



Suggested Ways to Use Games in the Classroom

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Using Games to Teach

In many cases people agree that games are a great way to review a topic, but what about using games to teach your core educational principals? Absolutely! Here are some tips to accomplish this.

Define your objective. Come up with a list of your key teaching points you want to cover.

Create questions based on your key points. Remember your key objective is to teach a topic, not to have fun. But you are using the “fun” to help you achieve your primary objective which is educational.

Choose a game format. My Quiz Show™ (Jeopardy® style game) allows for questions from 10-26, and allows for multiple question formats, like true-false, open ended, multiple choice, questions based off images or video, so tons of choices. My Billionaire Game™, uses less questions, from 1-15 questions, and really is designed for 4 multiple choice answers. Both games allow the use of summary points that can be covered after each question.

Use summary points. When you watch TV game shows their objective is much different than yours, theirs is to entertain and move the game along because it is a competition. Their objective is not to educate. If you are using it to educate, then your objectives are much different.

Slow down the game. This will increase retention and understanding of the questions and answers you want to allow time to review the key points in more detail. Since the summary points allow you many options, you can use video (SWF), JPEG, and MP3 audio files to review the topics in greater detail.

Read the questions to your audience. This helps with a previous point mentioned, you

want your audience to clearly understand the questions, so the answer makes sense to them. If it is taking some time to answer, reread the question over again. It's the question that gets the audience thinking, and this will enhance the learning. The more people think about a question the more likely they are to remember the teaching point you are trying to make.

Use Images, Video and audio. Granted not everyone can do good video, but if you can add images, audio, and even video this will only enhance the presentation to a point. If the inserts are of poor quality, you may be best to leave them out.

Use slides from your PowerPoint presentation. Because the games software allows you to use of JPEG or SWF, you can bring in slides directly from PowerPoint, you just need to convert the slide(s) to a SWF or JPEG and bring import it into the summary area. A quick note about SWF files, there are many programs that are available that will convert slides from PowerPoint into a SWF format. What is nice about this is after answering a question; you can have a mini lecture within your game using multiple slides from PowerPoint.

Use props or demonstrate procedures. Don't limit yourself to the visuals on the screen.

Make a Game to Review a Lecture.

There is an old teaching adage, *"Tell them what you are going to teach them. Teach them. Then tell them what you taught them."* Games are a perfect way to close up a talk and review the key points you want them to remember. Both game formats will work but the My Billionaire Game™ is a perfect tool to help you accomplish this. It allows you the flexibility of using 1-15 questions. We do suggest that you use a minimum of 4 questions. At the end of a talk, you play can play with 1, or two players or teams. How you do this depends on how much time you have left, but to keep the game short you want to keep your set up time short. So grab a "volunteer(s)", you may be more effective choosing them before you bring up the game. Then open up the game and you can play. Also don't be afraid to use single player mode and use your audience as a single player, you can name the player "Class".

A suggestion to make opening a game more fluid without leaving PowerPoint or similar product is to create a hyperlink to the Quiz.exe (MQS) or Play.exe (MBG) file in the folder where your game is. This will allow the game to just pop up and start. This is also a great way to break up a talk if you need some type relief in the middle of a talk. Many conference speakers love our product because it allows them to do quick games for review and for fun. ([Read article](#))

Using Game Formats to Teach Anything.

Have you ever been asked to put together a presentation with little more than a moment's notice? Or worse yet, you need to develop your presentation quickly and you know the topic is so boring that watching paint dry sounds more exciting? Game formats can help teach or review any topic, but they can also rescue any presenter from committing "death by PowerPoint". If done right using many of the suggestions we have provided for you on this website you will be more effective using a game format than a traditional PowerPoint lecture format. Remember the game is your outline and your structure for the game to cover your key teaching points. The game will help you keep and maintain your audience's attention thereby increasing their absorption of the material.

After you have delivered your introductory and opening statements, level-set your audience

with some basic information about the key points. You want everyone on the same page of knowledge before you begin asking questions. They should have enough general knowledge to answer a majority of the questions with some percent of accuracy; otherwise they will be made to feel incompetent and may “shut down” from the rest of your presentation.

The next step is to take your key points and use them to create categories in a Jeopardy-style game. With My Quiz Show® (Jeopardy® style game) you can create three to five categories with up to five questions in each category. Questions can be formatted as either True/False, multiple choice or open-ended to create dialog among your audience. Images and audio files can be added to the questions to reach the different learning styles of your attendees.

Do you have an existing presentation you’ve delivered a few times that leaves your audience flat? Leverage the good content you’ve already developed in your PowerPoint slides. My Quiz Show® allows you to attach PowerPoint slides to a question to reinforce or expand on your key points.

A game format, as we discussed in “Using Games to Teach”, is a terrific presentation technique to capture your audience’s attention and hold it right through to the end.

The graphics, sound effects and the change of pace from your lecture to interactive discussion all combine to heighten your audience’s attention level. Using a game format ensures everybody comes out a winner. It enhances your skills as a presenter and helps your audience retain information longer after the presentation ends.

Not a dynamic Speaker?

Feel like you are not the best speaker or you need some help. The game format can you help you look good, because once set up it helps your through the process. It also helps you to grab the audience’s attention and hold on to it. Simply define what your teaching objective are and create questions to help you reach that objective. Remember to try and use the summary feature of the games to go into more detail after questions are answered. You can copy and paste into the summary area additional information to go into more detail.

Slow things down. Don’t be afraid to use props or demonstrate items outside of the game. The game is really a tool for you to deliver your message. So if you need to go into more detail after a point is covered in the game, then do so. We do suggest that you go through the game before your first live performance. But you will find after a few games you will get the hang of it.

Wow people at public events or trade shows?

Doing a trade show or special event that you want to educate people on your message or product? Try using games. The key is to keep the games short. My Quiz Show™ starts at 10 questions or more, but with the My Billionaire Game, it will allow you to make games with 5-8 questions allowing for quicker games. Some additional suggestions:

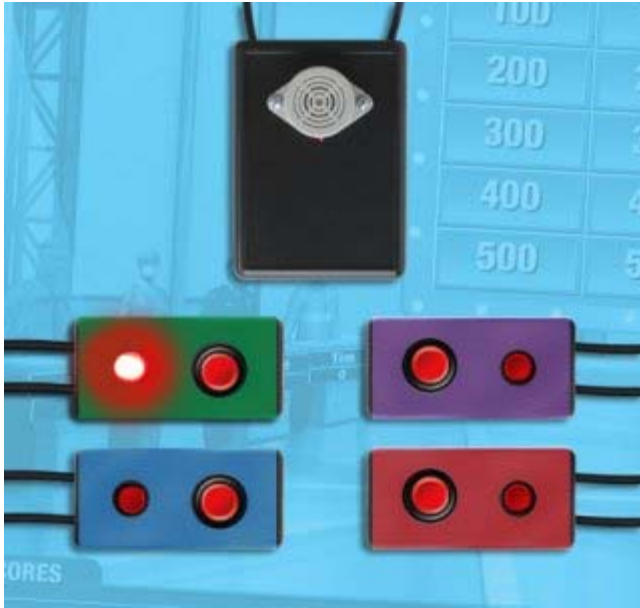
- Make multiple games. You may want to create a variety of games based off your message you want to deliver.

- Use summary points. Unless you are doing this for purely entertainment, use the summary option in the game builder so you can review after each question.

- Because this is a public event, you may want to keep the review points short and to the point.

This is a fun way for people to test their knowledge, and as they play the game others will start to gather around and watch, further helping you to get your message out. You want to make sure you have enough games to play, because people may hang around and watch multiple

games. The use of the help lines really works well here. This is a great way to have fun and get your message to your audience.



Using My Game Show Buzzers

The buzzers can be used with both game formats, but probably will be used most with My Quiz Show™. The buzzers are easy to use. They come in a set of 4, and when a button is pressed will lock out the other teams, letting you know who buzzed in. The buzzers will automatically reset after 8 seconds. When you get done naming your teams and picking out the avatars, the game will load the questions. After this the game will do a coin toss, and pick a team to start. If using buzzers, have the team that one the coin toss pick the first category. Typically, have the last team that answered the previous question will choose the next category.

If you use a bonus point option, have the team that picks the category answer the question. As mentioned previously, if you are using the game as an educational tool, you may want to slow things down a bit. When you start a game, be specific up front on the rules. Things like, who will be the judge which is usually the one running the game.

One suggestion is you may want to tell the player/teams that they can't buzz in until after you read the question, this will allow all teams to read the questions and this helps to slow things down allowing for information to be absorbed by all, not just the fast readers. If they do buzz in early, again you or your judge designee has the final word, simply dock points from the offending team. You can easily at anytime deduct points. You can stop right there and deduct the points and then start over again. A penalty of 200 points is a nice number. Remember it's your game. You will figure out what will work best for you.

PDF of Game Suggestions

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