Gamified Recall

In this session, learners reinforce foundational knowledge by participating in interactive games focused on recalling key course concepts. Games can include trivia-style competitions, flashcard battles, escape rooms, Jeopardy, Bingo, or rapid-response quizzes. These sessions boost engagement, spark energy, and provide a low-stakes environment for checking understanding. They're especially useful early in a course or at the end of a module to review material.

Session Details

Category	Details
Difficulty Level (Facilitator)	Moderate. Requires planning, game setup, and potentially the use of external tools.
Recommended Course Phase	**Early or End of Module.** Effective for concept introduction reinforcement or pre-assessment review.
Required Zoom Tools	- Polls or Reactions - Chat (for game responses or speed rounds) - Screen Share (for game boards or question slides) - Breakout Rooms (optional for team play)
Required Facilitation Materials	- Slide deck with rules, instructions, and questions - Score tracker (spreadsheet or shared doc) - Facilitator notes for pacing and question order - Optional: Timer, sound effects

Session Pros & Cons

Pros	Cons
Boosts energy and learner engagement through play	Requires prep time and comfort with game facilitation
Reinforces core concepts in a memorable way	Risk of surface-level learning if not tied to deeper reflection
Can be reused as a pre-exam review or end-of-module wrap-up	Competitive dynamics may deter some learners
Encourages participation from reluctant or quiet learners	May require careful design for students with accessibility needs
Adaptable to any discipline or content area	

Asynchronous Alternatives

To provide an equivalent experience for students who cannot attend the live session:

- **Self-paced Quiz Game:** Use tools like H5P to deliver the same trivia content.
- **Flashcard Set Challenge:** Share a set of flashcards (H5P), and have students track and submit their top score or reflection.
- **Gameboard PDF or Slide Deck:** Provide an interactive Jeopardy or Bingo board students can use solo, submitting screenshots or takeaways.
- **Collaborative Question Creation:** Ask students to submit one game-style question with answer options related to the week's content. Use these to build a future review game.