

Penny Pangolin Series

Blooket Interactive Game Tutorial

Hyperlinks to take you to gamify your lesson!



THE BLOOKET LINK FOR YOUR RESOURCE IS:

<https://dashboard.blooket.com/set/67aa61f12f4c058d231f74a4>

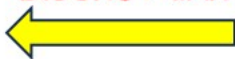
If you are new to Blooket, tutorial slides and videos follow this page.

THE BLOOKET LINK FOR YOUR RESOURCE IS:

BLOOKET:

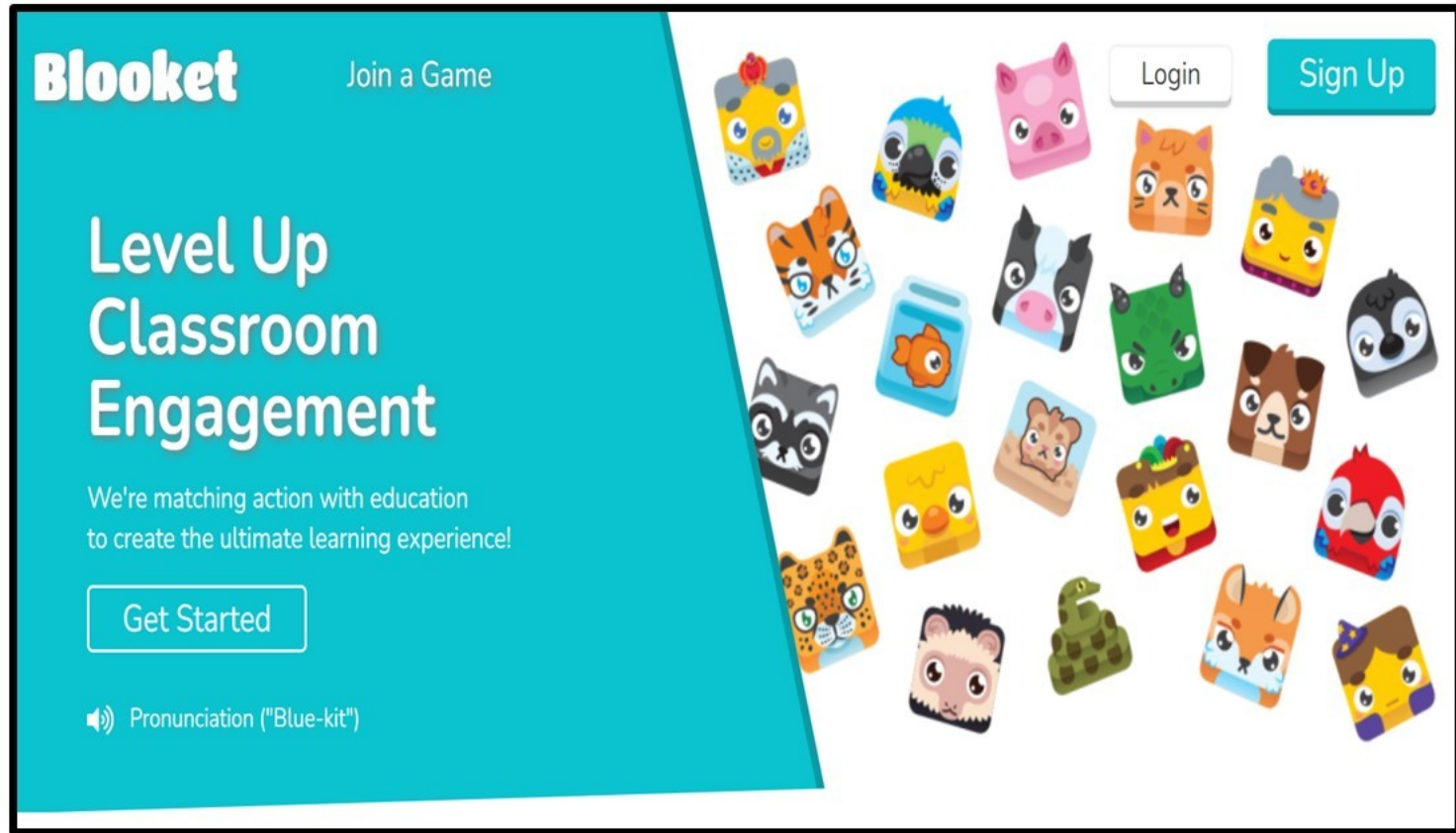
A digital game your students can play online for FREE! The Penny Pangolin Series Blooket has questions about characters, events within the book, and reading comprehension. See direction page on how to do the activity!! Click to the next slide for a Blooket tutorial if you are new to Blooket.

<https://dashboard.blooket.com/set/67aa61f12f4c058d231f74a4>

Blooket link


If you are new to Blooket, tutorial slides and videos follow this page.

A STEP-BY-STEP GUIDE ON HOW TO USE AND INCORPORATE BLOOKET INTO YOUR CLASSROOM.

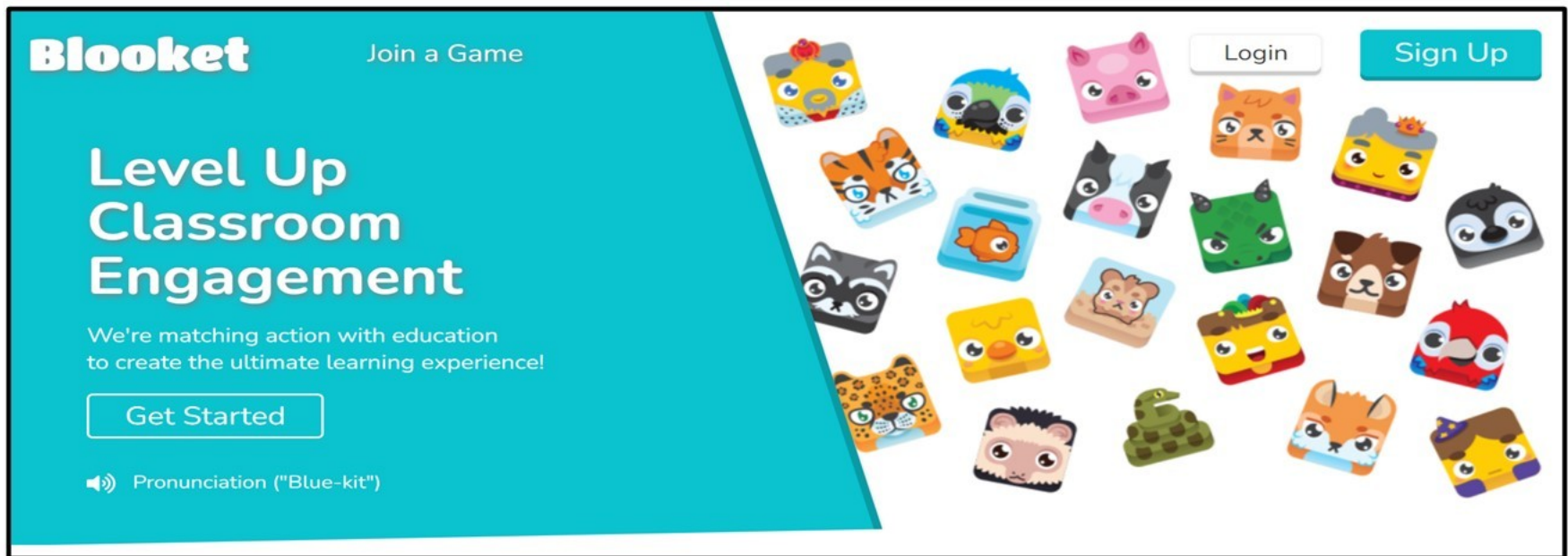


IMPORTANT TO KNOW FIRST:

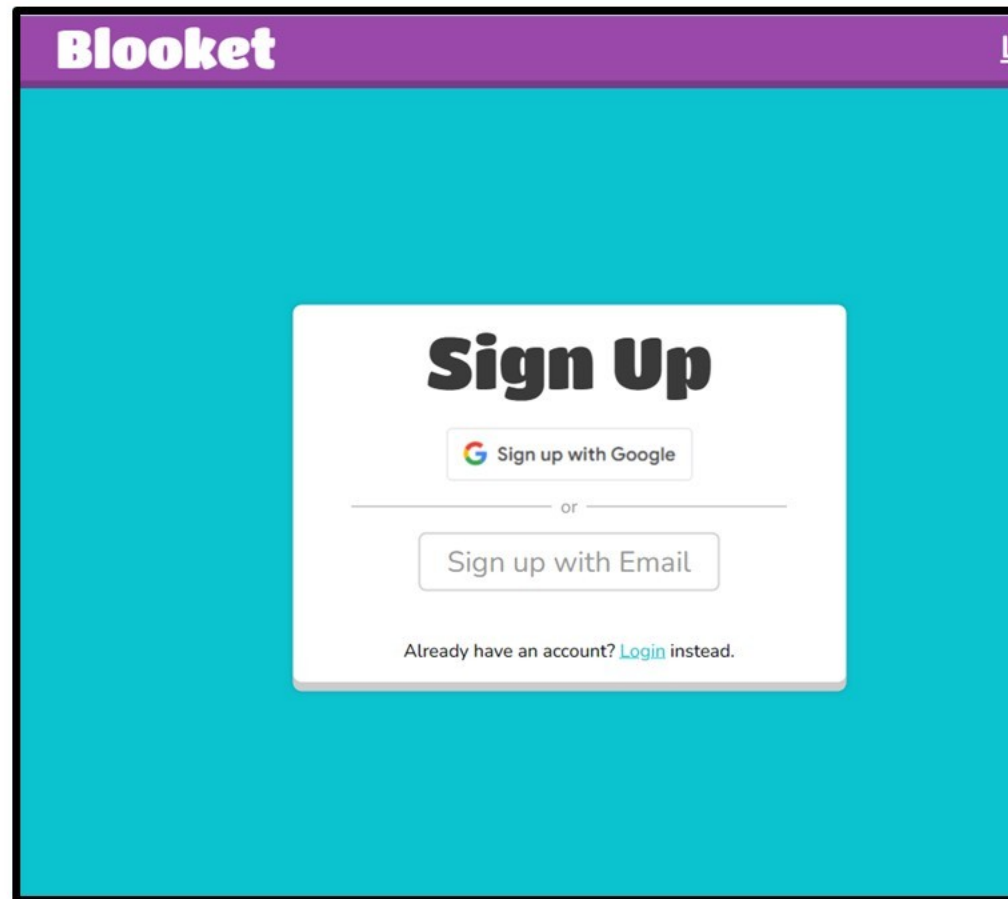
- This is ALL FREE!
- Teachers will need to signup for a FREE account before playing a Blooket with his/her class. (By going to www.Blooket.com)
- Students do NOT need a login or an account to play the Blooket.

THE FIRST 3 SLIDES ARE TO INFORM TEACHERS ON HOW TO SIGN UP FOR THEIR FREE ACCOUNT ON BLOOKET.

1. Teachers: Go to <https://www.blooket.com/> to sign up for a FREE account.



2. You will then be given the option to sign up with Google or sign up with an email. You will then be asked to sign up with a verification code that was sent to your email.



3. You will set up a password for your account. Once you do this you will be SET up to start using Blookets with your class!

4. Watch this video for more explanation of how to use Blooket with your class. It is a quick 5 min tutorial from the Blooket website.

<https://youtu.be/61OXLotV540>

Once you have your **FREE** account set up,

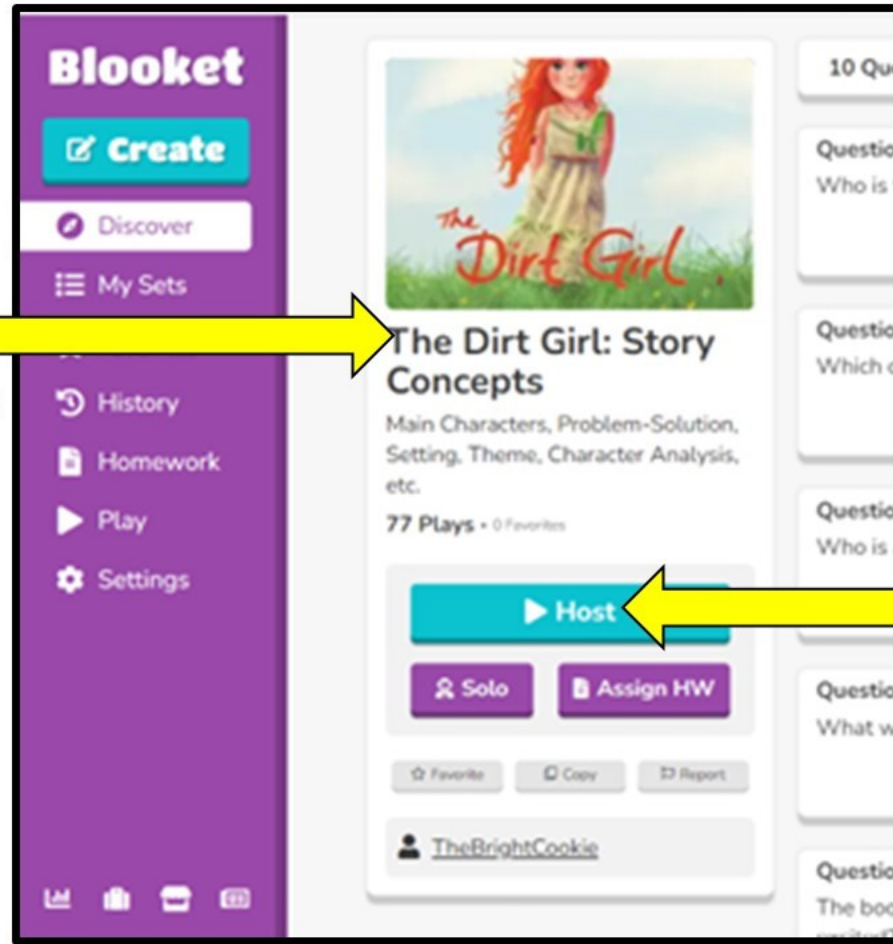
Follow the steps in next slides to

learn how to set up an actual game

using the customized link you will be given.

1. The **custom link** for each Blooket will be given within the resource.
The teacher will enter the link in the search bar, and the Blooket will immediately pop up on the screen.

Ex: This is one of the customized Blookets for The Dirt Girl, by Jodi Dee.



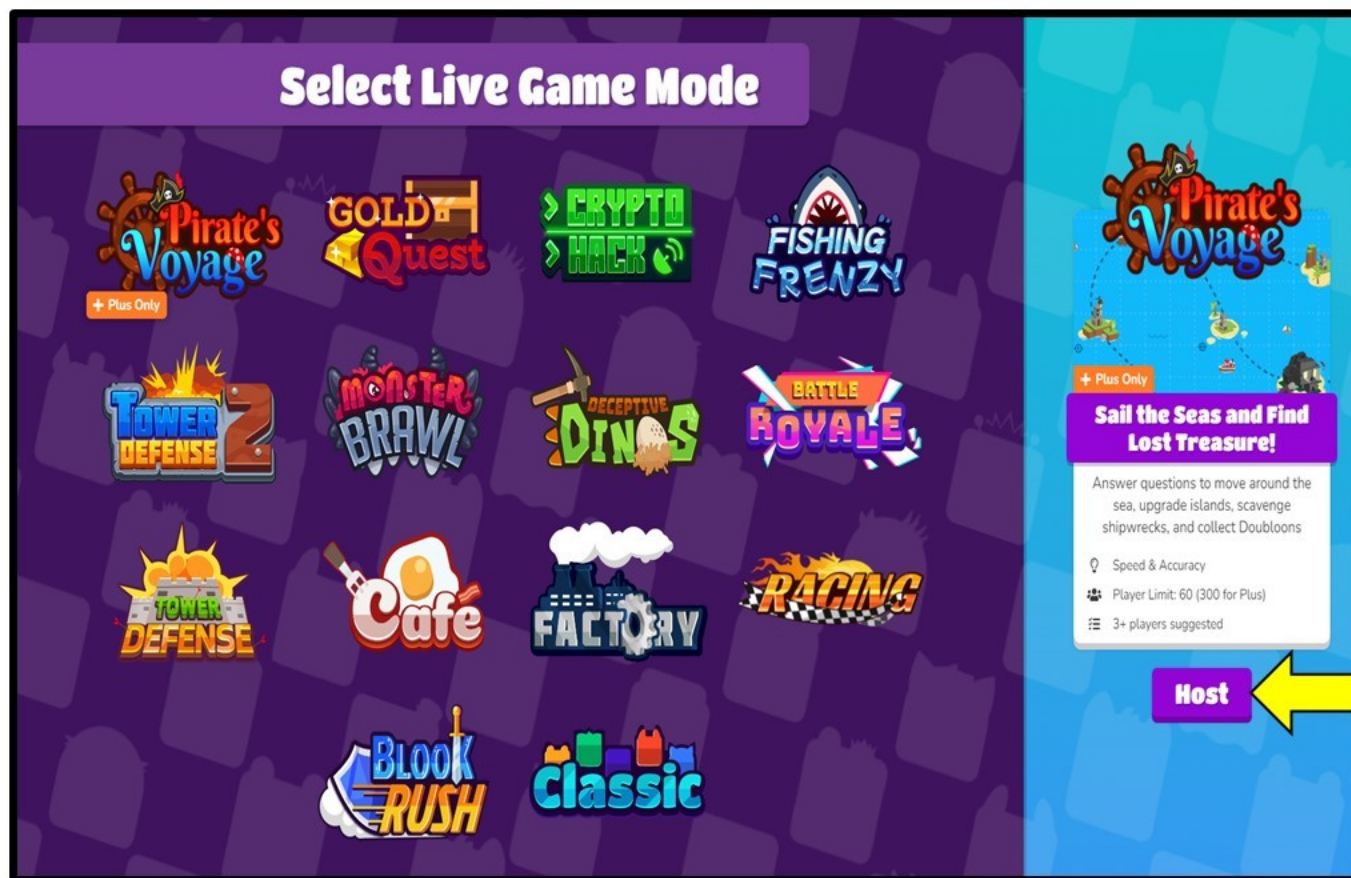
2. NEXT

The teacher will press the **HOST** button.

3. THEN,

The teacher gets to choose which of 14 different games he/she wants the students to play. Each game will be played with the same set of questions.

A tutorial on how to play each game is on the website.



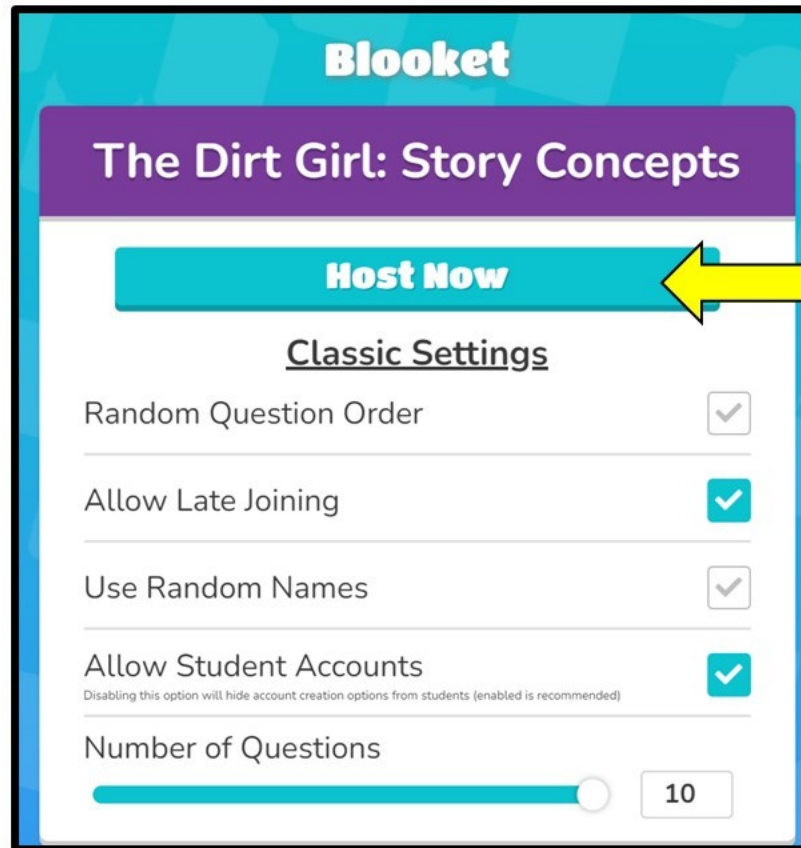
4.

The teacher will press the **HOST** button once the game is chosen for students to play.

5. NOW,

The teacher will set any settings he/she wants for the game.

*Use Random Names: WARNING: This allows students to name themselves whatever they want to.



Blooket

The Dirt Girl: Story Concepts

Host Now

Classic Settings

Random Question Order ☐

Allow Late Joining ☒

Use Random Names ☐

Allow Student Accounts ☒
Disabling this option will hide account creation options from students (enabled is recommended)

Number of Questions

Click on:
6. HOST NOW



Go to play.blooket.com
and enter Game ID:

1520761

★ Game ID



0

Blooket

1 More

After the teacher “hosts” the game, students
will need to go to play.blooket.com
and enter in the “Game ID” that is on the teacher’s screen.
The students will then see the images on the next side.
The Game ID is different for each game.

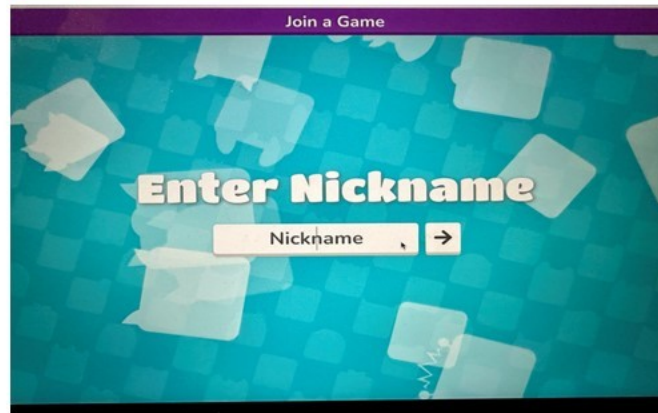
This is what the student screens will look like:

1.



Student enters
Game ID that is on
teacher's screen.

2.



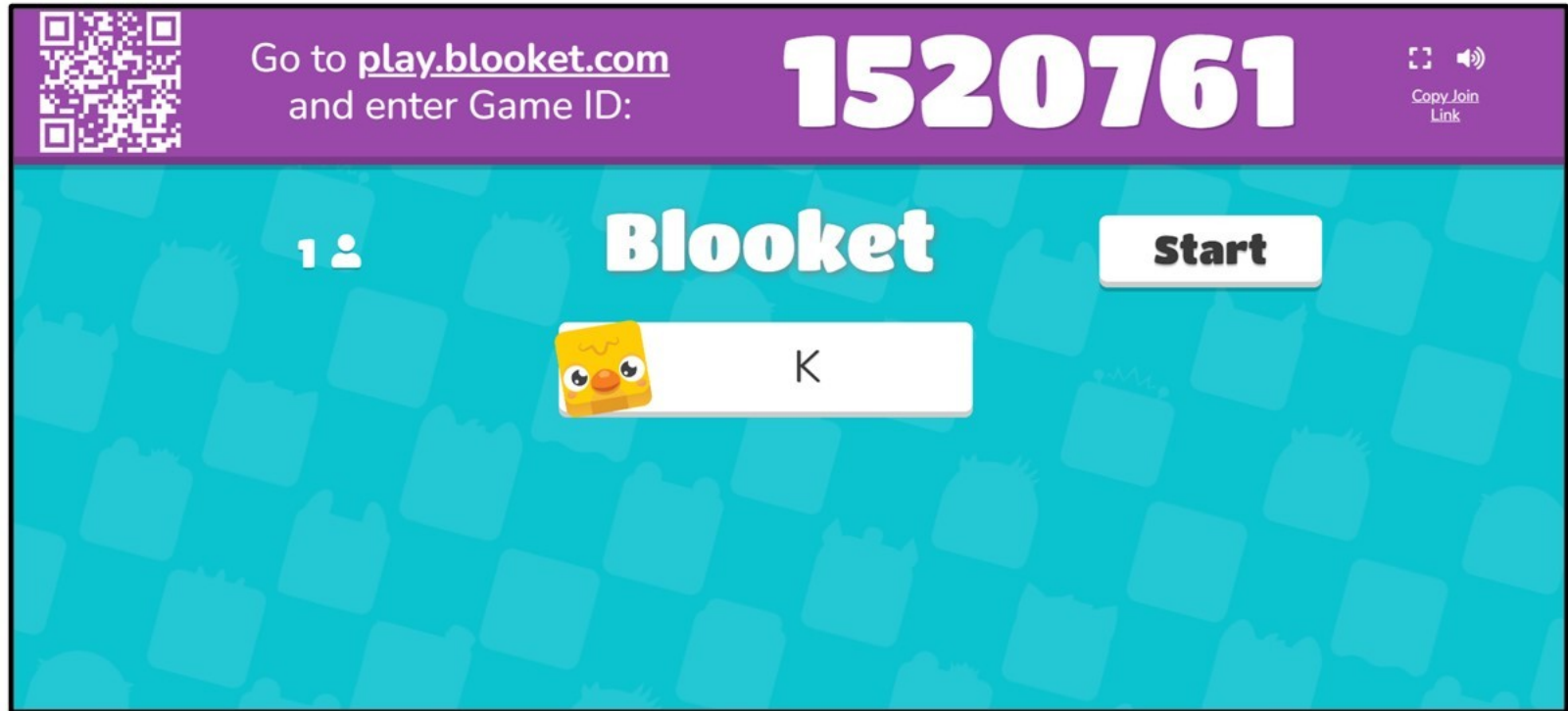
Student enters
their name.

3.



Student chooses
a character to be
in the game.

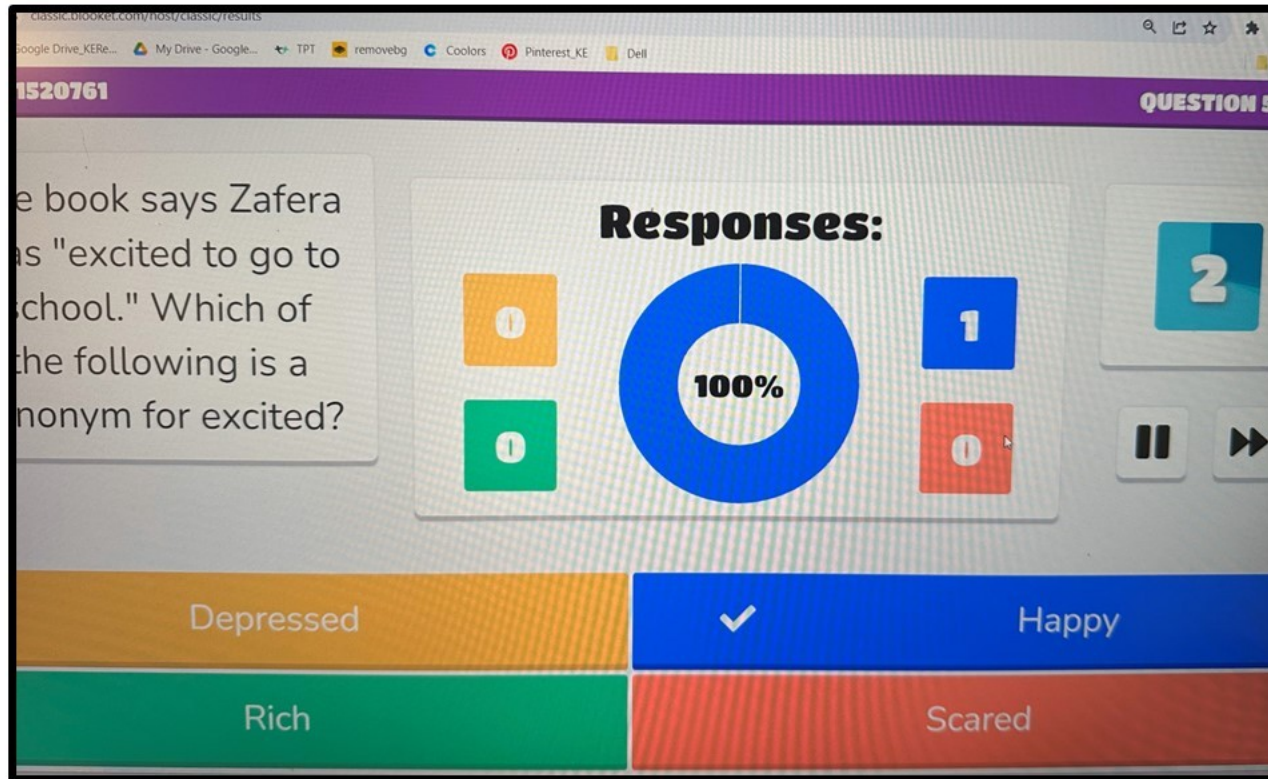
Teacher can see as his/her students are ready, and pushes **START** when everyone is logged in.



When the teacher clicks on start, the game will begin, and the first question will pop up on both the teacher and student screen.

This process will continue until all the questions have been answered and the game has been completed.

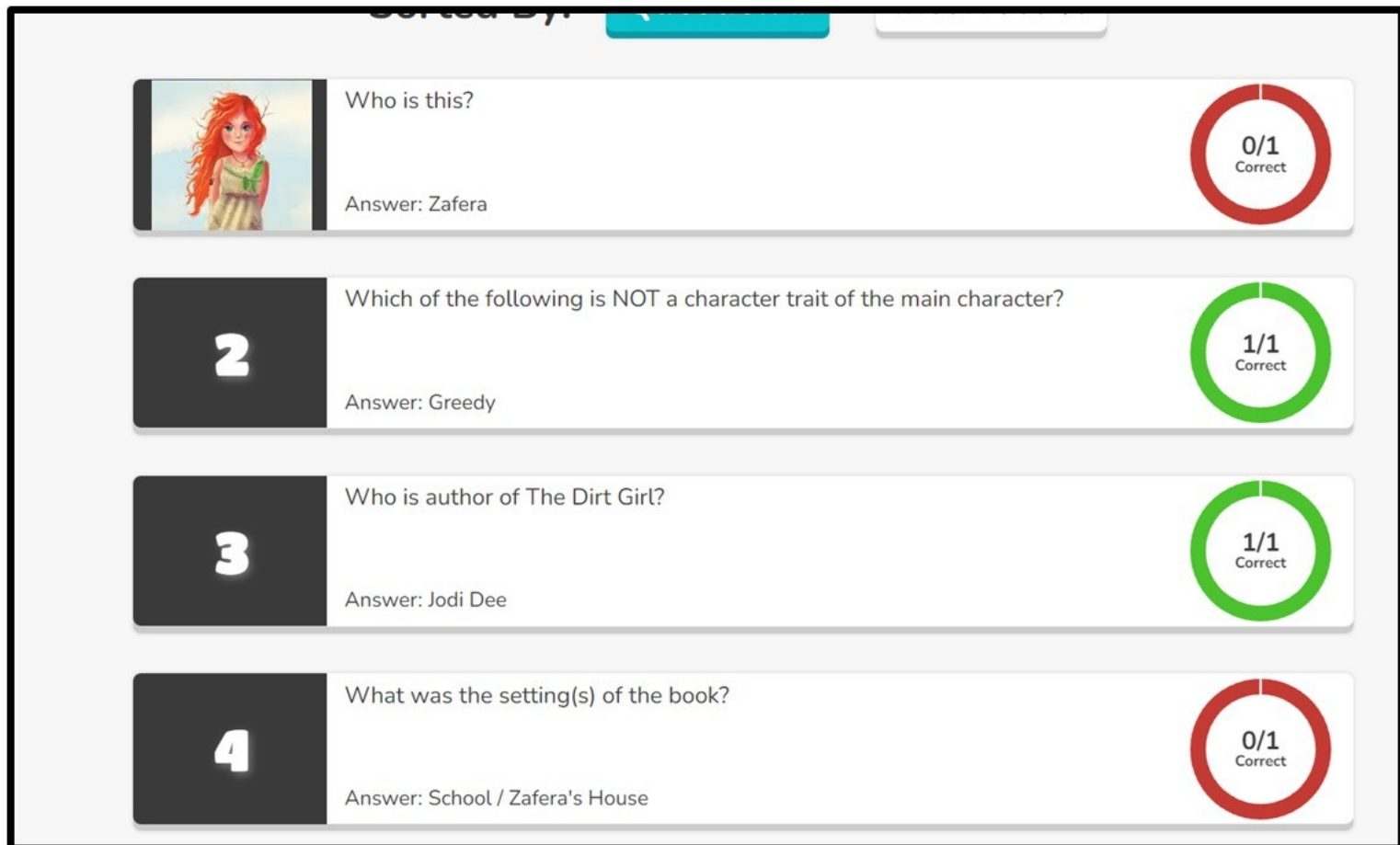
Teachers can see the results from the student responses immediately after each question.



This screen does not tell WHICH student missed the question. It is an overview of how the class did for this question.

When the game has ended, the teacher can click on the "RESULTS" tab and see the class results for each question.

From there, the teacher can analyze the data and see if there are any concepts that need to be reviewed.



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Thank you to all the incredible artists who contributed to this resource with their beautiful design elements and expertise!

Click on the picture of Wayne D. Kramer, the author, to be taken directly to his website.

