimedia package designed to improve elementary students' reading comprehension, as well as their ability to think and learn across the curriculum.
- Based on current research, the project focuses on eight learning strategies: using prior knowledge, making connections, questioning, visualizing, inferring, summarizing, evaluating and synthesizing.
- points





# Who wants to be a millionaire

powerpoint

- Η ομάδα με τις περισσότερες απαντήσεις κερδίσανε νομίσματα



Question 1

Which of the following is a mental reason for taking part in physical activity?

50:50

15 ● £1 Million  
14 ● £500,000  
13 ● £250,000  
12 ● £125,000  
11 ● £64,000  
10 ● £32,000  
9 ● £16,000  
8 ● £8,000  
7 ● £4,000  
6 ● £2,000  
5 ● £1,000  
4 ● £500  
3 ● £300  
2 ● £200  
1 ● £100

Your friends do it

To lose weight

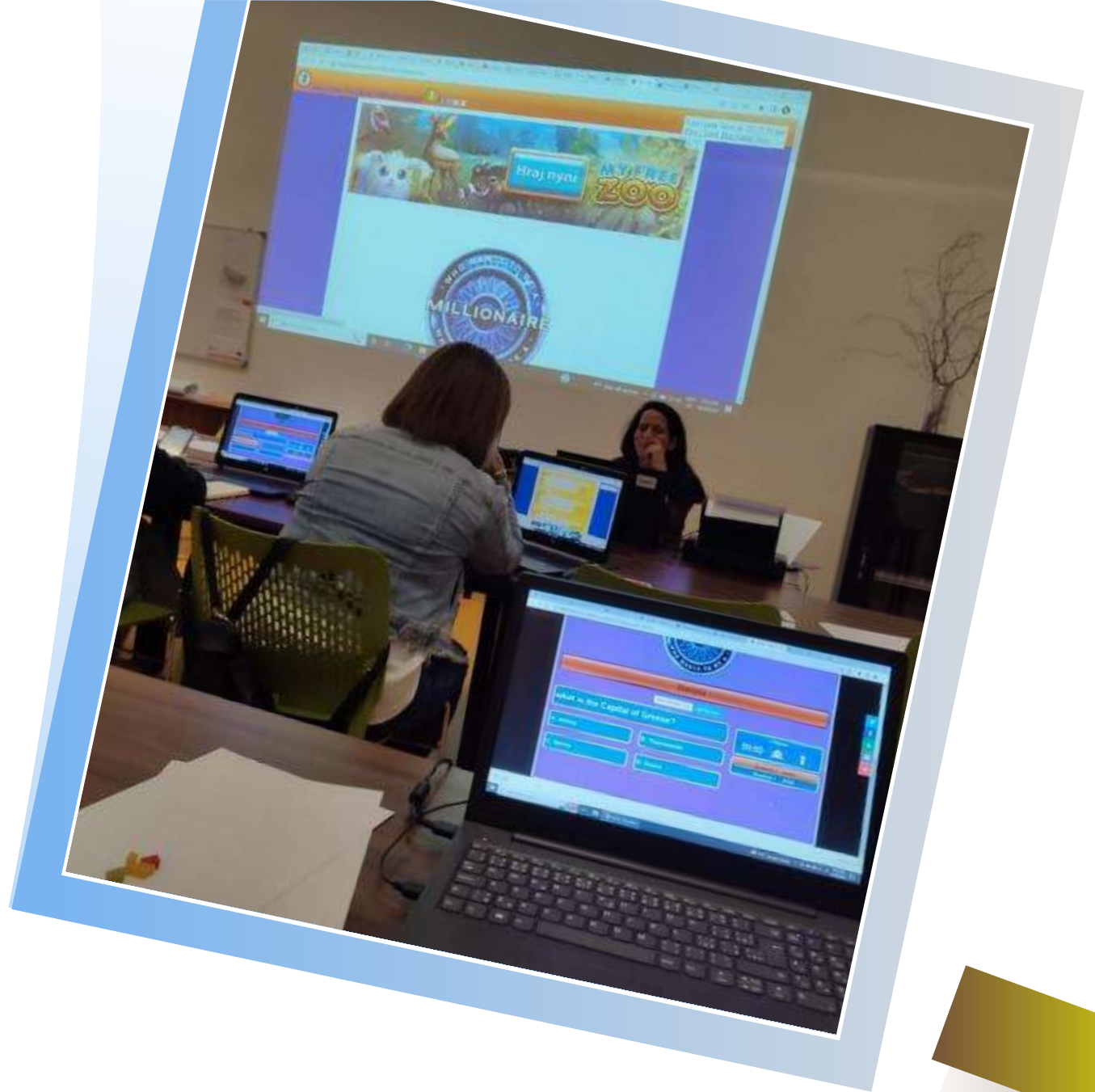
To relieve stress

To improve fitness

# Who wants to be a millionaire

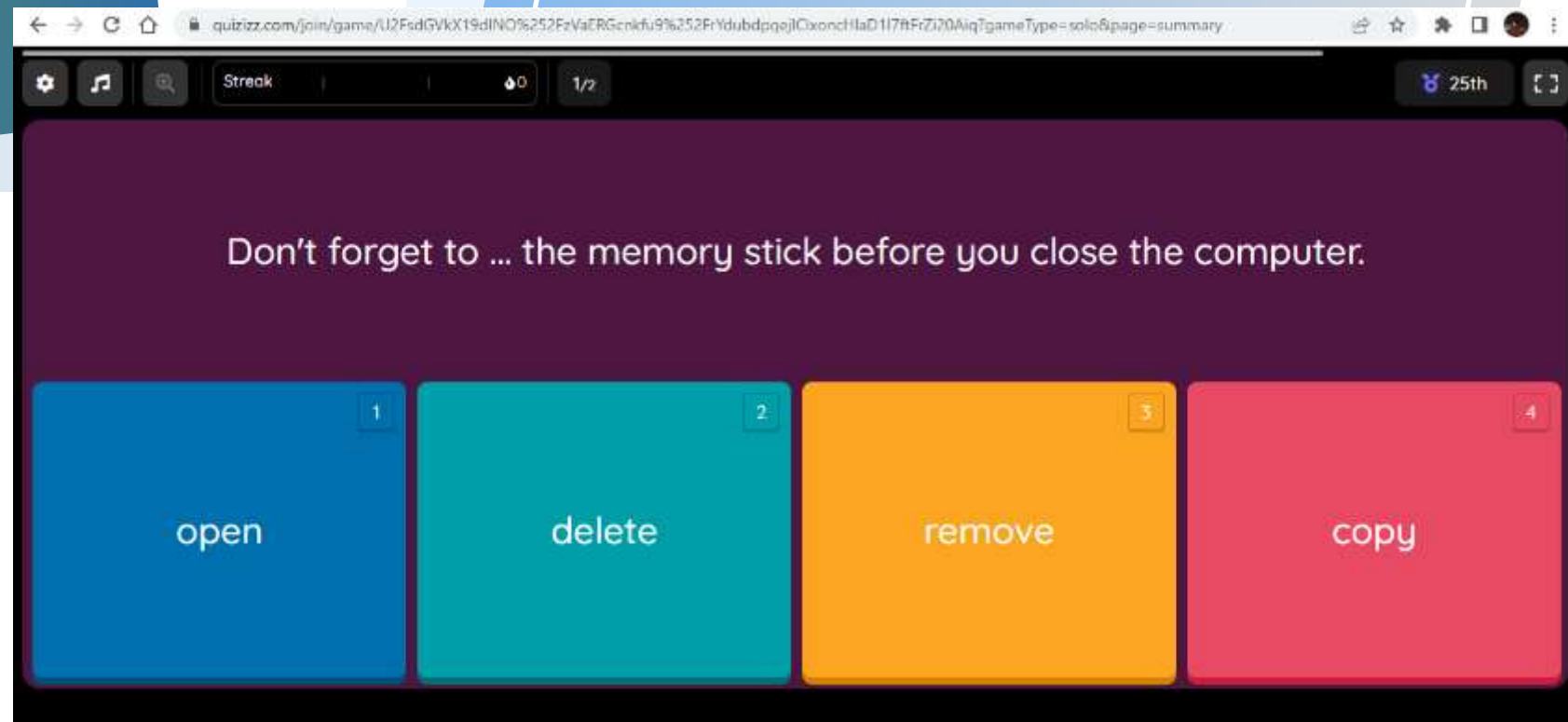
## Superteachertools.us

- Δημιουργώ παιχνίδι
- Γράφω ερωτήσεις απαντήσεις
- <https://www.superteachertools.us/millionaire/millionaire.php?gamefile=368328>
- Pass:19game
- καραμέλες στα μέλη της νικήτριας ομάδας



# Quizziz.com

- Όλοι ταυτόχρονα παίζουν το κουίζ
- Points
- Πίνακας κατάταξης



A screenshot of a Quizziz.com leaderboard. The table shows the top 11 players and their scores. The player "me" is highlighted in the 8th position.

Rank	Player	Score
1	Violette Rendon	940 pts
2	Crossing Guard	830 pts
6	Doretta Crawley	710 pts
7	spookoku	610 pts
8	me	600 pts +600 pts
9	Toxic-oxide	0 pts
10	Spider Fuji	0 pts
11	Sour Tuck	0 pts

# Edpuzzle.com

Sozoguf - Gamification and Game BasedL

Water Cycle

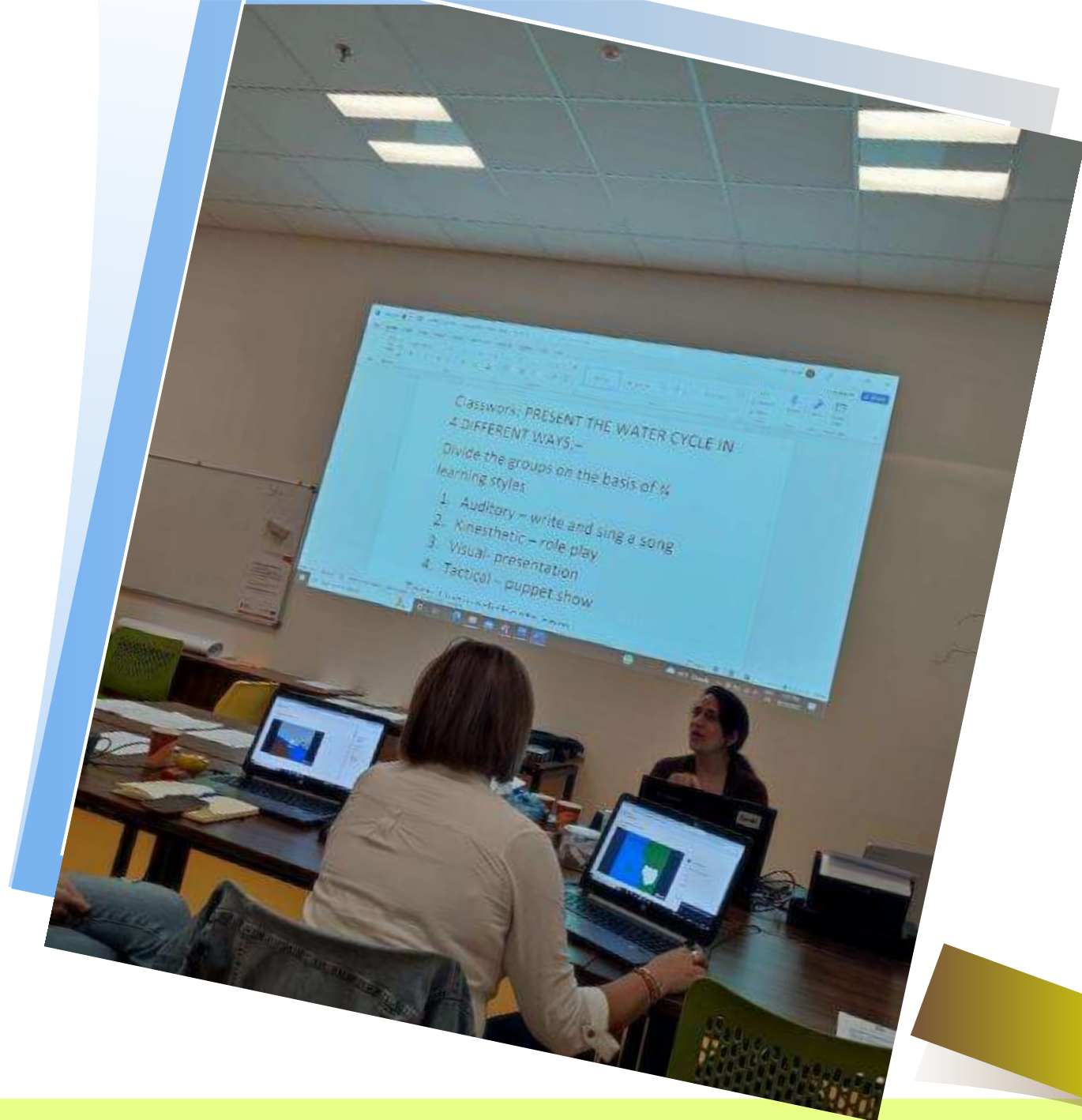
- Βίντεο με διαδραστικές ερωτοαπαντήσεις

The image displays two screenshots of the Edpuzzle website interface. The top screenshot shows a video player for a video titled "Water Cycle (The Water Cycle)" by Smriti Vasitha. The video player includes a play button, a progress bar at 00:12, and a video player control bar. The video content shows a cartoon scientist in a white lab coat standing next to a diagram of the water cycle, which includes clouds, rain, snow, mountains, and a river. The bottom screenshot shows a multiple-choice question interface. The question is "Liquid water can change into what two forms?" and the options are "Solid and Liquid", "Solid and Gas", and "Gas and Liquid". The interface includes a "Copy link" button, a "Rewatch" button, and a "Submit" button. On the right side of the bottom screenshot, there is a "Video Events" sidebar listing timestamps for multiple-choice questions: 00:33, 00:59, 01:24, 01:42, 02:32, 03:07, 04:08, and 04:47.

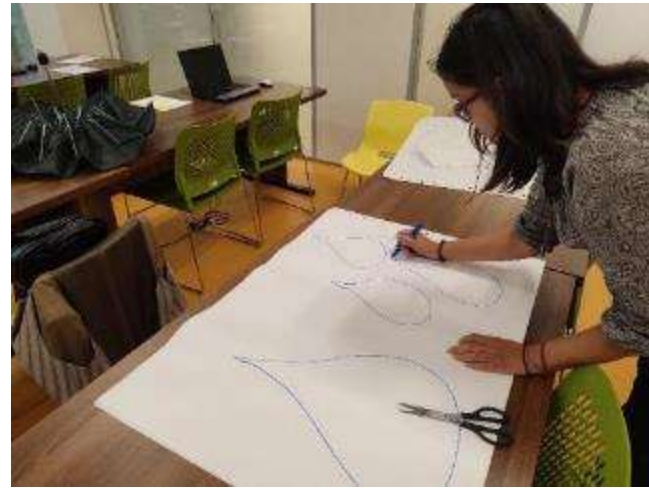
# Classwork

## Παρουσίαση του κύκλου του νερού με 4 διαφορετικούς τρόπους

- Auditory – write and sing a song
  - Kinesthetic – role play
  - Visual presentation
  - Taktical- muppet show
- 
- Διαλέξαμε 1 κάρτα που έδειχνε μια κίνηση χορού, την οποία δεν δείξαμε σε κανέναν.
  - Έπρεπε να χορέψουμε όπως έδειχνε η κάρτα. Όσοι χορεύανε το ίδιο, γινόταν ομάδα.
  - Η κάθε ομάδα έπρεπε να διαλέξει έναν τρόπο παρουσίασης



# Κύκλος του νερού- παιχνίδι ρόλου-προετοιμασία



# Χορός - Ρουμανία



# 3<sup>η</sup> μέρα

Τετάρτη 24.8.2022

- 9.30 – 13.00 Learning Coding Through Videogames; Online Simulation Games





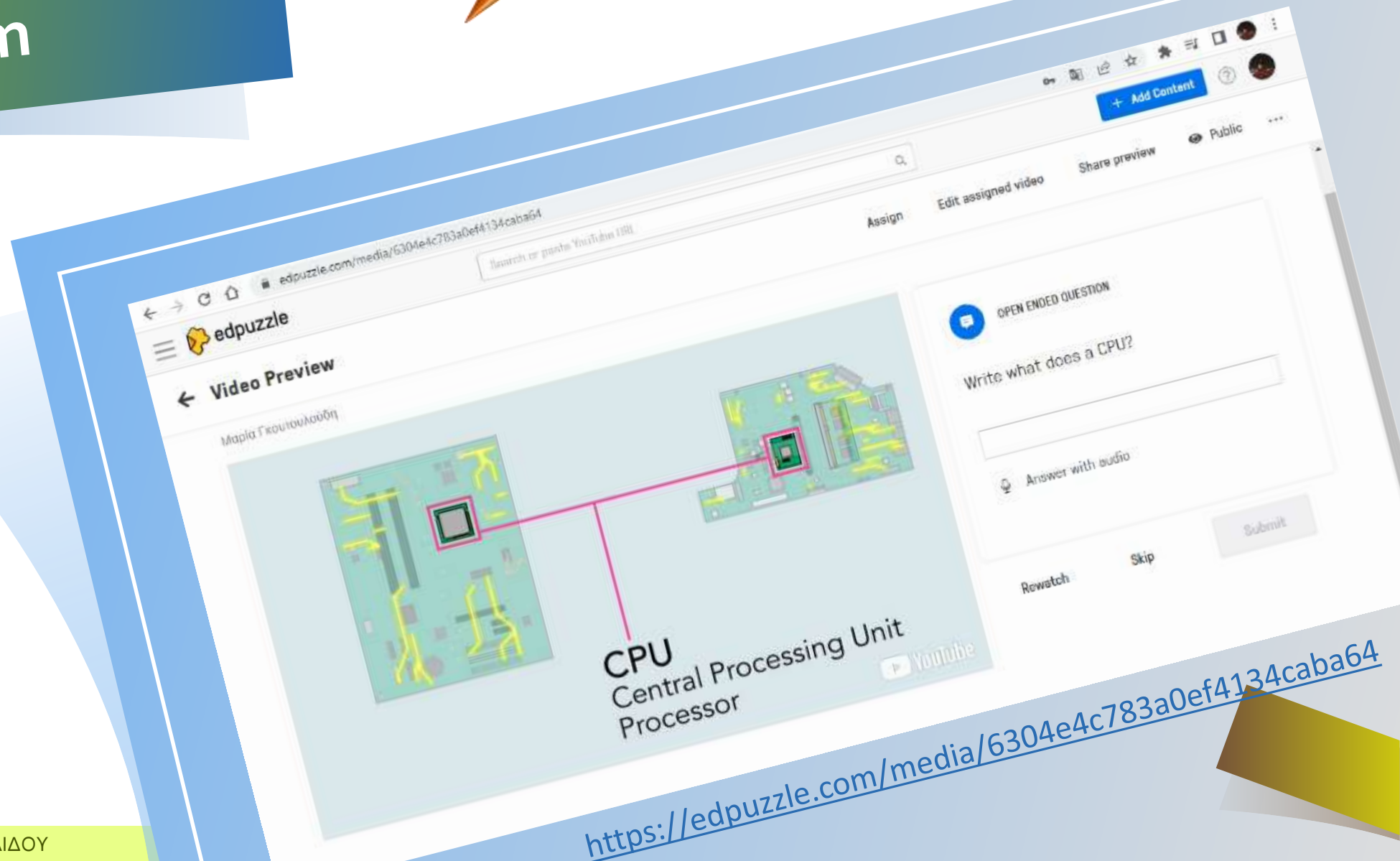
# Παρουσίαση για Genial, SantaTracker coding, Interland



# Edpuzzle.com

Συνέχεια...  
Δημιουργία δικών  
μας ερωτήσεων σε  
βίντεο

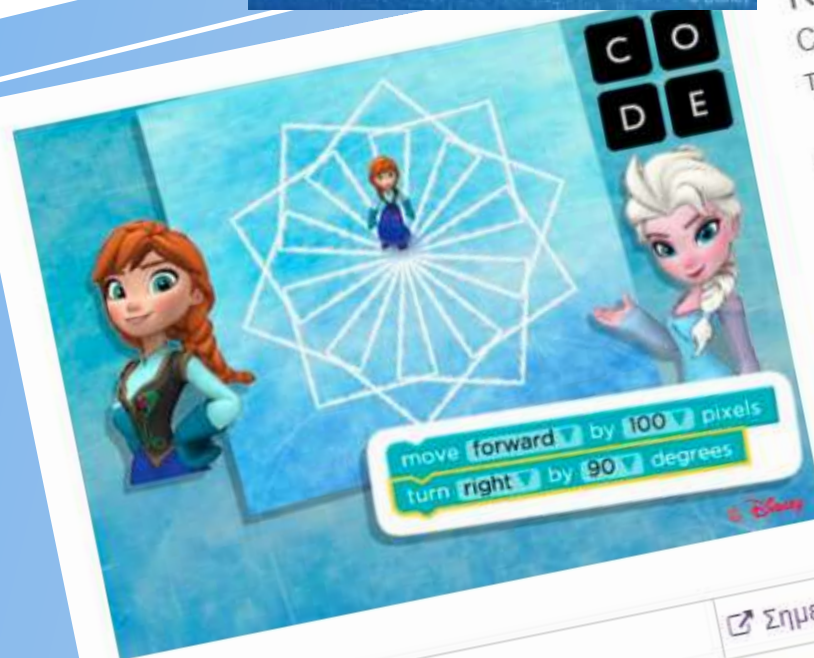
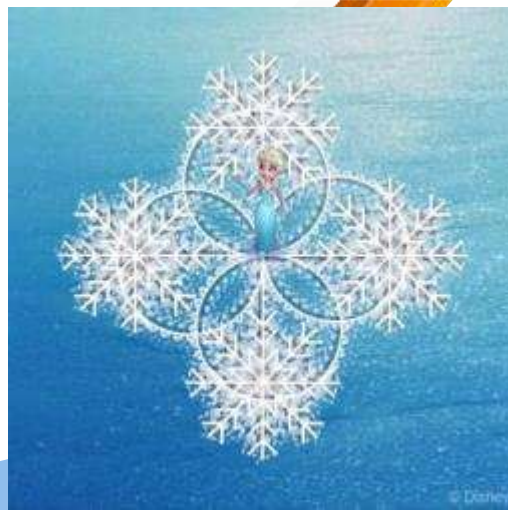
Create new class  
Assign to a class  
Invite students  
(δεν χρειάζονται  
email, συνδέονται  
με κωδικό)



The screenshot displays the Edpuzzle interface. At the top, there's a search bar with the text "Search or paste YouTube URL". Below it, the page title is "Video Preview" and the user name "Μαρία Γκουτουλουδη" is visible. The main content is a video player showing a diagram of a CPU with a pink box highlighting a component. Below the video, the text "CPU Central Processing Unit Processor" is displayed. On the right side, there's a question box with the text "OPEN ENDED QUESTION" and "Write what does a CPU?". Below the question box, there's a text input field, a "Submit" button, and options for "Answer with audio", "Rewatch", and "Skip".

<https://edpuzzle.com/media/6304e4c783a0ef4134caba64>

# Hourofcode.com



## Κώδικας με την Άννα και την Έλσα

Code.org

Τάξεις: από Δευτέρα Δημοτικού και άνω | Μπλοκ

Ας χρησιμοποιήσουμε τον Κώδικα να πάμε μαζί με την Άννα και την Έλσα, καθώς εξερευνούν τη μαγεία και την ομορφιά του πάγου. Θα φτιάξετε νιφάδες χιονιού και μοτίβα καθώς κάνετε πατινάζ και θα δημιουργήσετε μια μαγική χειμερινή εικόνα την οποία μπορείτε να μοιραστείτε κατόπιν με τους φίλους σας!

Έναρξη

Προγραμματισμός μέσα από παιχνίδι

Κίνητρο στον πρώτο/πρώτη που θα τελειώσει

Σημειώσεις εκπαιδευτικού

<https://hourofcode.com/frzn>

Περισσότεροι πόροι

Σύντομος σύνδεσμος

Εμπειρία μαθητών

Τεχνολογία της τάξης

Αρχάριος

Όλα τα σύγχρονα προγράμματα περιήγησης, Android, iOS

Τέχνη, Μέσα, Μουσική, Μαθηματικά

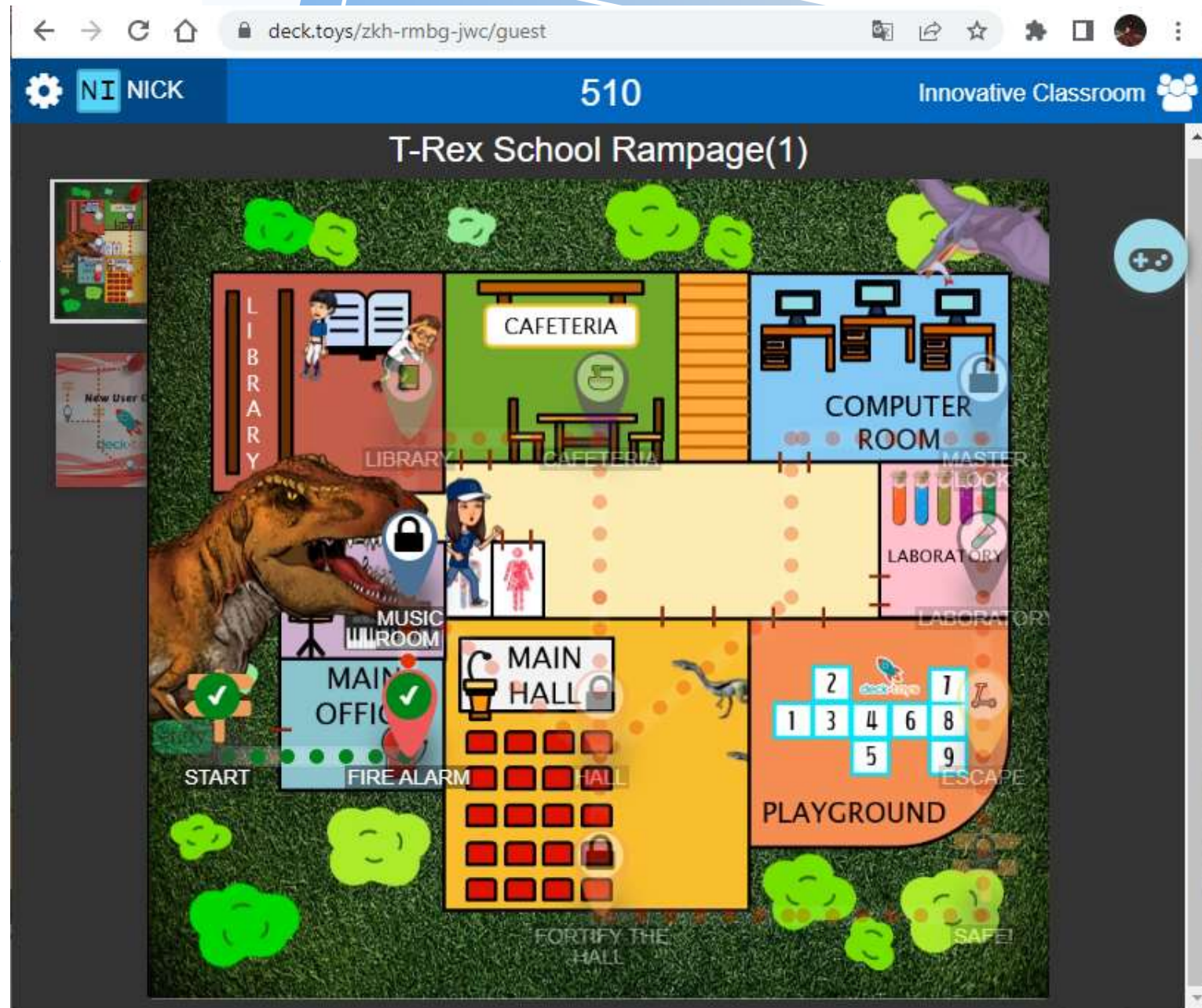
Σεμινάριο αυτο-οδηγούμενο

Διαδοχή

# Online Simulation Game

[deck.toys/zkh-rmbg-jwc](http://deck.toys/zkh-rmbg-jwc)

- Play as a quest
- Escape room
- Tyrannosaurus REX



# 4<sup>η</sup> μέρα

Πέμπτη 25.9.2022

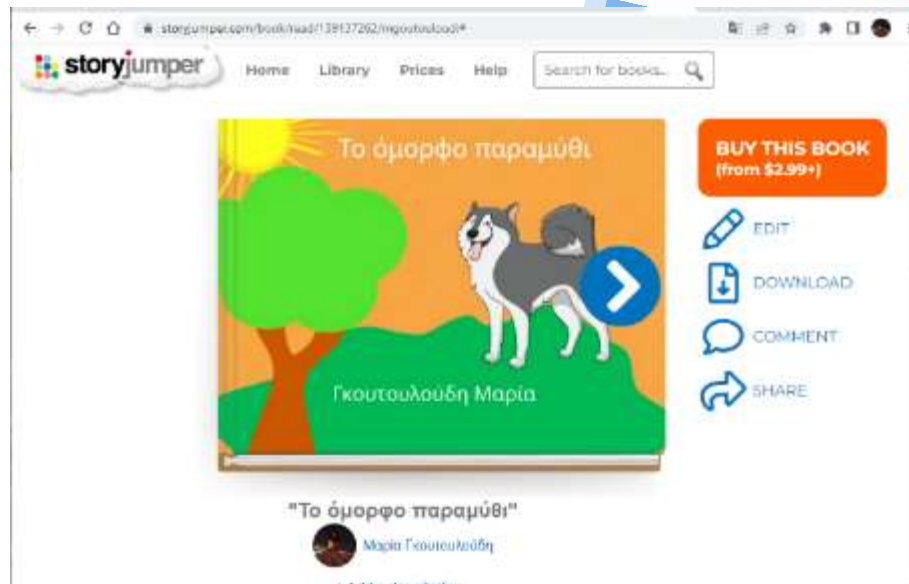
- Using QR Codes; Outdoor Games for Active Learning; Digital Storytelling



# Storyjumper.com



- Create a book
- Δωρεάν το online

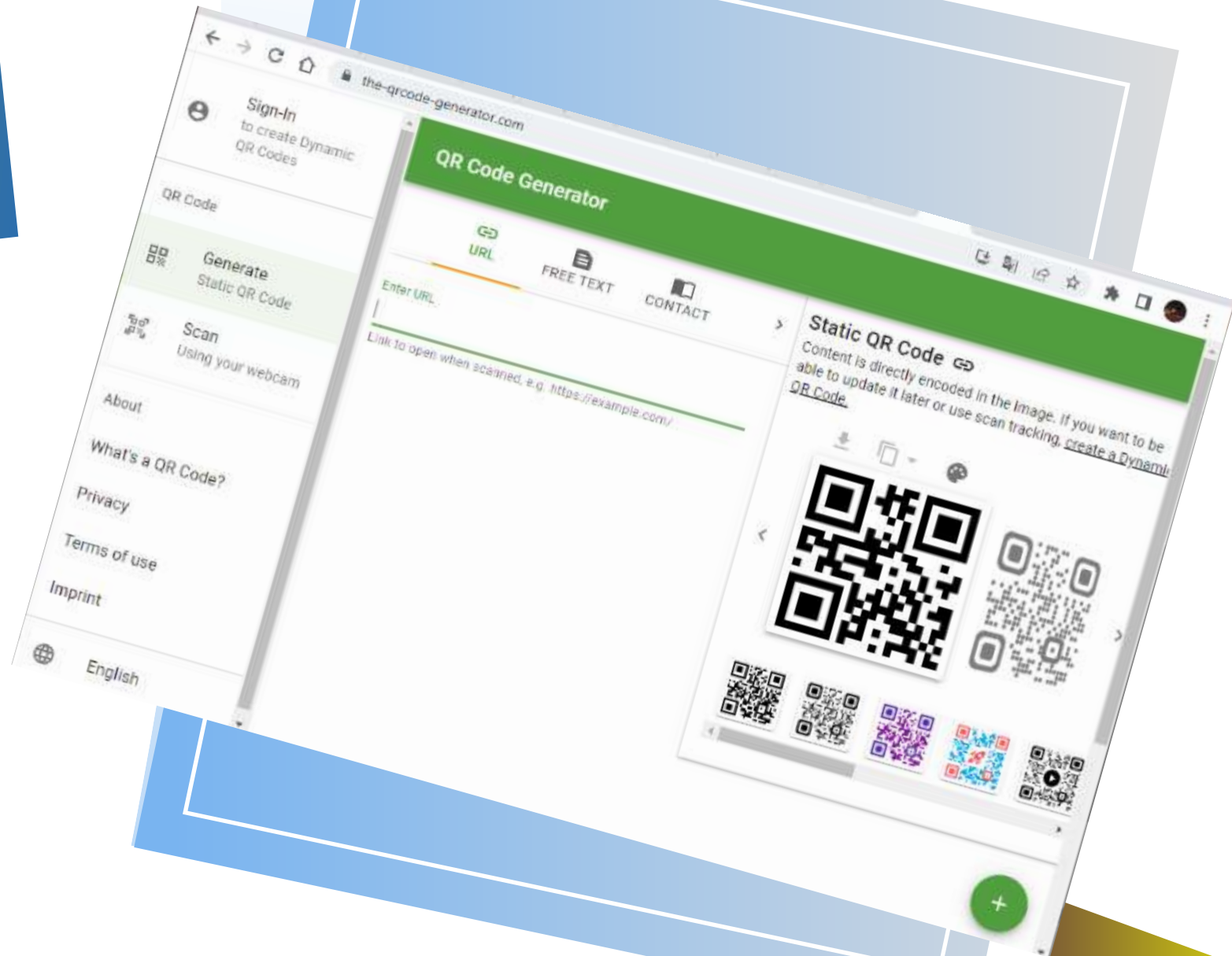


<https://www.storyjumper.com/book/read/139137262/6316674ec623a>

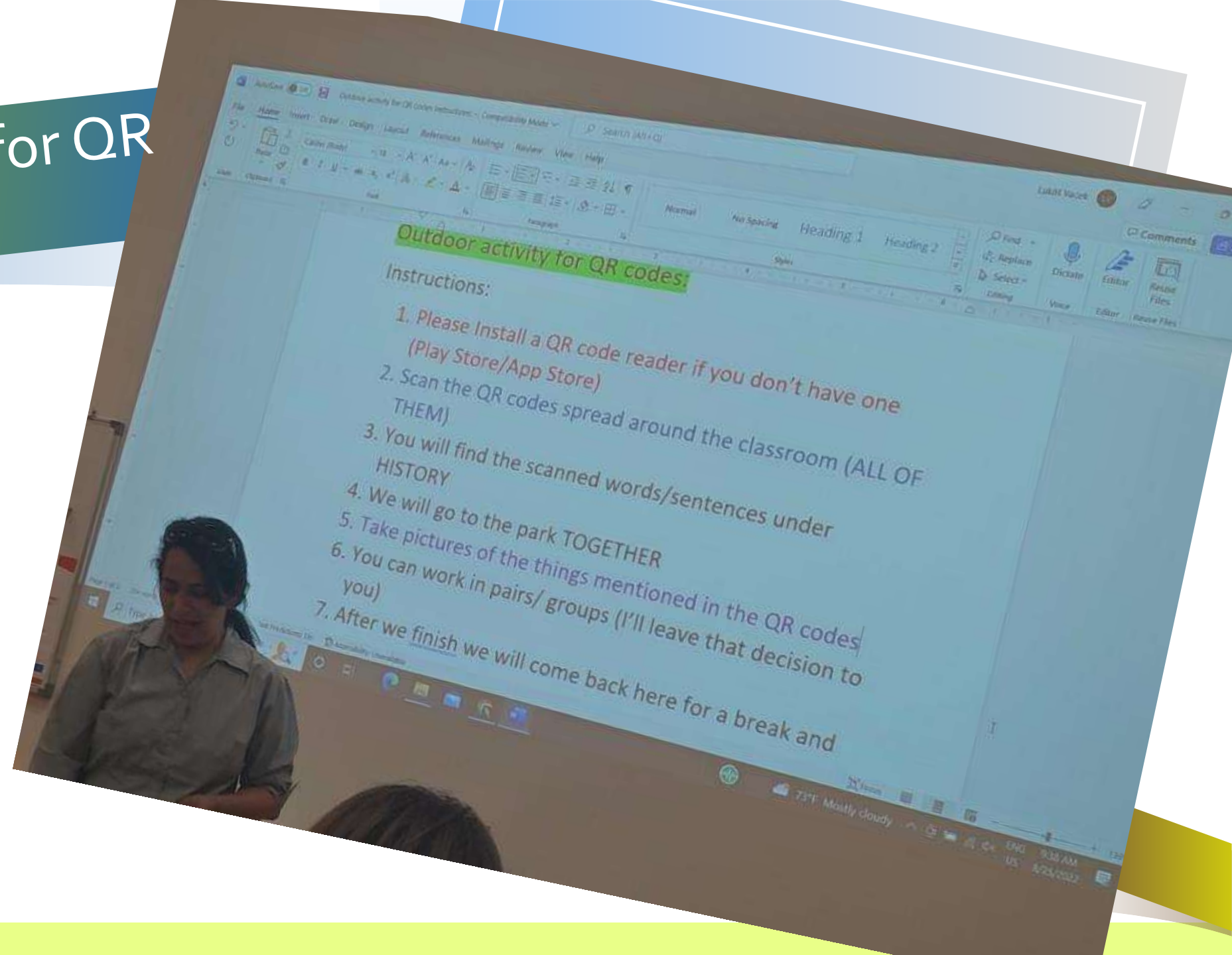
# QR code

The-qr-code-generator.com

- Δημιουργία QR code

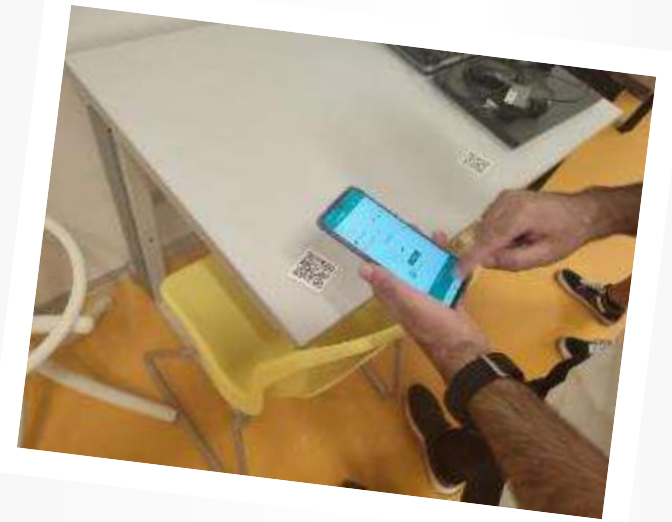
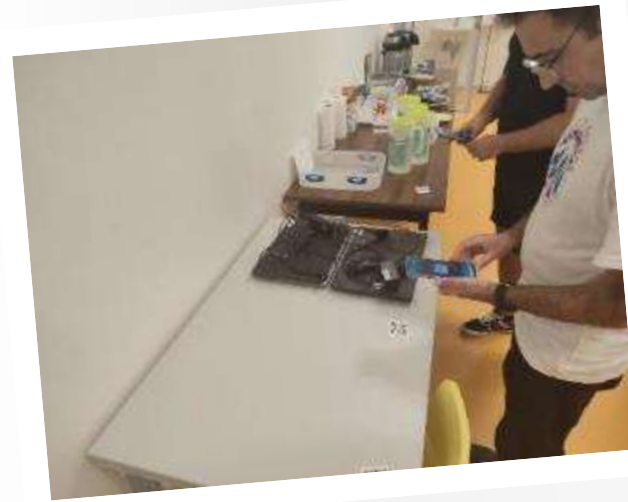
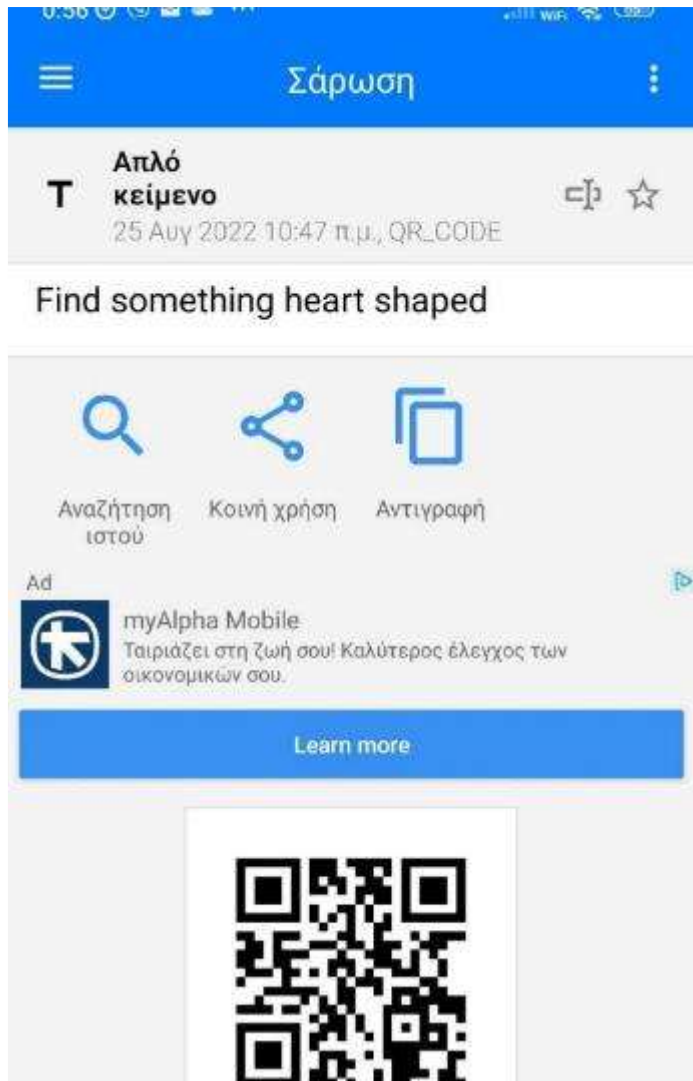


# Outdoor activity for QR codes





# Scan the QR Codes spread around the classroom



# Taking pictures of the things that mentioned in the QR code



Τις φωτογραφίες θα τις φτιάχναμε ένα παραμύθι στο storyjumper

# GOOSECHASE

## OUTDOOR ACTIVITY (SCAVENGER HUNT)

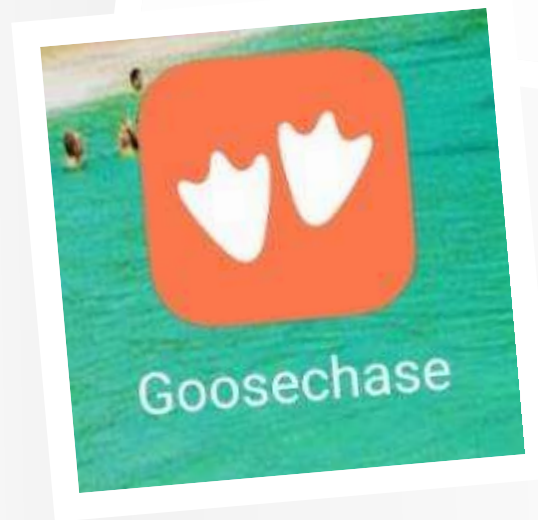
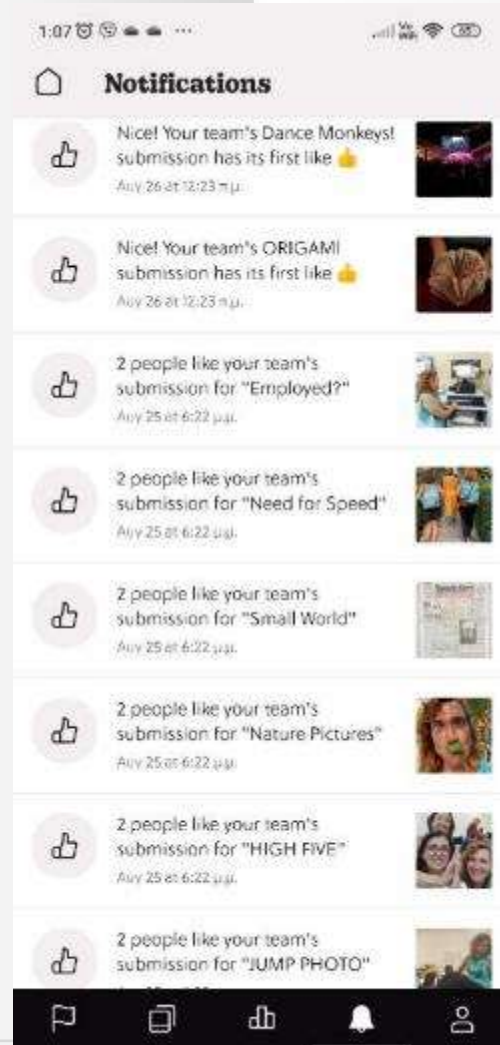
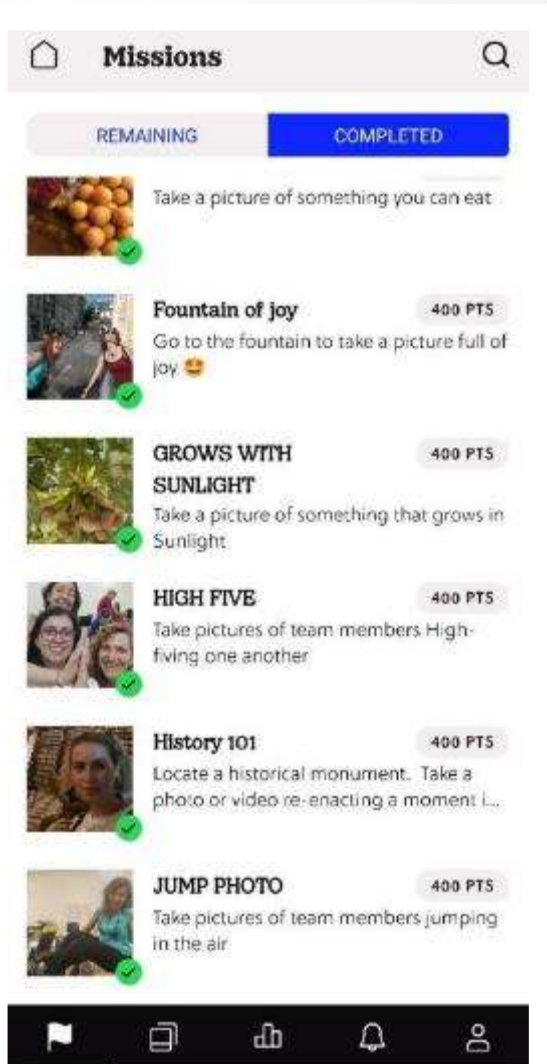
1. Install the application GOOSECHASE on your phone (play store/app store)
2. Play as guest
3. CODE: N78QDK
4. SELECT A TEAM AND ENTER CODE
5. There are some missions that you need to complete.
6. Click on Submit evidence
7. Take a picture/video (take a video if it has action) the video option is on the right side. Or a text as mentioned and then SUBMIT EVIDENCE

TEAM DRAKE BREAKERS Passcode: 2345

TEAM ITC Passcode: 1234

TEAM SPANAKOTIA DRACULA Passcode: 3456

# Goosechase στο κινητό



# Συρτάκι-Ελλάδα

Με ανταμοιβή για  
αυτούς που τα  
κατάφεραν να  
χορέψουν



# Παλίνκα – Ισπανικός χορός



# 5<sup>η</sup> μέρα

Παρασκευή 26.8.2022

- 9.30-12.00 Critical and Creative Thinking Through Games, Finding Resources for Lessons; Individual Projects, Presentation and Evaluation; Feedback, course evaluation and dissemination focus



# Escape Room

Στην τάξη





Unlock code: Figure out the code from the text: one number in each line (4 digits)

Put the Paper puzzle together with QR codes on it.

When you unlock the phone use i-nigma app to find the 6 digits code for Quizizz

Instructions for Quizizz:

1. GO TO: [join.quizizz.com](https://join.quizizz.com)
2. Enter the 6-digit game code \_ \_ \_ \_ \_ and click "Proceed"
3. Now enter your name and click "Join Game!"
4. You will get an avatar, and then see a "Start Game" button. Click it to begin

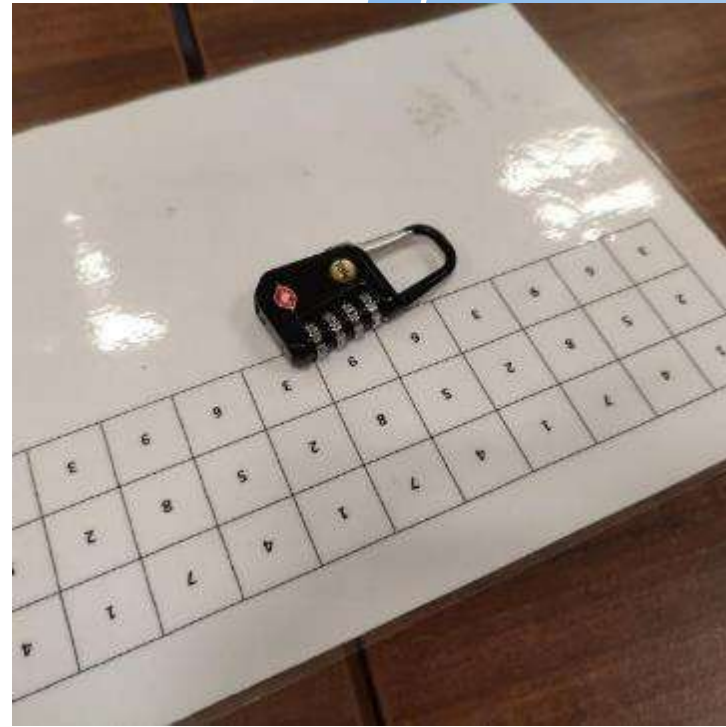
PLEASE: Write down the correct answers below:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

Use the **FIRST LETTER** of the Correct answer.

Answer this question. Find the Workstation chest that has the answer.

What is the area of a rectangle with a length of 9 ft. and width of 12 ft. ?



## Materials for Escape Room:

1. Locks per group - 2
2. Mirror
3. 2 Bags per group
4. Phone (optional)
5. Badges
6. Chocolates
7. Map of Europe
8. White Stick paper
9. Envelopes
10. Sheet for Co-ordinates
11. Tangram Puzzle
12. QR code puzzle
13. Tape

The Story :

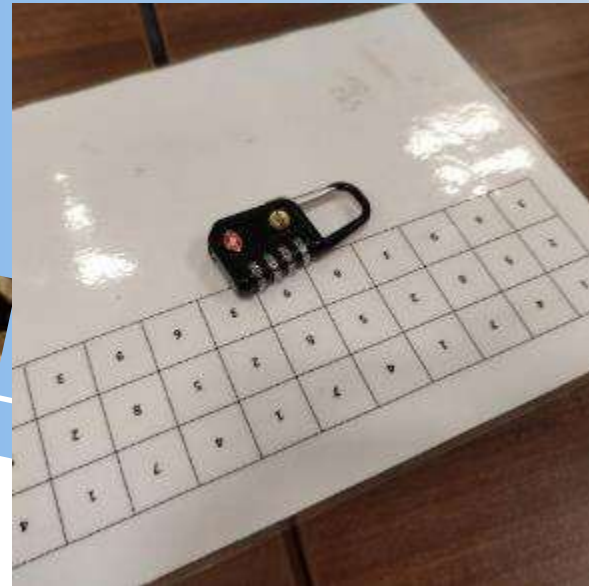
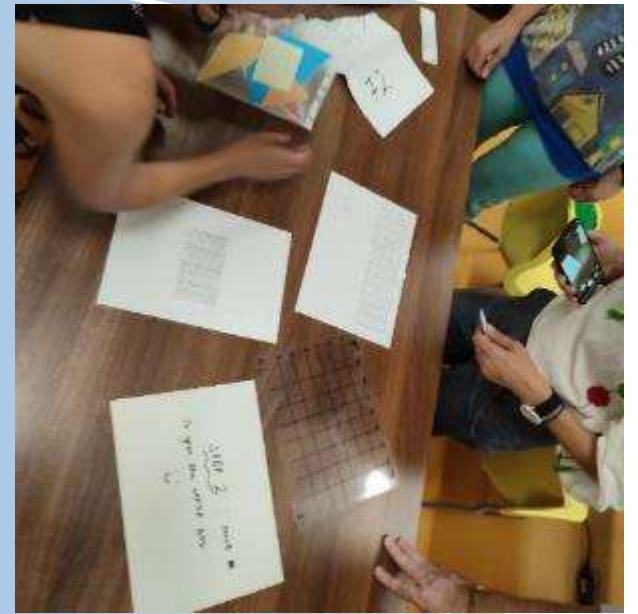
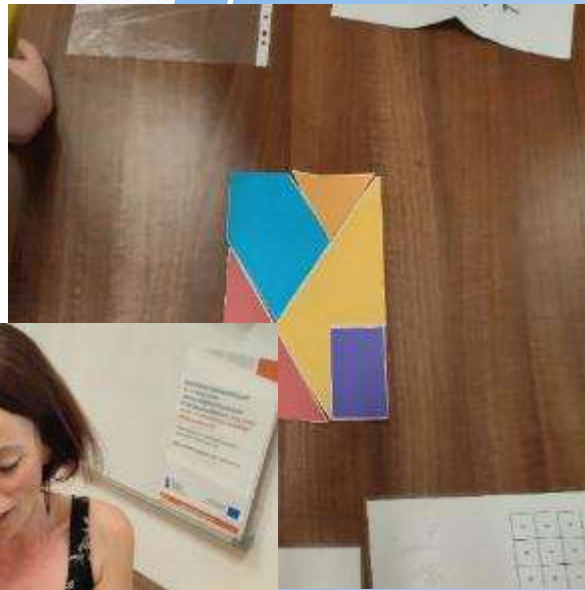
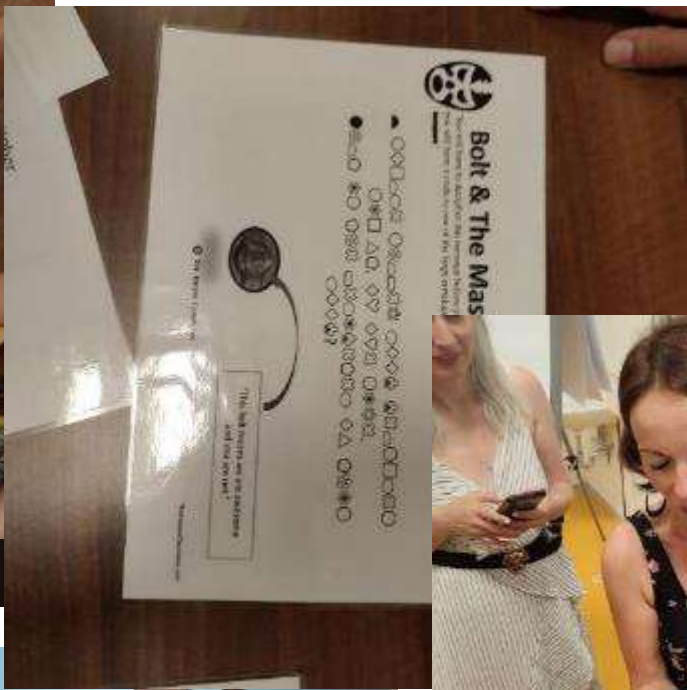
Outside:

You are a spy trying to break into a Government building in the enemy territory.

Solve this maths equation to diffuse the alarm for an hour and enter the building.

Inside:

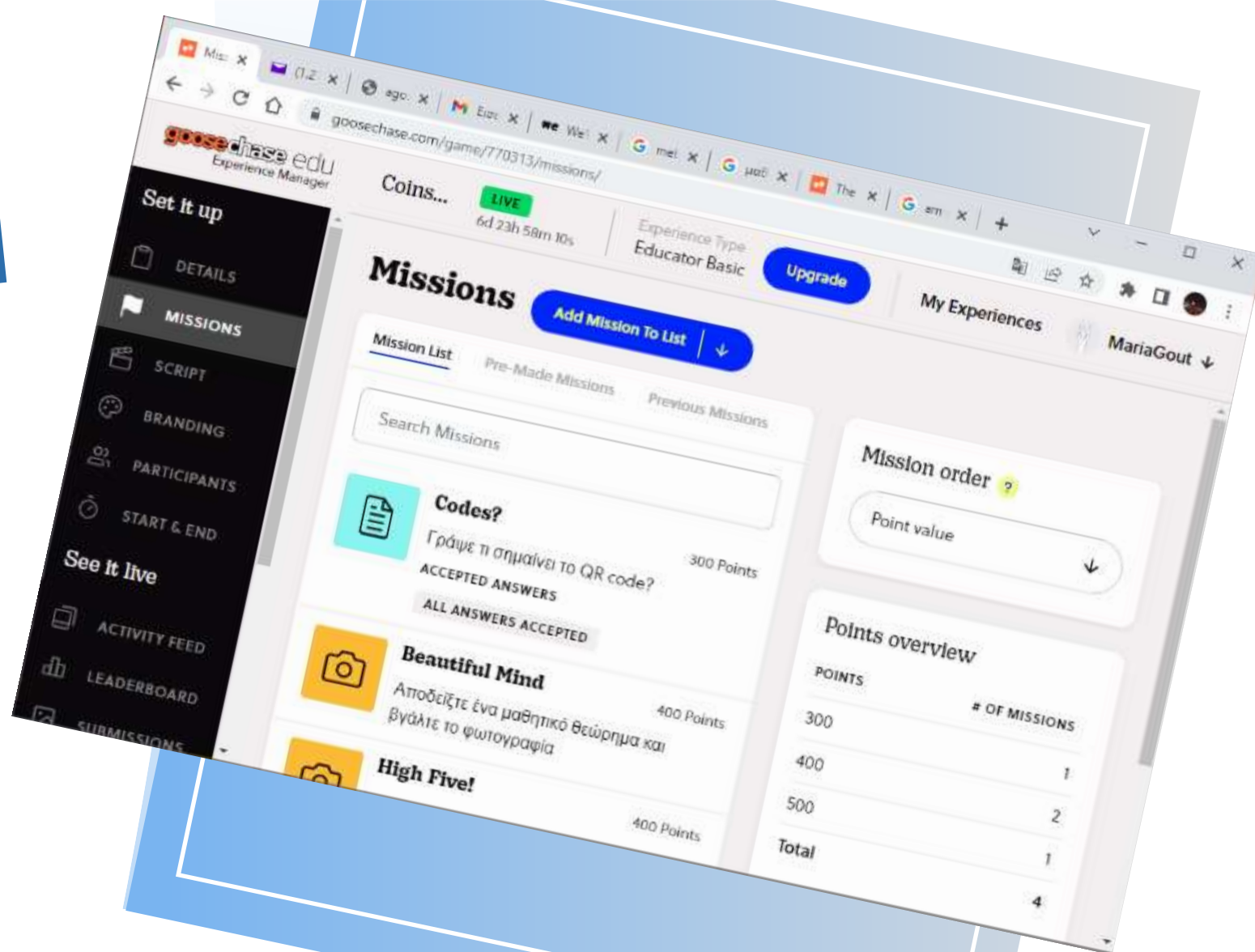
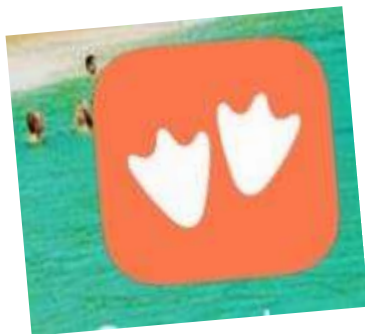
OOOOPs ! Now you are locked inside the building, You have to solve all these puzzles to find the key to the lock to escape being caught. The alarm goes off in one hour. Hurry !



# Goosechase

Κατεβάστε την εφαρμογή  
Goosechase και παίξτε!

## WP168W





# ITC International

Prague

GameBased Learning and Gamification

- 2021/2022



Souriti Unsisitha  
Teacher



Sophie Lams



Marta Costa



Maria Goutoulouli



Raluca Istrate



Gabriella Istrate



Susi Joel Lian



Sabina Leben



Lucian Mihai Dobresiu



Marcus Pierre Ulas



Patricia Pulido



Preslen Ramona



Ines Ditziga



Loredana Sandiu

# Ερωτήσεις

- Οι καλές ερωτήσεις κερδίζουν

