Games

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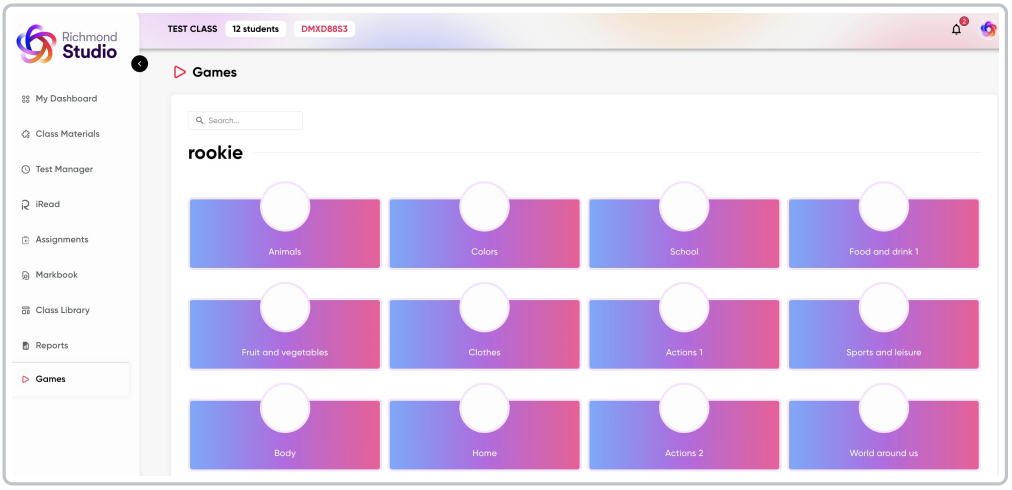
Games are interactive activities designed for students to learn English in a dynamic, engaging, and effective way, through the use of playful resources and gamification elements.

This option is available within each class. To access the games, you must have an active subscription on the platform.



Element	Description
Objective	To reinforce key English learning skills such as vocabulary, grammar, listening comprehension, and reading through gameplay.
Types of activities	It includes a wide variety of activities such as: • Memory games • Crosswords • Multiple-choice games • Word searches • Matching words with images • Among others
Access	They are located within the main menu of each class. It is the last option, identified by the **<Play>** icon.

Element	Description
Interactivity	Students interact directly on the platform. During the game: • They receive immediate feedback (correct or incorrect answers). • Their progress is tracked. • They earn rewards such as gems or incentives.
Motivation	Gamification elements are incorporated, such as: • Sounds • Animations • Eye-catching colors • Scoring systems This increases student interest and participation.
Assessment	These activities are not graded. They do not generate tracking data nor directly impact the student's formal evaluation.
Design	The games are designed and adapted according to the student's school level, ensuring they are appropriate and progressive. The games are organized into progressive levels, which allows them to: • Adapt to the student's progress. • Gradually increase difficulty. • Reinforce content already covered in class. • Support autonomous learning.

Example 1: Game Options for <Animals>

Within a unit about animals, students can find games such as:

- Matching animals with their names
- Identifying animal sounds
- Word search with related vocabulary

Ejemplo: Opciones de Juegos para Animales

Example 2: Game *Pri_Rookie_Animals*

An interactive activity in which:

- Images of animals are presented.
- The student selects the correct option in English.
- Immediate feedback is provided.
- Gems are accumulated based on performance.

Ejemplo: Juego Pri_Rookie_Animals

Why are they great?

- They promote active learning.
- They improve information retention.
- They increase student motivation.
- They allow practice without the pressure of assessment.
- They reinforce content covered in class.