

透過數位遊戲進行知識共享：
英語網路平台 **MACMILLAN**
ONLINE DICTIONARY 和 **KAHOOT**
之教學與應用

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AGENDA

- I. LEARNING OBJECTIVES
- II. RATIONALE & TEACHING PHILOSOPHY
- III. HANDS-ON SESSION

LEARNING OBJECTIVES

- **GAIN PLEASURE WHILE LEARNING THE ENGLISH LANGUAGE**
- **EMPOWER STUDENTS**
(“STUDENTS” → “KNOWLEDGE BEARERS”: WHO ACQUIRED KNOWLEDGE, CARRIED KNOWLEDGE & SHARED THEIR KNOWLEDGE)

RATIONALE & TEACHING PHILOSOPHY

- **FLIP THE CLASSROOM**
- **ENCOURAGE & PROMOTE STUDENT ENGAGEMENT**
- **TEACH & LEARN THROUGH TECHNOLOGY**
- **CREATE LIVELY CLASSROOM DYNAMICS THROUGH INTERACTIVE LEARNING AND SHARING**

MACMILLAN DICTIONARY BUZZWORD

[HTTP://WWW.MACMILLANDICTIONARY.COM/B
UZZWORD/RECENT.HTML](http://www.macmillandictionary.com/buzzword/recent.html)

BUZZWORD: “INFOBESITY”

[HTTP://WWW.MACMILLANDICTIONARY.CO
M/BUZZWORD/ENTRIES/INFOBESITY.HTML](http://www.macmillandictionary.com/buzzword/entries/infobesity.html)

HANDS-ON SESSION

EXPERIENCING KAHOOT:

PLAY A KAHOOT GAME

DESIGNED BY WENDY HUANG

(ENG 3B STUDENT)

KAHOOT INSTRUCTIONS

1. KAHOOT.IT

(MAKE SURE YOU HAVE INTERNET ACCESS; FIND THE WEBSITE ON YOUR SMARTPHONE)

2. TYPE IN THE GAME'S PIN NUMBER (ON THE SCREEN)

3. CREATE A NICKNAME FOR YOURSELF (TO STAY ANONYMOUS)



THE END