

TRIPLING STUDENT ENGAGEMENT BY TURNING WORKSHEETS INTO GAMES

Teachers & schools are committed to educating their students within a changing educational environment. Whether it's changing standards, research-based teaching, or personalized learning, teachers are always looking to create engaging material to get students involved inside and outside of the classroom.

Unsatisfied With Previous Platforms

Teachers have tried other educational gaming platforms and educational technology tools, but the lack of teacher control over teaching material and live classroom interaction leads to cancellation.

Learn Lounge Games first engaged with teachers in the Texas Panhandle, Georgia, and Colorado in December 2018. After hearing about the teachers' needs and previous experiences, and gathering input for an ideal platform based on Data-Driven results, teachers began pilot programs for the 2019 Spring Semester.

Student Focused Experience

Learn Lounge Games allows students to select their favorite games and reports all information into one easy to use platform to create a seamless experience to both teachers and students. Instead of forcing students to use one game, the gaming platform focuses on helping students learn using the personal preferences of each student.



Students that select their choice of games would be focused on getting through the games and forget they are learning as they are playing.

"My students would come back during lunch and after school to play. More homework assignments were turned in on time in one week than all of last semester. Best part is the platform did all the grading too!"

Department Head Houston ISD

Data Driven Analytics

Each teacher had access to their own dashboard, which allowed administrators to access key Data-Driven information to help them make decisions on how to support their students academically.

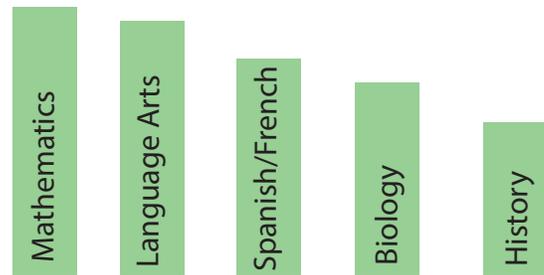
Increase Student Engagement

While handing out a paper worksheet is an effective way for students to work on an assignment, the nature of the assignment will force students to answer the worksheet once. Learn Lounge Games increases the number of times students answer the worksheet up to three times. Students playing in the platform answer questions throughout the game and finish the worksheets before they finish the levels, encouraging students to keep playing. Once a worksheet has been answered, the platform goes back to the beginning and allows students to answer the same worksheet multiple times.

Furthermore, the platform is set up in an encouraging way such that for every question a student answers correctly a perk within the game will release. When a question is answered incorrectly, the student is given positive reinforcement and required to answer another question until a correct answer is given.

On average students answered the same worksheet 2.7 times.

Top 5 Subjects Asked

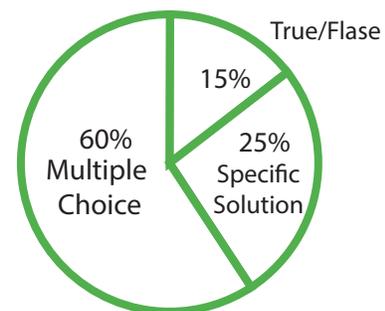


Self Grading & Question Types

The Learn Lounge Games platform is set up to allow for multiple types of questions: Multiple Choice, Specific Solution, and True/False questions.

To help teachers save time the platform grades all questions answered through the games, and allows teachers to run live reports through their dashboard. Reports are available on a worksheet basis, class basis, student basis, and per question basis.

Question Type Usage



“I was so excited on making it past the “ocean bird” than by the time I got through I was done with my homework”

7th grade spanish student

Contact Us

For more information about how Learn Lounge Games can bring value to your school, contact Learn Lounge (833) 314 - 1899 or email info@learnlounge.co