
Interactivity and Engagement Blog

HIGH SCHOOL MATH TEACHERS

Introduction

.Active student participation is not just a theoretical concept but a practical approach that removes barriers to subject content. Gamification, a teaching and learning method that uses game mechanics to boost student engagement, is gaining traction in education. It is not just a trend but a powerful tool that overcomes student challenges and enhances learning (Zainuddin et al., 2020). By fostering critical and creative thinking, gamification leads to deeper understanding (Lomicka, 2020). This practical application of gamification fosters critical and creative thinking, leads to deeper understanding, and overcomes student challenges, making it a valuable instrument for educators at all grade levels to use in their instructional settings. Researchers are increasingly interested in using gamification in education, highlighting its practical benefits in the classroom. Technology has significantly impacted and revolutionized every aspect of education.

The most challenging aspect of being a high school Special Education Math Co-teacher in a Title I school is sustaining student interest and motivation. However, I have found that game-based learning websites, such as Kahoot, Nearpod, and Booklet, can effectively capture and maintain students' attention. These platforms leverage the elements of gamification to make learning more engaging and enjoyable for students, enhancing their motivation and interest in the subject matter. This success story should encourage educators to explore these tools and consider their potential in their classrooms.

Kahoot!



According to Uzunboylu (2020), This platform delivers and presents questions to students. The game is designed for students to play either independently or in groups. In the classroom, educators administer multiple-choice or true-or-false questions to students using a digital display. Each question is subject to a character restriction of 95 and is presented within a time frame ranging from 5 seconds to 2 minutes. Additionally, respondents are limited to selecting four answer alternatives. After each question, the correct response and a scoreboard showing the individuals who have achieved the most significant points will be shown. Instructors can monitor student progress and scores at any given moment.

- **Cost:** Kahoot! is free for students, instructors, and private users. However, teachers can upgrade for \$1 and \$3. Three package choices are available for businesses: Kahoot! Plus, priced at \$10 per month; Kahoot Pro, priced at \$20 per month; and Kahoot Premium, priced at \$40 per month (Uzunboylu, 2020).
- **Support:** The platform's easy design allows teachers and students of all ages to utilize it efficiently. Kahoot! allows users to create quizzes and activities, resulting in more relevant and customized learning. The company's YouTube account includes instructional videos, which can also be found on the website. These instructions will teach students how to create and play games on the platform. The website also has a help center to assist anyone with technical difficulties (Uzunboylu, 2020).
- **Connectivity:** To utilize Kahoot!, a contemporary computer or portable device equipped with a recent variation of a prominent HTML5 browser (e.g., Google Chrome, Firefox, Safari) or an iOS or Android device pre-installed with our mobile application is required (Uzunboylu, 2020).

Nearpod



Zainuddin (2020) states that Nearpod enables educators to design interactive classes for students. It uses evaluations, interactive exercises, and multimedia to keep students engaged. One of my favorite aspects of Nearpod is the ability to create interactive slides where students may answer questions, draw diagrams, or collaborate to complete tasks before going on to the next segment of the course. To motivate and engage students, provide them several opportunities to interact with their subject. Students are actively involved in the exercise because they must finish the assignment before proceeding, which motivates them to study. Using the evaluation tools, provides me real-time feedback while monitoring my students' development. When I can identify where my students are having trouble, I can more effectively modify my support to meet their needs. Nearpod lets students create virtual reality experiences using movies, photos, and audio recordings. These encounters may transport individuals to other places and enable them to.

- Cost: The free plan from Nearpod has all the features you need but limits the number of students that may connect at once and has less storage space. These limitations should not be problematic unless used for every class or school-wide event. Gold is \$159 per year, and platinum is \$397 per year; these are two of the costliest choices. These methods improve storage and concurrent student enrolment. Despite the high cost, your institution may provide a subscription with even more amazing advantages. Before making payment, your district must approve the improvement (Zainuddin, 2020).

- Support: Nearpod is an exceptionally user-friendly and captivating tool that has proven beneficial for remote learning and is expected to maintain its efficacy in educational settings. The website and YouTube include tutorials that instruct users on using the platform. Nearpod support staff can be reached by live chat, email, or phone (Zainuddin, 2020).

- Connectivity: Nearpod is not picky about the kind of network you use, although they recommend the latest technology that supports several connections at once. Students should simultaneously use the platform 100-250 kbps (Zainuddin, 2020).

Blooket



According to Haleem (2022), Blooket's dynamic, challenging, and engaging nature maintains kids' attention and motivation to acquire knowledge. The game-like interface is a prominent characteristic of Blooket. The game has been intentionally created to maintain a high tempo, whereby students engage in competitive activities to respond to inquiries and accumulate points. The game's competitive element fosters student engagement by motivating them to strive for excellence and maximize their point tally. The game's vibrant visuals and enjoyable auditory elements also aid in maintaining pupils' focus.

- **Cost:** Blooket has three membership options, one of which is a free subscription that includes all the classroom features. The free edition of the game offers unlimited sets and edits, unique game modes, question set search, and compatibility with 60 players. The membership options available are \$2.99/month and \$4.99/month, offering a range of valuable add-ons at an affordable cost.
- **Support:** Blooket provides a user-friendly interface that facilitates ease of navigation and use for educators and learners. The business offers instructional videos via both its YouTube channel and its website. To contact tech support, you are recommended to email the company at contact-us@blooket.com. It is recommended that individuals contact customer care using the email address linked to their Blooket account.
- **Connectivity:** Blooket is compatible with a wide range of operating systems and does not need specialized applications. Blooket allows students to connect using their computers, tablets, or smartphones during an instructional session.

Summary

In contrast, interactive learning allows students to put what they are learning into practice daily. This leads to a more profound knowledge of the content. The advancement of technology may have both positive and negative consequences. It offers a wealth of knowledge but also increases the risk of being distracted by the volume of data. Distractions such as social media, gaming, and irrelevant websites may cause children to lose focus on academics. To educate students on using technology safely, educators should emphasize the need for time management and critical analysis of online sources. Protecting students' personal information is crucial in today's increasingly technology-driven schools. Educational institutions must adhere to ethical data collection and storage and use guidelines to safeguard sensitive student data. To build trust and create secure learning environments, it is essential to balance the benefits of technology against privacy concerns.

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