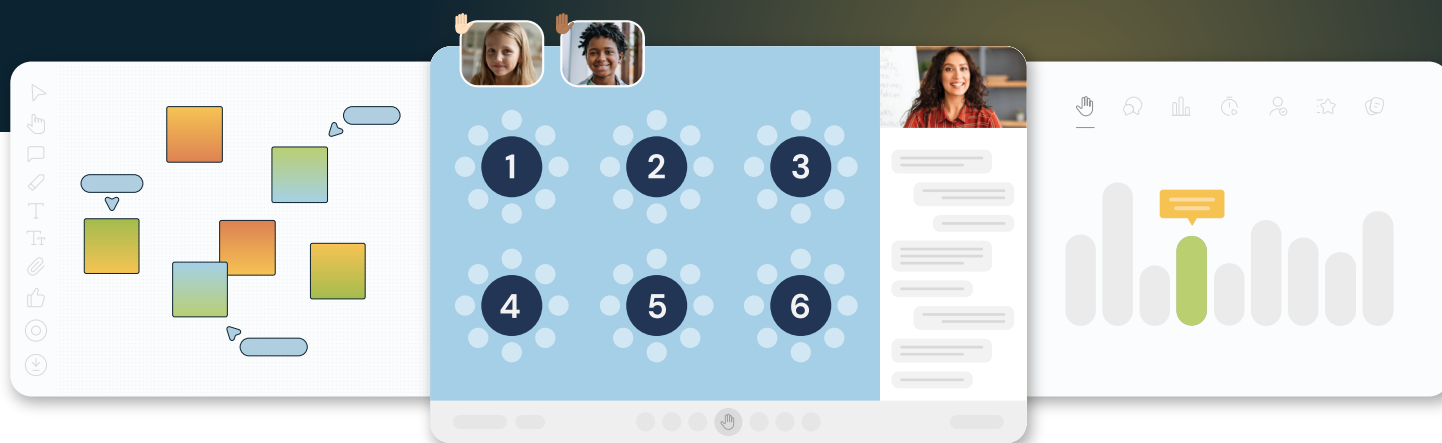


# Game-Based Learning

## Activities on Engageli



You can turn your classroom into an interactive game-based learning environment with quizzes, timers, whiteboards, and table-based activities. Below you'll find K-12 appropriate activities leveraging Engageli's active learning platform.

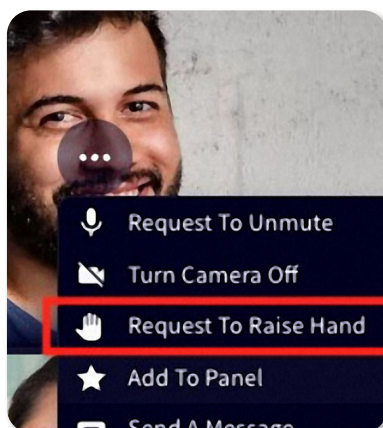
## Getting Started — The Podium

Engageli allows you to moderate trivia, jeopardy, and interactive games by leveraging the Podium. The Podium highlights your students in the order they raise their hands, creating a sequential queue that you can moderate.

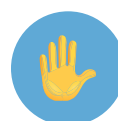
You can **call on** specific students by hovering over their video in the gallery and selecting "Request to Raise Hand."

### CLASSROOM TIP

Use the podium like a buzzer and see who raised their hand first!



**"I need one volunteer from each table to raise your hand and join me at the podium."**

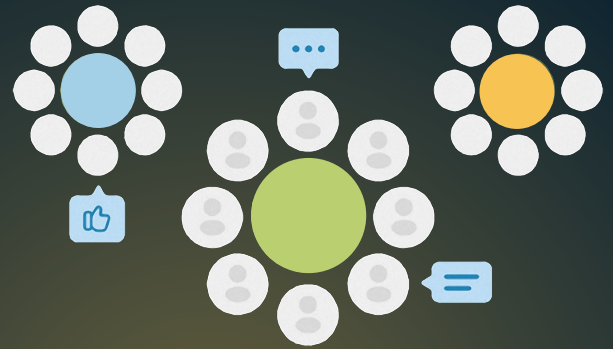


**"Once your table has found the solution, send a representative to the podium."**

# Peer Learning

## Leveraging Tables for Games

Here are some short and fun ideas for class trivia, collaborative games, and Jeopardy-style activities, along with ways to leverage Engageli's features:



### Group Jeopardy

Design a Jeopardy-style game where each virtual table group becomes a team and selects a category and point value. Students can work together to solve the question and provide their responses using Engageli's virtual whiteboard. Utilize emojis to let groups express their confidence in their answer.



**"Each table will get a turn to be our movement leaders — Table 3, show us your favorite animal movement!"**

**"Let's see each table do their own silly dance!"**

### Movement and Music Break

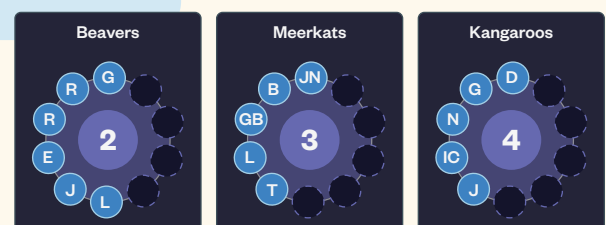
Keep young learners engaged with structured movement activities that work in their individual spaces. Tables can take turns leading simple movements while building community through shared activities.

### Trivia Blast

Create a fast-paced trivia game where students compete in their virtual table groups to answer questions within a set time limit. Use Engageli's timer feature to add excitement and encourage quick thinking. Students can use the virtual whiteboard to write down their answers collaboratively and share them with the class.

You can also name each table with team names.

**"Now that you're at your tables, take 90 seconds to identify as many amphibians as you can!"**



## Table Pictionary

Turn the virtual table groups into teams for a collaborative Pictionary game. Use Engageli's whiteboard feature to allow students to draw their given word while their group members guess what it is.

Teams can take turns and use emojis to indicate if they guessed correctly or need more time.



## Color and Shape Scavenger Hunt

Turn virtual tables into exploration teams as students search their environments for specific colors and shapes. Use Engageli's whiteboard feature to collect and share discoveries.

**"Blue Team Table,  
you have 90 seconds  
to find as many blue  
things as you can!"**

**"Draw your favorite  
shape you found  
on your table's  
whiteboard!"**



## Virtual Show and Tell Tables

Transform show and tell into an engaging small-group experience where young learners can practice speaking and listening skills. Each virtual table becomes a sharing circle where students can present their special items in a comfortable, supportive environment.

**"Let's have each  
table be a sharing  
circle — when it's  
your turn, hold  
up your special  
item and tell  
your tablemates  
about it!"**

## Collaborative Storytelling

Have each virtual table group contribute to a collaborative story by adding a sentence or paragraph at a time. Engageli's whiteboard can be used to write and build the story in real-time. Set a timer for each group's turn to add suspense and keep the story moving forward.



## Emoji Voting

Engage students by using emojis for quick polls or voting. Ask questions related to the lesson and have students respond using their preferred emoji. Engageli's polling feature allows you to collect and display the results in real-time, sparking discussion and promoting active participation.



## Timed Group Challenges

Set up timed challenges where virtual table groups compete against each other to complete a task or solve a problem. Engageli's timer feature can create a sense of urgency and excitement. Groups can use the virtual whiteboard to brainstorm and collaborate on their solution.

## Virtual Table Reflections

Allocate a few minutes at the end of each lesson for virtual table groups to reflect on the key concepts learned. Engageli's platform can provide individual whiteboards for each table to jot down their thoughts. Afterward, groups can share their reflections and engage in a brief discussion.

## Emoji Charades

Have students at each table play charades by describing a book, movie, historical event, etc. using emojis in their table's chat channel.



These ideas leverage Engageli's table groups, whiteboard, timer, and emoji features to enhance collaboration, engagement, and interactive learning. By incorporating these elements into your lessons, you can create a fun and immersive experience that promotes active participation and improves learning outcomes.

# Do you have more ideas to share?

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These concepts can be adapted for various grade levels:

- Shark Tank (brainstorming using whiteboard)
- Design Thinking
- Survivor Puzzles
- Role Playing Games

Remember to adjust the complexity and duration of these activities based on your specific grade level and class needs.

