



## Games

### What are they and why use them?

Game based learning is the use of competitive activities, either students against each other or getting them to challenge themselves in order to motivate them to learn better. Not only do games help the integration of the learning but it also:

- Makes it fun.
- Motivates students to learn.
- Immerses them in the materials so they can learn more effectively.
- Encourages them to learn from their mistakes.
- Quick wins and rewards.

### How to teach with games

To integrate learning and game play:

- Work out how to give students points for accomplishing certain goals in a lesson plan.
- Have an educational focus (games are good for cementing knowledge that will be tested).
- Choose a game that will appeal to your students.
- Test the game.

### CIT eLearn Games:

- Hangman,
- Crossword,
- Cryptex,
- Millionaire,
- Sudoku,
- Snakes and Ladders.

**\*Note: you will only be able to view and test games in Student mode**

### To add Hangman:

1. Turn **Editing** on.
2. Make a glossary with the questions you want to use for the hangman activity.
3. Scroll to area you want to add the game to.
4. Click on **Add an activity** and select **Hangman** under the games header.
5. Fill in the required information (only select glossary).
6. Once completed click **Save and return to course**.
7. Switch to student view to test game.



### To play Hangman:

1. Click on the **letter** you wish to guess until you have either completed by the games either by winning or losing.
2. At the completion of the game students either select **New game** or **End of game**
  - a. New game with set up another Hangman.
  - b. End of game will take them back to the home page of the course.

## To add Crossword:

1. Turn **Editing** on.
2. Make a glossary for the crossword activity and enter words and descriptions.
3. Scroll to area you want to add the game to.
4. Click on **Add an activity** and select **Crossword** under the games header.
5. Fill in the required information.
6. Once completed click **Save and return to course**.
7. Switch to student view to test game.

Check crossword   End Game   Print

**Across**  
 2: Canberra Institute of Technology  
 4: Equella  
 6: First name Penny, Last name \_\_\_\_?  
 10: Old Online Learning Environment at CIT  
 14: eLearn

## To play Crossword:

1. Click on the **boxes of the word** you wish to guess, type the word into the box and press OK keep going until you have either completed by the games either by winning or losing.
2. At the completion of the game students **Check crossword** to see their results.
3. The crossword can be printed by clicking on Print.
4. **End of game** will finish the game and get the Congratulations screen
  - a. New game with set up another Crossword.
  - b. End of game will take them back to the home page of the course.

### To add Cryptex:

1. Turn **Editing** on.
2. Make a glossary the questions you want to use for the Cryptex activity and enter questions and answer.
3. Scroll to area you want to add the game to.
4. Click on **Add an activity** and select **Cryptex** under the games header.
5. Fill in the required information.
6. Once completed click **Save and return to course**.
7. Switch to student view to test game.



### To play Cryptex:

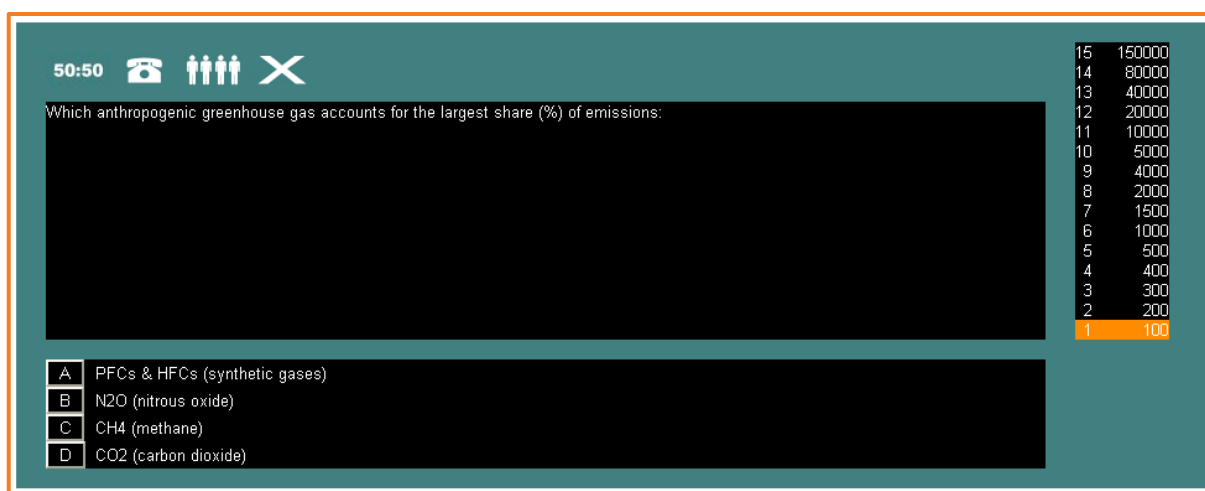
1. Click on the **Answer** you wish to guess, type the word into the box and press OK keep going until you have either completed by the games either by winning or losing.
2. At the completion of the game all the answers are in red and the congratulations screen appears.
3. **New game** and **End of game** will appear
  - a. New game with set up another Cryptex.
  - b. End of game will take them back to the home page of the course.

Grade 0 %

1. **Absorption** Process of taking in and being made part of an existing amount of **matter**.
2. **Herb** A nonwoody **angiosperm** whose above ground vegetation dies off seasonally.
3. **Lake** A body standing water found on the Earth's continental land masses. The water in a lake is normally fresh. Also see **eutrophic lake**, **mesotrophic lake**, and **oligotrophic lake**.
4. **Mean** Statistical measure of central tendency in a set of data. The mean is calculated by adding all of the data values and dividing this quantity by the total number of data values.
5. **Melting** The physical process of a solid becoming a liquid. For water, this process requires approximately 80 **calories** of **heat energy** for each gram converted.
6. **Stream** A long narrow channel of water that flows as a function of **gravity** and elevation across the Earth's surface. Many streams empty into **lakes**, **seas** or **oceans**.

## To add Millionaire:

1. Turn **Editing** on.
2. Make a quiz with questions you want to use for the Millionaire activity and enter questions and answer.
3. Scroll to area you want to add the game to.
4. Click on **Add an activity** and select **Millionaire** under the games header.
5. Fill in the required information.
6. Once completed click **Save and return to course**.
7. Switch to student view to test game.



## To play Millionaire:

1. Click on the **Answer** you wish to guess, if you are correct you will move to the next level, if you are incorrect you will have to start again.
2. **New game** and **End of game** will appear
  - a. New game with set up another Millionaire.
  - b. End of game will take them back to the home page of the course.

### To add Sudoku:

1. Turn **Editing** on.
2. Make either a quiz or a glossary with questions you want to use for the Sudoku activity and enter questions and answer.
3. Scroll to area you want to add the game to.
4. Click on **Add an activity** and select **Sudoku** under the games header.
5. Fill in the required information.
6. Once completed click **Save and return to course**.
7. Switch to student view to test game.

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>	2	5	
8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2	<input type="text"/>	A22	<input type="text"/>	4
6	A8	A9	<input type="text"/>	<input type="text"/>	9	4	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6	7	A47	<input type="text"/>
7	<input type="text"/>	8	<input type="text"/>	1	<input type="text"/>	5	2	<input type="text"/>	<input type="text"/>
9	<input type="text"/>	1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	8	<input type="text"/>	<input type="text"/>
<input type="text"/>	2	<input type="text"/>	3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	9	<input type="text"/>
<input type="text"/>	8	<input type="text"/>	A67	<input type="text"/>	A69	<input type="text"/>	<input type="text"/>	6	<input type="text"/>
5	9	<input type="text"/>	7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1	<input type="text"/>

Cells correct: 29 / 81

A8. **Absorption** Process of taking in and being made part of an existing amount of **matter**.  
 Answer:

A9. **Stream**A long narrow channel of water that flows as a function of **gravity** and elevation across the Earth's surface. Many streams empty into **lakes, seas** or **oceans**.  
 Answer:

### To play Sudoku:

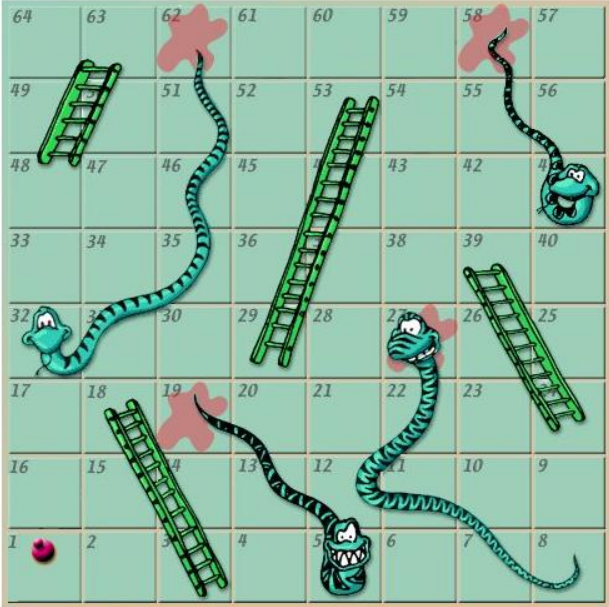
1. Click on the **Answer** you wish to guess, type the word into the box and press ENTER. Keep going until you have either completed by the games either by winning or losing.
2. At the completion of the game all the answers are in red and the congratulations screen appears.
3. **New game** and **End of game** will appear
  - a. New game with set up another Cryptex.
  - b. End of game will take them back to the home page of the course.

### To add Snakes and Ladders:

1. Turn **Editing** on.
2. Make a glossary with questions you want to use for the Sudoku activity and enter questions and answer.
3. Scroll to area you want to add the game to.
4. Click on **Add an activity** and select **Snakes and ladders** under the games header.
5. Fill in the required information.
6. Once completed click **Save and return to course**.
7. Switch to student view to test game.

**Mean** Statistical measure of central tendency in a set of data. The mean is calculated by adding all of the data values and dividing this quantity by the total number of data values.

Answer:



### To play Snakes and Ladders:

1. Click on the **Answer** you wish to guess, type the word into the box and press ENTER.
2. The dice will automatically roll and your marker will move.
3. When you land on a snake tail, if you get the question wrong you will travel down the snake.
4. Keep going until you have either completed by the games either by winning or losing.
5. At the completion of the game the congratulations screen appears.
6. **New game** and **End of game** will appear
  - a. New game will set up another Snakes and Ladders.
  - b. End of game will take them back to the home page of the course.

