Mother Tongue Languages Symposium 2021
National Institute of Education, Asian Languages and Culture

# Gamify IT! – Fun in Learning Vocabulary

Learning vocabulary can be fun when technologies are harnessed and leveraged. This 'Gamify IT!' targets lower primary and upper primary students and their parents. It aims to make learning vocabulary digitally fun and self-directed. It also provides the opportunity for parents' involvement in their children's learning of Mother Tongue Languages. Students and parents will have the opportunity to play, search and create games.

## What is gamification?

Gamification involves the applying of game elements and game characteristics to a set of activities and processes to help students learn more effectively. Games and game-like elements have been used to educate, entertain, and engage students for years.

## Why gamification?

Games are usually and easily associated with fun. Incorporating game-based elements in learning motivates students, and stimulates their brains, which will lead to greater engagement.

## How does gamification enrich the learning of vocabulary?

The advancement of technology has given rise to digital learning platforms with gamification functions. Content that needs to be learned can be gamified within these platforms with ease, especially the vocabulary in the Mother Tongue language. One obvious advantage of such gamification is that the feedback given to learners are in real-time and immediate, which makes their learning more efficient and effective. There is little issue with motivation and engagement as learners feel that they are just playing games rather than being forced to memorise the words.

# Instruction for Players and Parents

We are going to learn to use two digital platforms with gamification functions for the learning of vocabulary. They are Quizlet and Blooket respectively. We will bring you through the three segments that will allow students and parents to play, search and create digital resources within each platform.

## (1)  Play IT!

This segment consists of step-by-step instructions on how to play the games which will be further explained by screen shots of the game from the very beginning. A short explanation on game mode and choice of the game will be there for the players to read and understand. After that, a QR code will be generated by the host.  Players are to follow the instructions provided to learn new vocabularies and their definitions.

## (2)  Search IT!

This segment requires players to first create an account in Quizlet and Blooket. Players and parents can get clear instructions through videos and technical procedures that the segment provides. Then, they will be guided on how to search and try out pre-made resources, game sets and quizzes. This encourages students' sense of self-directed learning and keeps them more engaged in their learning. Parents can assist their children in this segment. This will increase the parents' involvement in their kids' learning.

## (3)  Create IT!

This segment will guide players to create their own games with the knowledge obtained from the previous segments. In Quizlet, players can create their own Flashcard Set and play with it. Instructions provided will help players to create and use their own flashcards. In Blooket, they can use the same set of words to create new games by following the given instruction. It creates room for parents to support their kids when they are learning vocabulary. With the various modes of the games, students will expand their vocabulary bank by practising and using it in context.

# Introducing Quizlet

Quizlet is an interactive digital tool designed to make teaching and learning fun and catered to varying learning needs. It primarily serves as a memorisation tool that enables registered users to create sets of terms and definitions. Students can then access these terms through five types of study modes and three types of play modes.

| For teachers | For parents | For students |
|---|---|---|
| Quizlet helps teachers engage students of all levels through curriculum-based materials, interactive study methods and games. Teachers can turn teaching materials into a classroom game that gets the whole class excited and participating. | Parents can make learning as a family, simple with interactive study materials and games. There are over 350 million Quizlets to choose from. Parents can also design their own Quizlet set with custom text, images, and audio for their children. | Learning is made more fun with interactive study modes and games. With seven different study modes, students can pick which mode works best for their learning. Quizlet tracks their progress and provides instant feedback on where to focus. |

# Introducing Blooket

Blooket is a web-based quiz game platform for group competition or solo study.

| For teachers | For parents | For students |
|---|---|---|
| Blooket helps teachers engage students with the interactive games and intrigue their interests in learning. Teachers can import the question sets from Set Builder and explore a variety collection of sets built by other users. | Parents can help their children to learn in a fun and light-hearted mode with the interactive features that Blooket has provided. With the variety of options of game setting, parents can tailor-made the games that best suit their children's learning needs. | Blooket makes learning a challenging quest for students. With exciting games and audio effects, students will be driven to apply what they have learned to perform well in the game. |