

Teachingame. Case 1

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Teachingame

Teachingame creates new forms and products for solving educational tasks: simulations, business games, online courses, workshops.

- Clients: universities, non-profit organizations, companies. Also work directly with schools, teachers and students.
- Main mission: to make education more interactive, immersive and fun.

Problem: Create tools to make education more engaging

- find out real teacher's and student's needs,
- solve their problem by creating a tool



teachingame

Research: Teachers

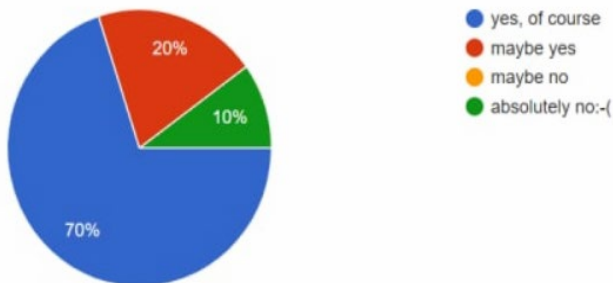
How long does it take to prepare for one lesson?

10 ОТВЕТОВ



Do you think it's necessary for students to teach each other?

10 ОТВЕТОВ



Results:

1. Teachers actively use interactive technologies making tasks with the help of videos from YouTube, questionnaires and exercises.
2. Teachers spend a lot of time to prepare for a lesson and to find appropriate materials with the aims of the lesson.
3. Teachers support the idea that interaction between students is necessary for their productivity.
4. Soft skills are crucial for everyday life and it is almost a must to help students learn them.

Research: Students

Results:



1

In general, students are satisfied with the educational process. However, it is possible to highlight the disadvantages.



2

Most students are not engaged in the learning process. It's hard to work online, interact with a teacher, lack of interactivity.



3

Most students don't like online courses. The problem is the heavy load of online courses. Students are concerned about the attitude of teachers and the possibility of spending less time on preparation.



4

Many teachers do not use additional materials to engage students. The most used are Kahoot, YouTube, Zoom, Padlet and university platforms

Creating ideas, finding solution

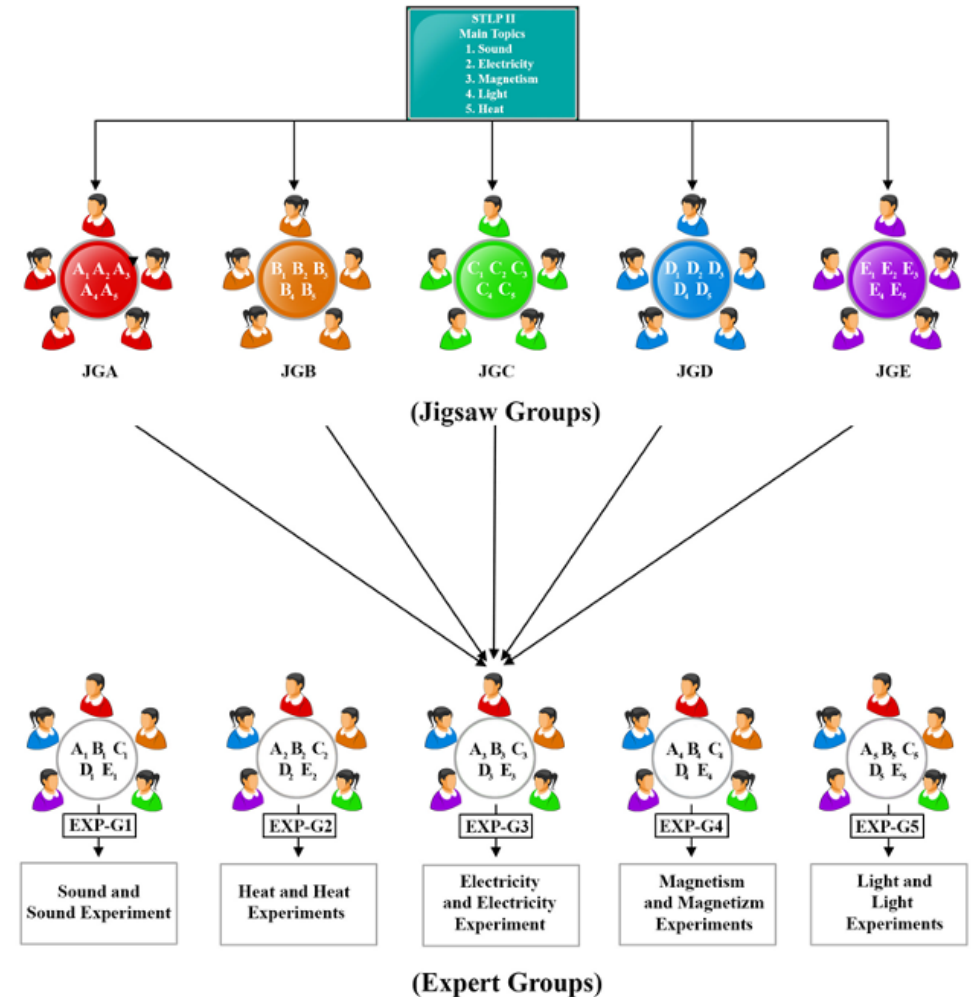
OUR 8 IDEAS:

- Patronage of schools (collaboration with schools on a test mode to check how it will work)
- Jigsaw reading (students cooperate to find a solution to the question + project work)
- Single platform (a part of marketing)
- Game “How to be an adult”
- Sex education (interactive course for schoolchildren)
- Soft skills course
- Friendship is magic
- Lessons scenario

*Yellow highlight is the choice of the commissioner

Lesson scenario: Jigsaw reading with elements of project work

3. **Lead in** - 2- 3 min - Photos (what is the common topic for these pictures?): What are the similarities/differences of these 2 pictures? What is the common topic for both of them?



Jigsaw reading



1 step

Each of the students gets a piece of the whole text.

The task: read your piece of the

2 step

Each of the students goes to new group - students who also have the same piece.

The task: cooperate with the students who has the same piece of the text. Discuss it and think of how to present it to others.

3 step

Students return to their initial group - students now present their texts, discuss and do a small creative task.

The task: return to your initial group. Retell your text, discuss it together and do a task.

Text

Each of a students has a piece of information to study

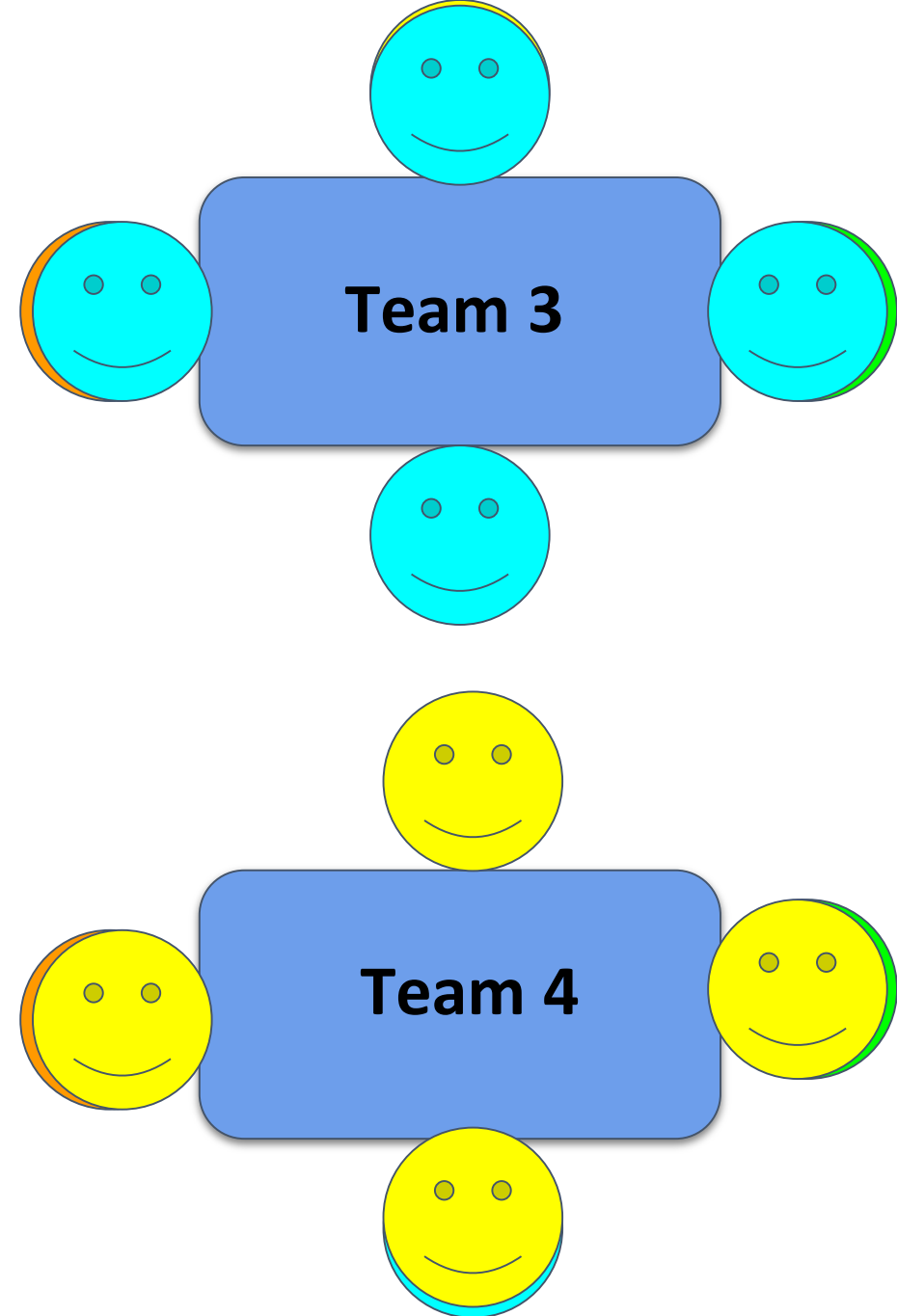
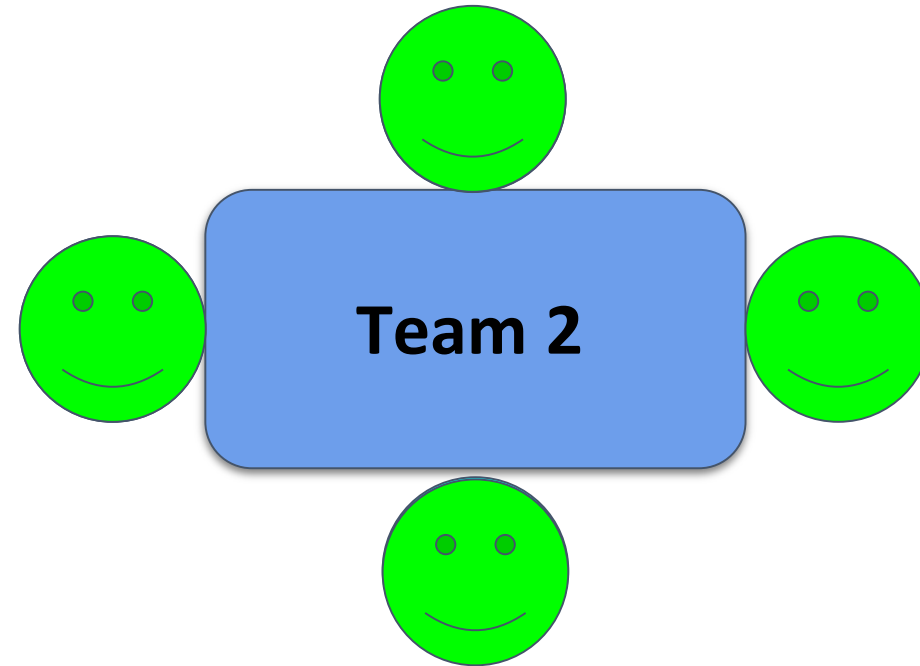
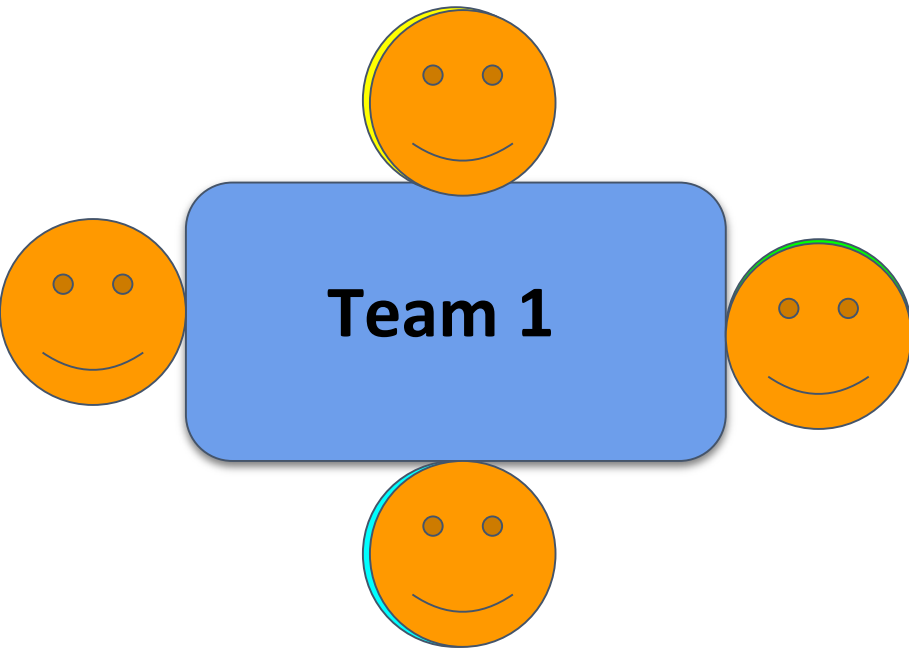
1. Want to get creative ideas? Go for a walk! - A TED talk by Marily Oppezzo

“The creative process from the first idea to the final product, is a long and sometimes difficult process. So what frame of the creative process did we focus on in our research? Just the first part - brainstorming, **coming up with** a new idea. But what a creative thing is? An idea is creative if it's appropriate and it's novel. We found out that the people who went for a walk were more successful in making creative ideas, and good results were also shown by people who were walking on the treadmill. So the implication of this is that you should go for a walk before your next big meeting and just start brainstorming right away.

We have some tips for you that will help make this the best effect possible. First, you want to pick a problem or a topic to brainstorm. This is something you're thinking about ahead of time. Also, you want to come up with as many ideas as you can. One key of creativity is to not **lock on** that first idea. Keep

How does it work?

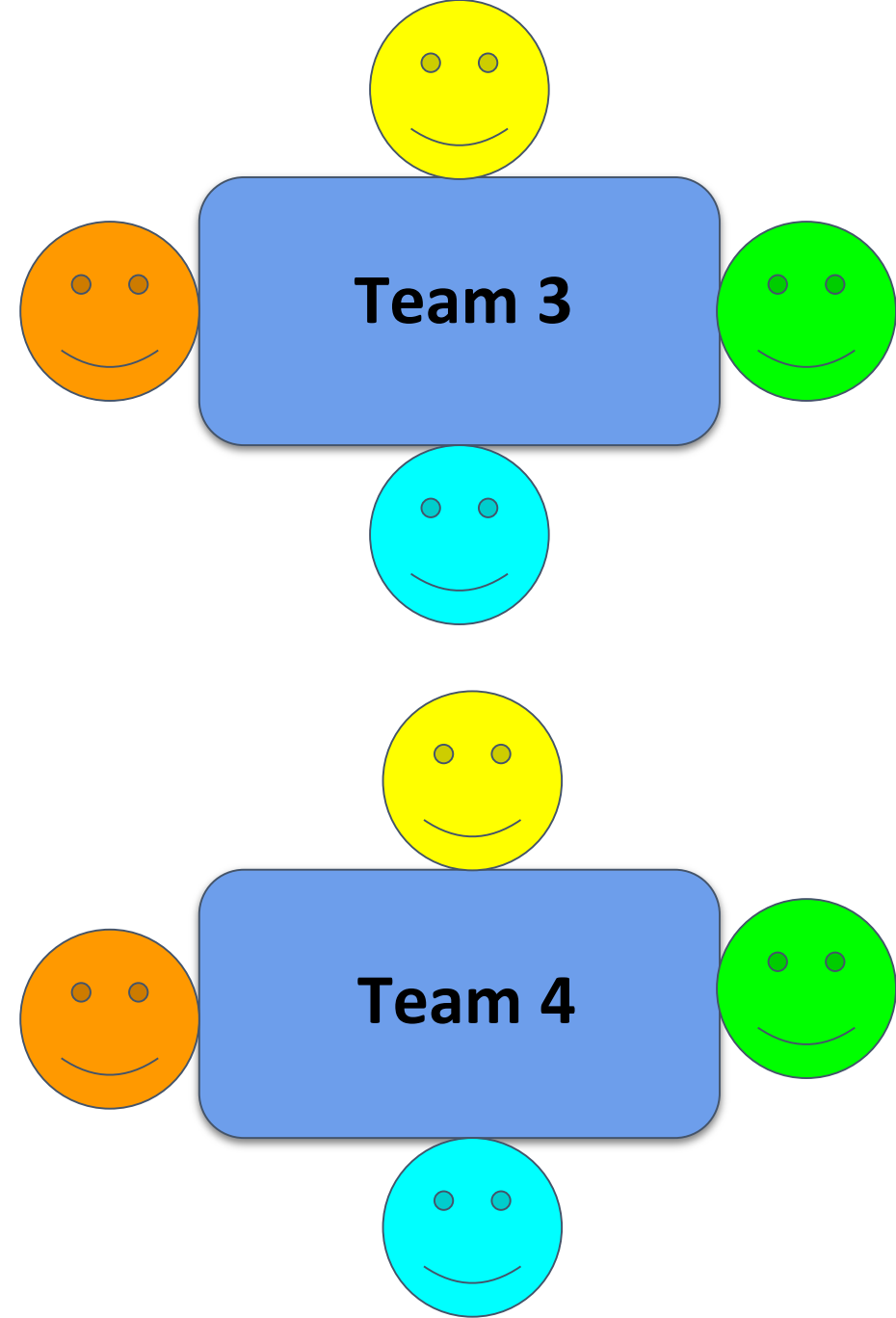
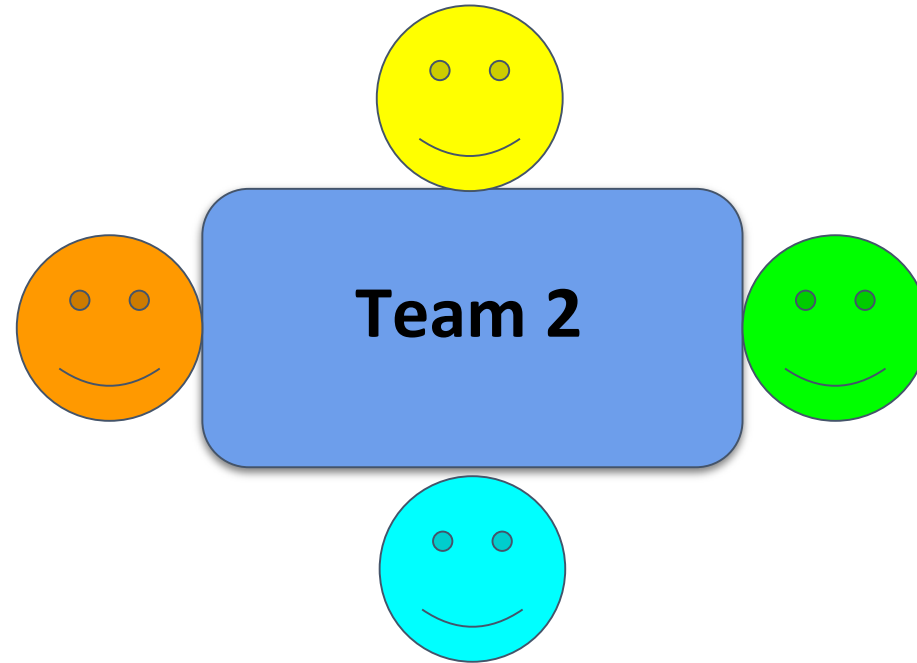
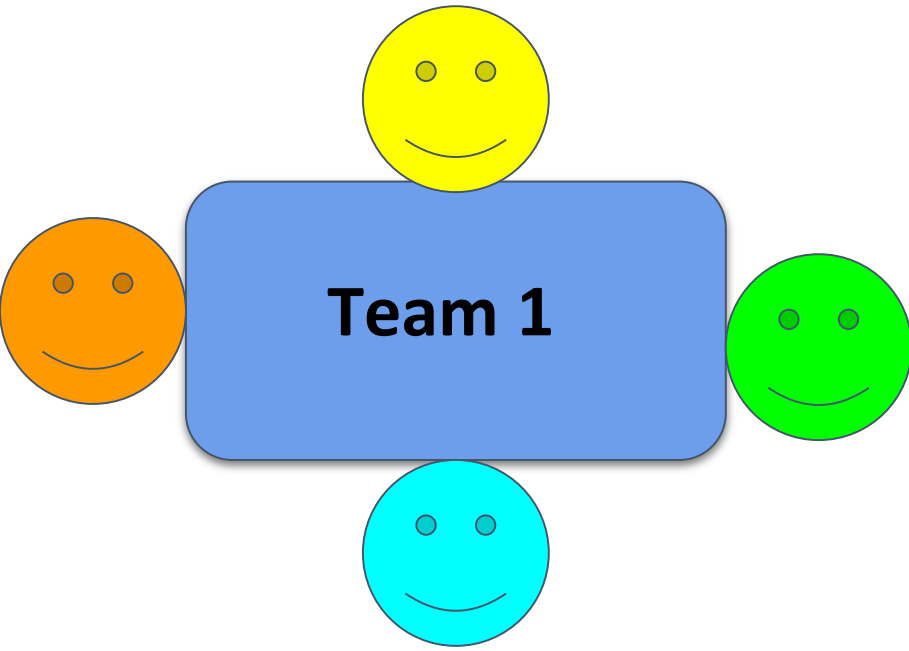
1 step - individual
reading
2 step - group
discussion and
reading



How does it work?

3 step - retelling and discussion in initial groups

4 step - working on a team's project task



It looks like a puzzle

Students work individually to develop their language skills: reading. They also guess unknown words and practice reading for gist and detailed reading.

Students work together and practise language skills: speaking (monologue, dialogue and polylogue) and listening.



Students work individually to develop their soft skills: time management, creativity and presentation.

Students work together on such soft skills as: cooperating, teamwork and communication.

Simulation game



everyday-life
problems

one whole system

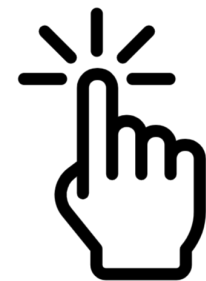
(international)
students

part of lessons

Let's explore



<https://www.figma.com/proto/OpW5C9QDxMARqqUVbM2XHh/Untitled?node-id=0%3A1&scaling=min-zoom&starting-point-node-id=12%3A122>





Thank you for the attention!

