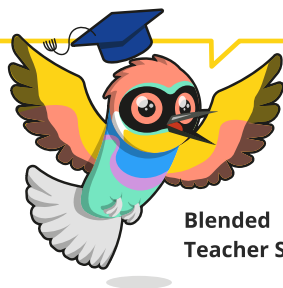


OLS BLENDED



Blended
Teacher Support

In a nutshell

Gamification is the use of game elements, such as points, levels, challenges and rewards, in settings that aren't games, for example in teaching and learning.

In language learning, gamification helps increase motivation, encourages learners to take a more active role and makes tasks more engaging. It adds a playful yet meaningful layer to the learning process, which is why it can be particularly effective in blended learning environments.

True or False?

1. Gamification in language learning mostly focuses on adding competitive elements to encourage learners.
2. Gamification can increase motivation by making learners feel more involved and engaged.
3. Gamification relies on external rewards like badges and ignores learners' intrinsic motivation.

1: F, gamification isn't just about competition; it includes collaboration and various motivators.
2: T
3: F, it balances external rewards with intrinsic motivation for lasting engagement.

Let's learn from each other!

Step into the forum and become part of our community by sharing your experiences with Support Sheets.

Join the discussion now!

[Let's Talk! Forum for trainers](#)

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GAMIFICATION



Play is the answer to how anything new comes about.
Jean Piaget, psychologist and epistemologist of development.



In the classroom

Traditional	Gamified
Listening to an audio and answering comprehension questions.	Listening to an audio, solving a mystery by finding linguistic clues and earning points.
Practising speaking by responding to the trainer's questions.	Performing improvised theatre using cards with characters, emotions and contexts.
Writing a dictation as the text is read aloud.	Decoding a secret message from a dictation using symbols or Morse code and earning rewards.



Outside the classroom

Traditional	Gamified
Listening to an audio and answering comprehension questions online.	Watching a mystery video podcast and answering questions that appear as part of the story.
Reading a short text and highlighting unfamiliar vocabulary to look up.	Guessing a hidden word in a limited number of attempts, based on clues about correct letters and positions.
Completing a writing task assigned by the trainer and submitting it for feedback.	Contributing to a discussion forum to earn rewards for participation or helpful comments.



Gamification in OLS

Don't hesitate to use OLS to gamify your training sessions!

In our courses, learners will find a variety of embedded **games**. These games are designed to engage them while practising language skills.

Learners can also earn **badges** for achieving specific goals. For example, they receive a badge when completing a game, and there are many more to collect!

You can encourage them to collect badges and use them as a motivational tool.