

# GAMIFY LEARNING CONTENT

Refer to PRACTICAL SHEETS n°:  
MC24...

Use these TOOLBOX resources:

## Gamify learning content

### Adapt learning content in order to include gaming elements

Teachers can try to develop a lesson considering this situation:

- Imagine you are a foreign language teacher and have a class that needs to improve their vocabulary on the topic of food and culture.
- Your goal is to make sure that your students retain the new vocabulary, practice the pronunciation, try some actual real life situation sentences with the vocabulary.

### Remember:

- to have the right tools (pc/smartphone/tablet)
- to base the choice of the game based on your students and your goals of the lesson

### Duolingo

Duolingo is a great and fun way to play in class with your students from all ages.

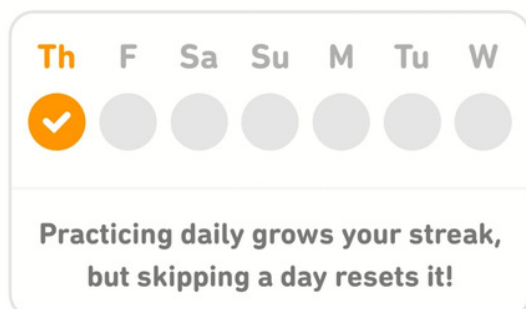
It allows you to work on different aspects of words (writing, listening, matching, repeating, reading, comprehension and so on).



You can also assign this activities as a homework and check their consistency with the streak fun



**day streak!**



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Try to explore duolingo and its topics and functions.



Food 1



Time



Routines

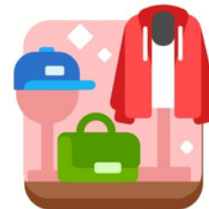
Especially useful is the comprehension section on several languages. Try to develop a lesson based on the comprehension of an audio on duolingo.



The Passport  
+14 XP



Doctor Eddy  
+14 XP



A New Coat  
+14 XP



The New Student  
+14 XP

### Set 2

