

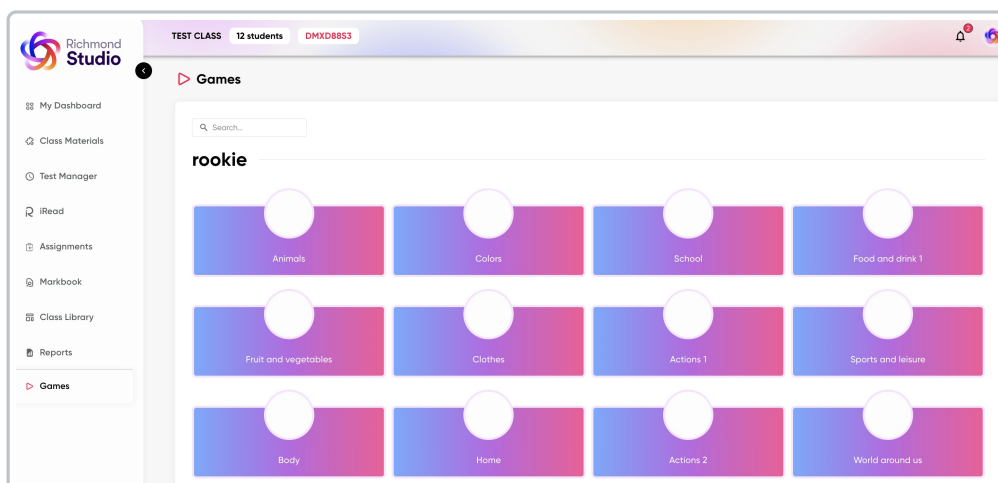
# Games

03/23/2026 8:26 pm EDT

[Leer artículo en español](#)



They are interactive activities designed for dynamic English learning.



Item	Description
<b>Objective</b>	To reinforce vocabulary, grammar, listening comprehension, and reading through play.
<b>Type of activities</b>	Memory games, crosswords, multiple-choice games, word searches, matching words with images, among others.
<b>Access</b>	They are located in the main class menu, as the last option, marked with the <Play> icon.
<b>Interactivity</b>	Students play directly on the platform. They receive immediate feedback (correct/incorrect). Their progress is saved, along with the number of rewards (gems) earned.
<b>Motivation</b>	Gamification elements are used to increase engagement: sounds, scores, colors, and animations.
<b>Evaluation</b>	They are not graded, meaning they do not generate traceability.
<b>Desing</b>	Adapted to the school level.

## Animals

Search...



Pri\_Rookie\_Animals\_Game1



Pri\_Rookie\_Animals\_Game2



Pri\_Rookie\_Animals\_Game3



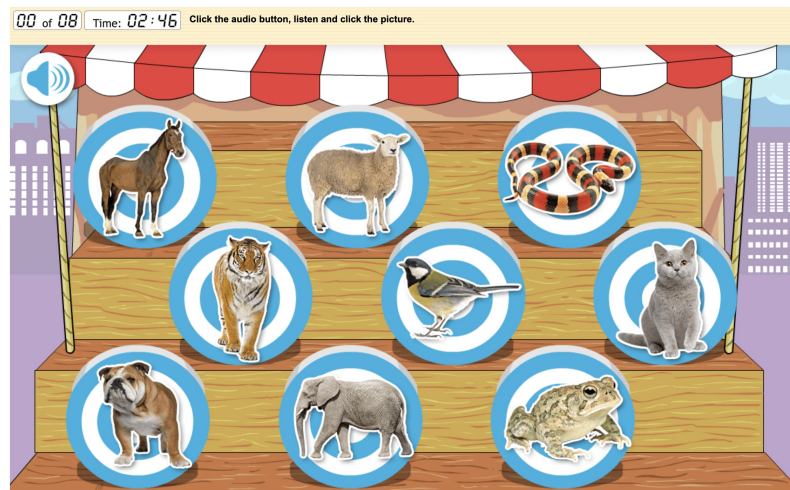
Pri\_Rookie\_Animals\_Game4



Pri\_Rookie\_Animals\_Game5

Example: Game Options for the <Animals> Topic

### Pri\_Rookie\_Animals\_Game1



Example: Game *Pri\_Rookie\_Animals*



The game options include levels according to the student's corresponding progress.