LEGENDS OF LEARNING

LEGENDS OF LEARNING

https://www.legendsoflearning.com/

CATEGORY: Action and Simulation Game

GRADE AND SUBJECT: For the elementary or middle school classroom for teaching Mathematics, Life Sciences, Earth and Space Sciences, and Physical Sciences.

SHORT DESCRIPTION: Legends of Learning is an online game-based learning platform offering more than 2,000 fun math and science classroom games and simulations for Elementary and Middle School.

READING TIME: 5 minutes

LEARNING GOALS: It is not easy for teachers to engage and keep students' attention hight, especially younger ones, when explaining topics that can be difficult to master such as math and science. Moreover, it may be tiring to find new methods and solutions to adapt the content of lessons to the needs and characteristics of students. Interactive and dynamic games have the potential to benefit teaching and learning, keeping students focused and engaged while learning. Also, games help teachers to make a connection with and for students by preparing more attractive lessons and educational activities.

MOMENTS OF NEED OF THE TOOL: Legends of Learning can help teachers to introduce activities and new topics, review material and reinforce lessons. It can also help students to memorize information, master the trickiest of topics, and revise concepts before tests or quizzes.

LEVEL OF DIFFICULTY (RATING) AND AGE LEVEL: Easy, 6+

WHY USE THIS TOOL: Teachers can use Legends of Learning to create game-based assignments for their class and introduce new math and science concepts allowing students to visualize them in a fun, interactive environment before listening to a lecture or opening a textbook. It is a useful tool to reinforce and review foundational concepts taught before tests and quizzes and to help students to memorize them better and longer. Legends of Learning also allows teachers to review work and assess students' knowledge and progress through the games and see in real time whether students are getting lessons. Teachers can create individualized playlists of games and activities for their students. Students can play legendary learning games, while parents can follow all their progress.

Gamification of DIGITAL LEARNING

TOOL DESCRIPTION: Legends of Learning contains more than 2,000 fun math and science classroom games. For each topic, the platform offers many games that teachers can select according to their learning objectives and add to a crated class playlist. Generally, games in Legends of Learning do not aim to teach new content, but to integrate with lessons; some games introduce content, but often only through short text. The platform also allows real-time monitoring of students' performances. A recent addition to Legends of Learning is the Awakening game, a role-playing game designed to be played at home: students receive cards that allow them to accomplish certain actions after answering a question correctly.

PREPARATION AND HOW TO USE THE TOOL: To start using Legends of Learning it is necessary to choose among a Teacher, Student or Parent profile and create an account. Teachers can choose and select games according to the topic to be covered and create a classroom playlist. Teachers can create multiple playlists for different groups within a single classroom: the lists run concurrently, allowing the personalization of learning. Games cannot be modified, so teachers cannot add their own questions. Some games are characterized by graphics and quirky characters, while others have music or robot voice-overs. Most games present a series of multiple-choice questions that pop up to review content before continuing the game; others have fill-in-the-blank questions, memory games, etc. When students start playing, they create a personalized avatar and they gain points and level up if they accomplish certain actions after answering questions correctly.

THE EXAMPLE: There are many examples of the games available in Legends of Learning here https://www.legendsoflearning.com/teachers/

The Carpet Merchant

RESOURCES NEEDED: Computer/Notebook/Mobile phone – Email address – Interactive whiteboard – Internet connection

ADDITIONAL REFERENCES:
- Legends of Learning: a brief explanation https://youtu.be/3Zjfc9N-Nmc
- How to Create and Launch a Legends of Learning Playlist https://youtu.be/2JNzIrygTqo
- Legends of Learning: Creating an Assignment with Games and Assessments https://youtu.be/KydiG--SnYk

PROS AND CONS OF USING THE TOOL:
PROS Gamification; interactivity; a huge selection of games; real-time results and progress monitoring.
CONS Internet connection required; gameplay often too simplistic and not connected to content; some misspelled words or mistakes in games; a very repetitive format; no feedback after incorrect answers.

TEACHERS' RECOMMENDATION RATE (SCORE): 3/5