

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**

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- **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.COM/BUZZWORD/ENTRIES/INFOBESITY.HTML](http://www.macmillandictionary.com/buzzword/entries/infobesity.html)

# **HANDS-ON SESSION**

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**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 image features a light gray background with a subtle radial gradient. In the top-left and bottom-right corners, there are several realistic water droplets of various sizes, some overlapping. The text "THE END" is centered in the middle of the frame.

**THE END**