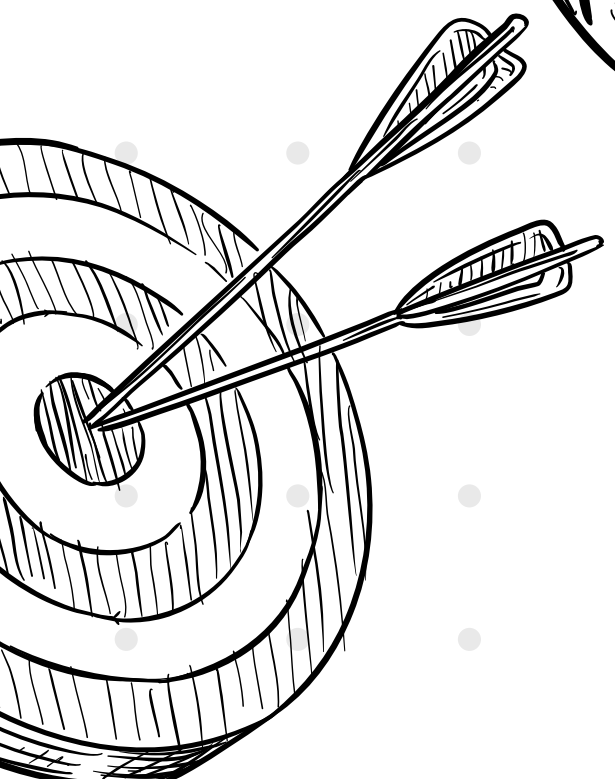
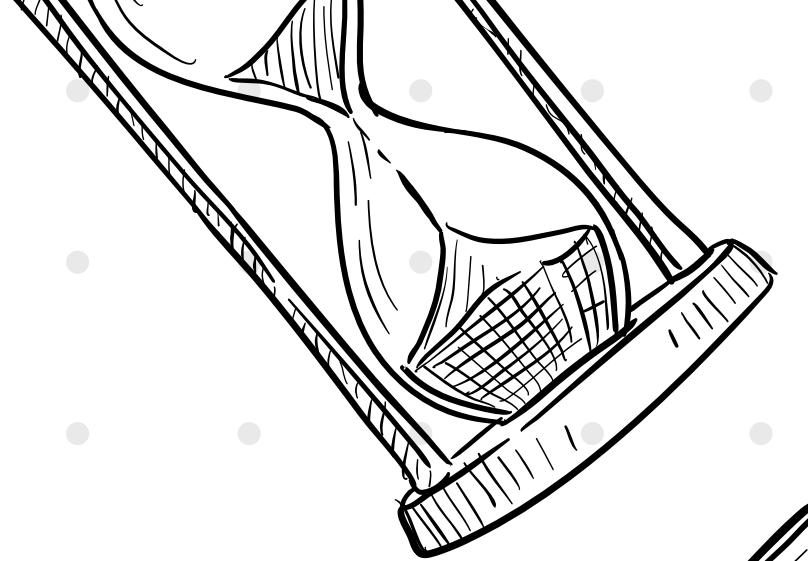
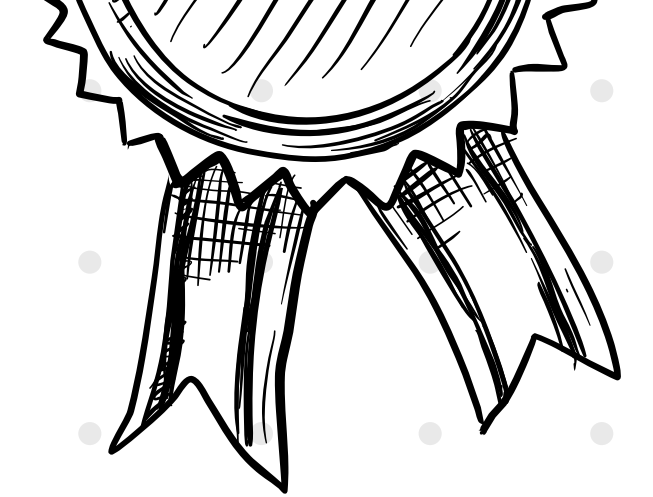
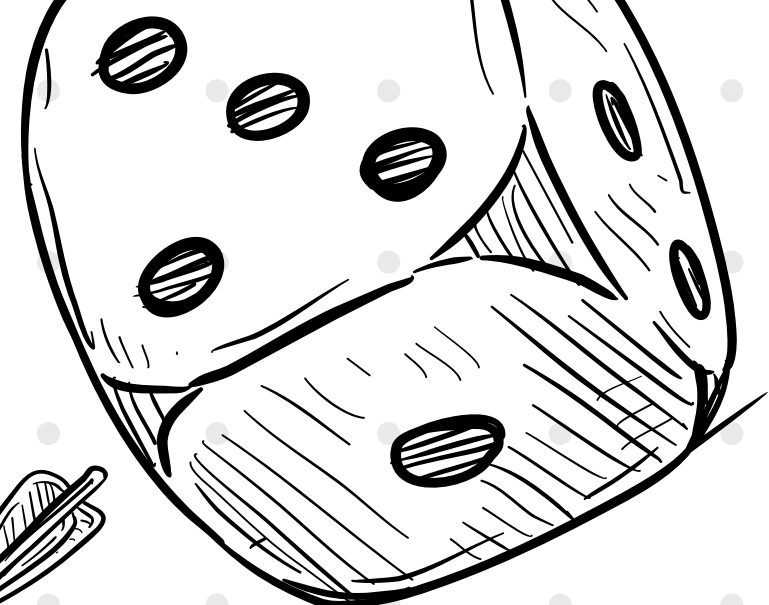
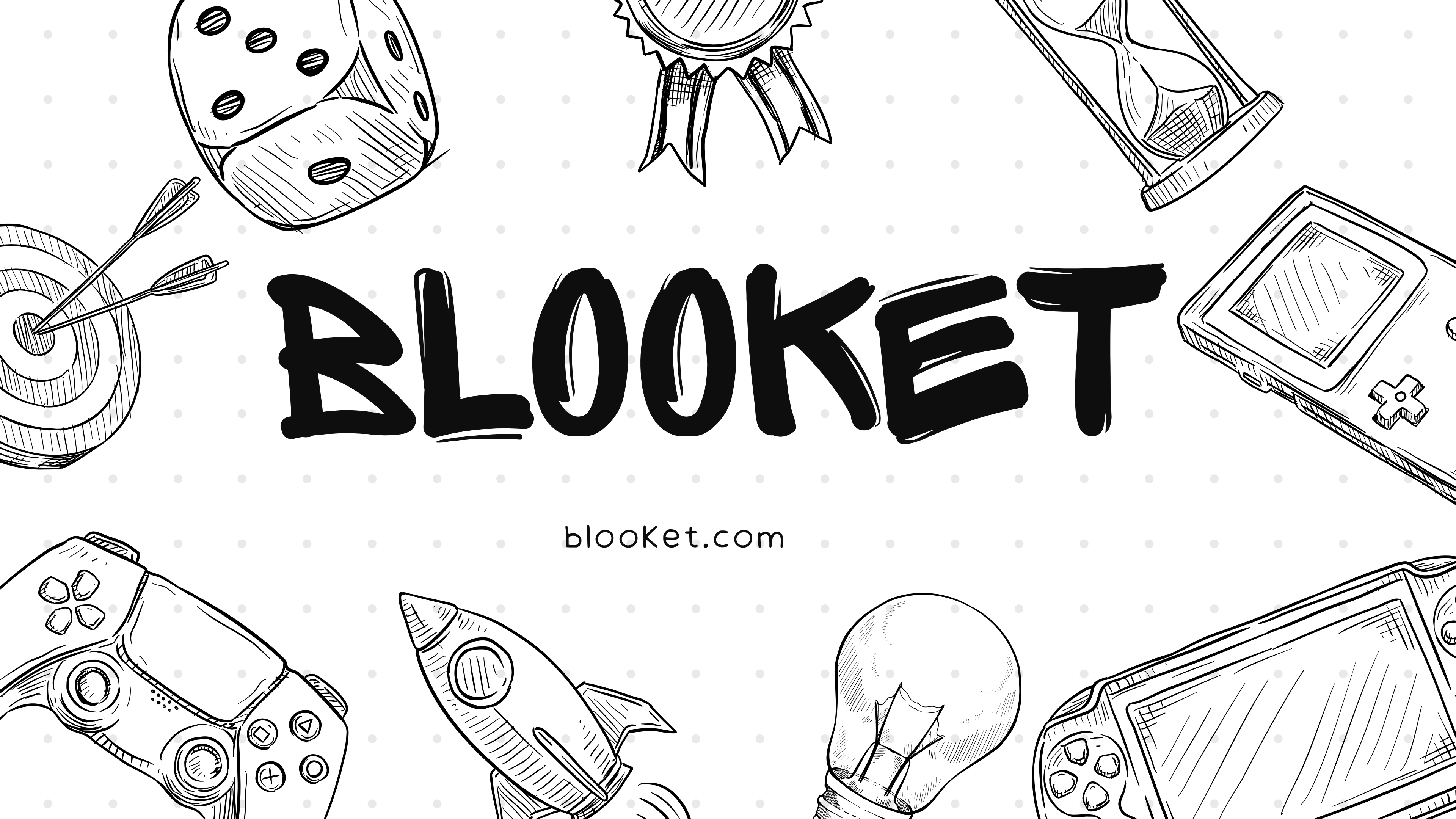


# GamifiedEd: Igrifikacija v izobraževanju odraslih

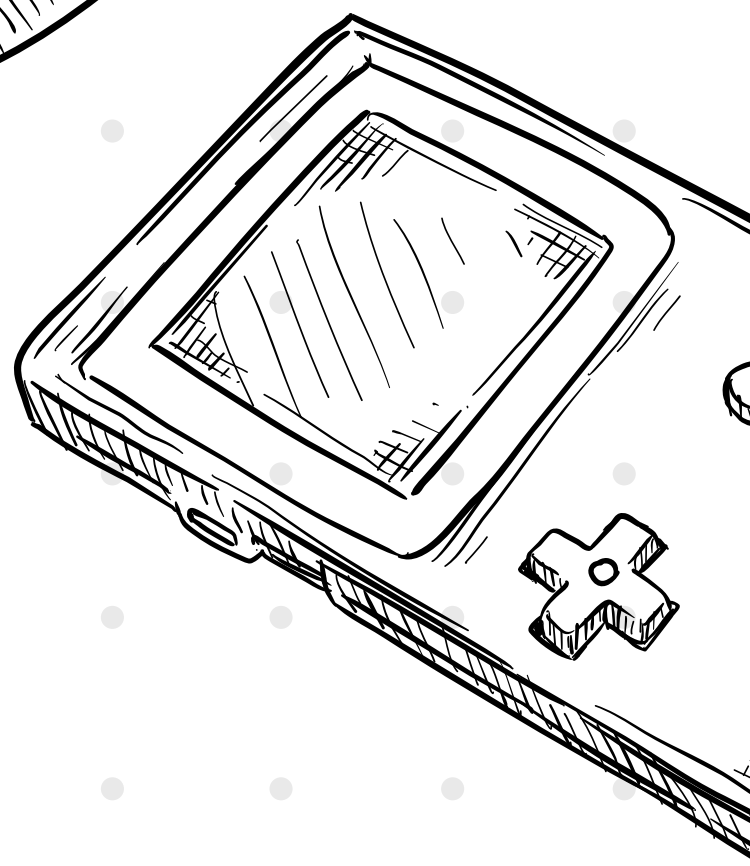
2025-1-HR01-KA220-ADU-000351906



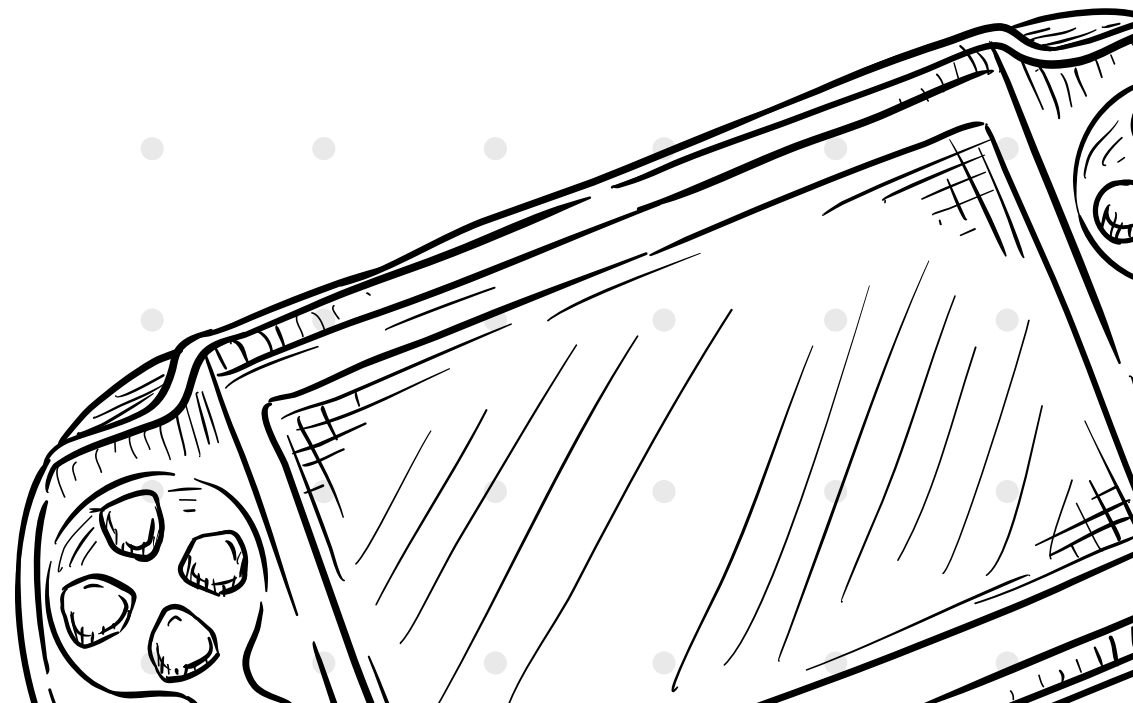
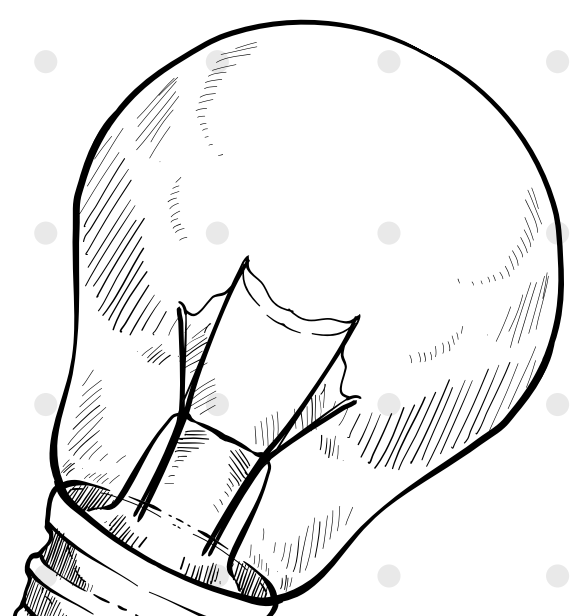
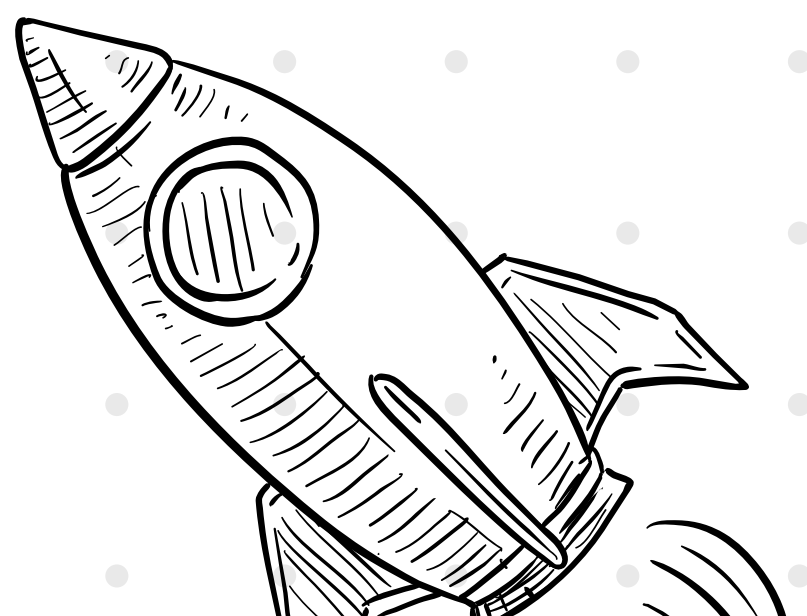
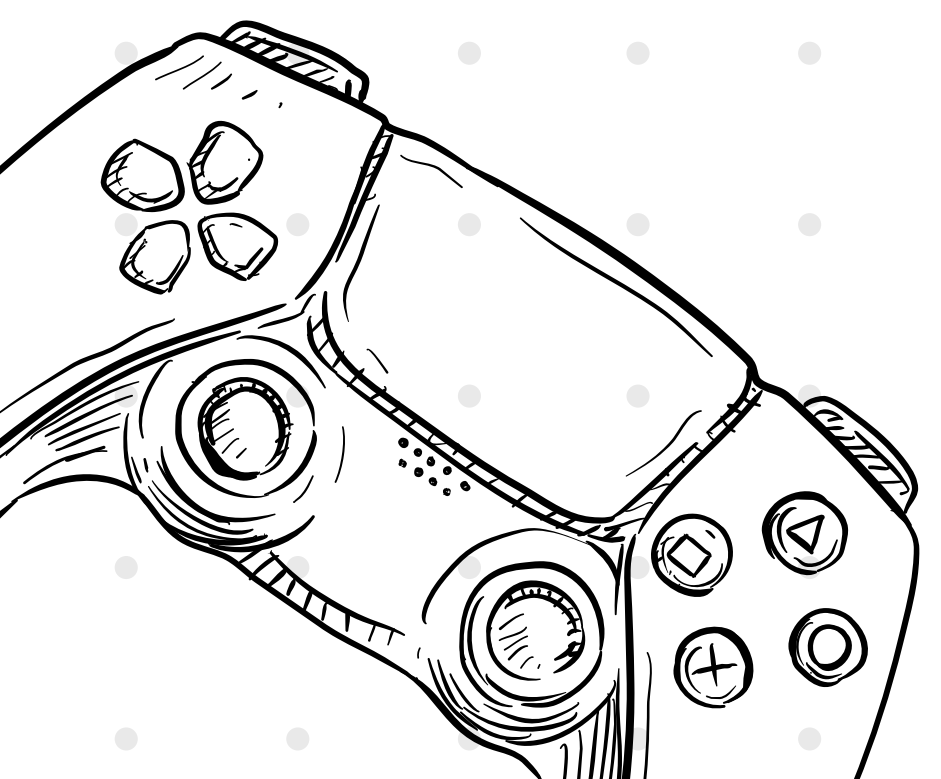
**GamifiedEd**



# BLOOKET



blooket.com



# Uvod

Bloocket je igrificirana platforma za preverjanje znanja, ki podpira učenje angleščine kot tujega jezika skozi tekmovalne in interaktivne kvizne igre.



# Blooket

▶ Join a game

Log in



## Fun, free, educational games for everyone!

Sign up

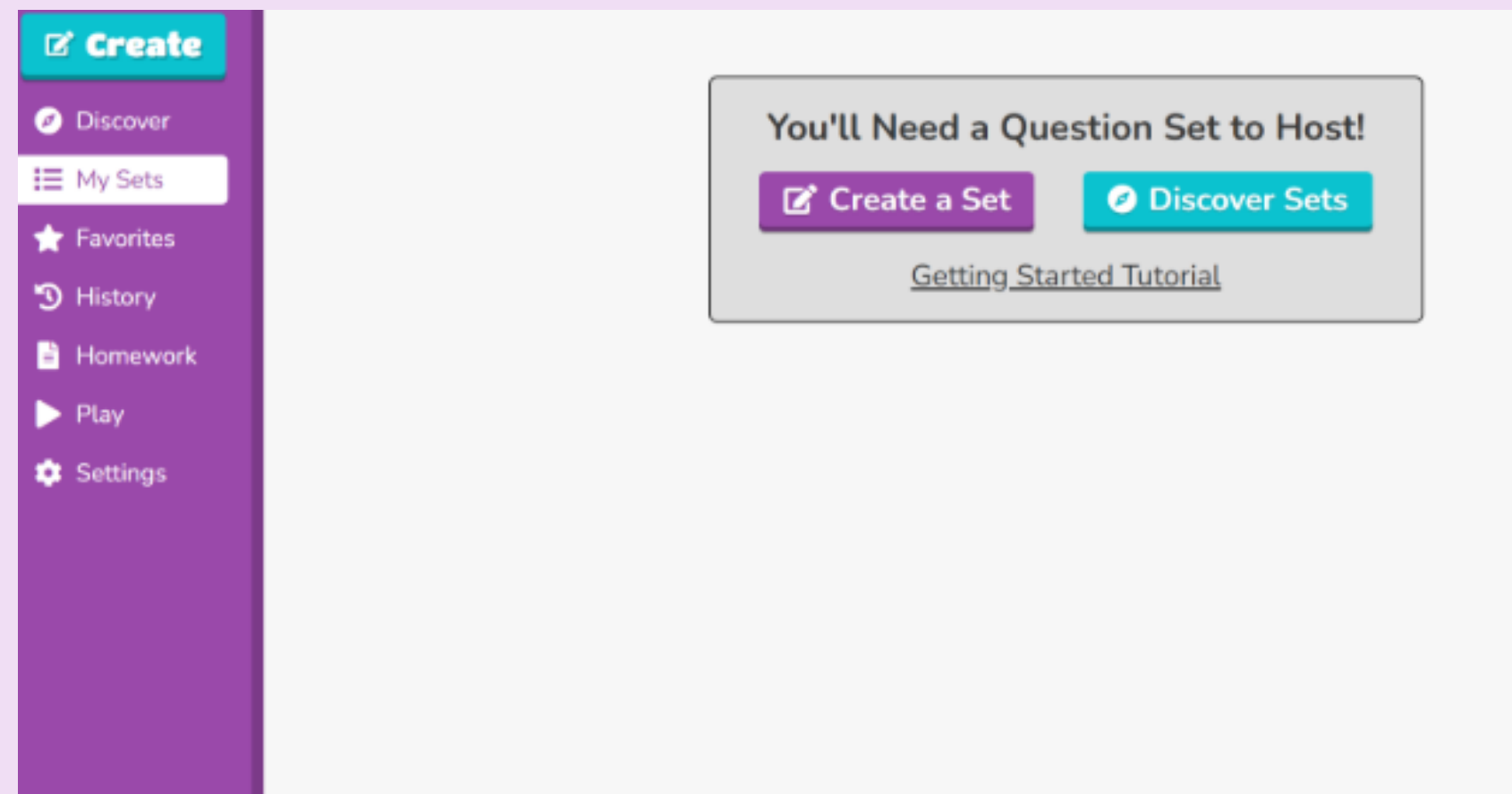
🔊 Pronounced ("Blue-kit")



# Učno okolje

Blooket je spletna platforma, ki deluje na kateri koli napravi z brskalnikom.

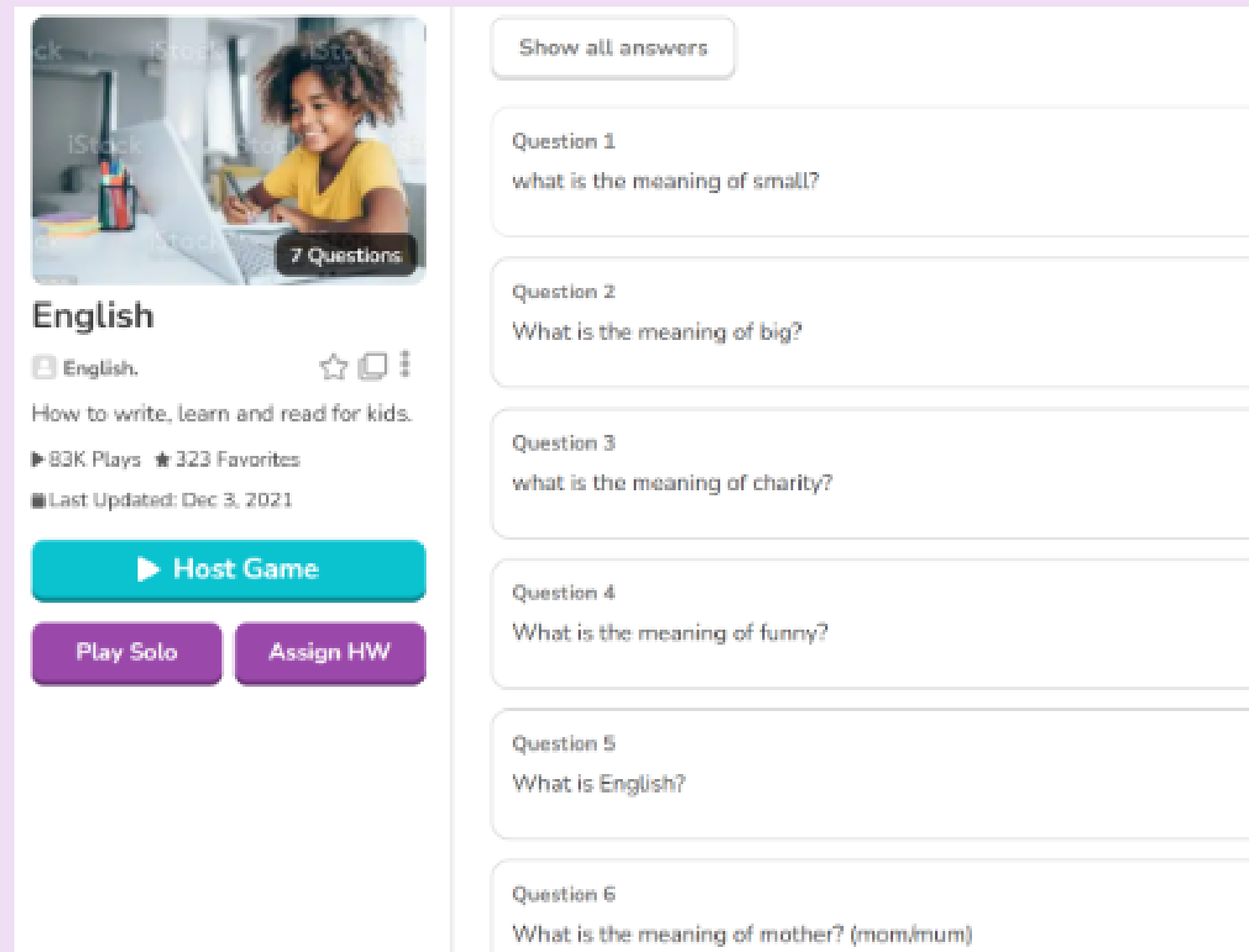
Učenci se pridružijo igram z enostavno kodo in igrajo individualno na svojih napravah.



# Ustvarjanje nabora vprašanj

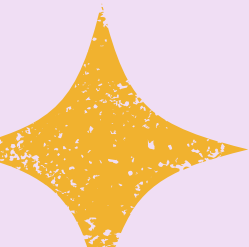
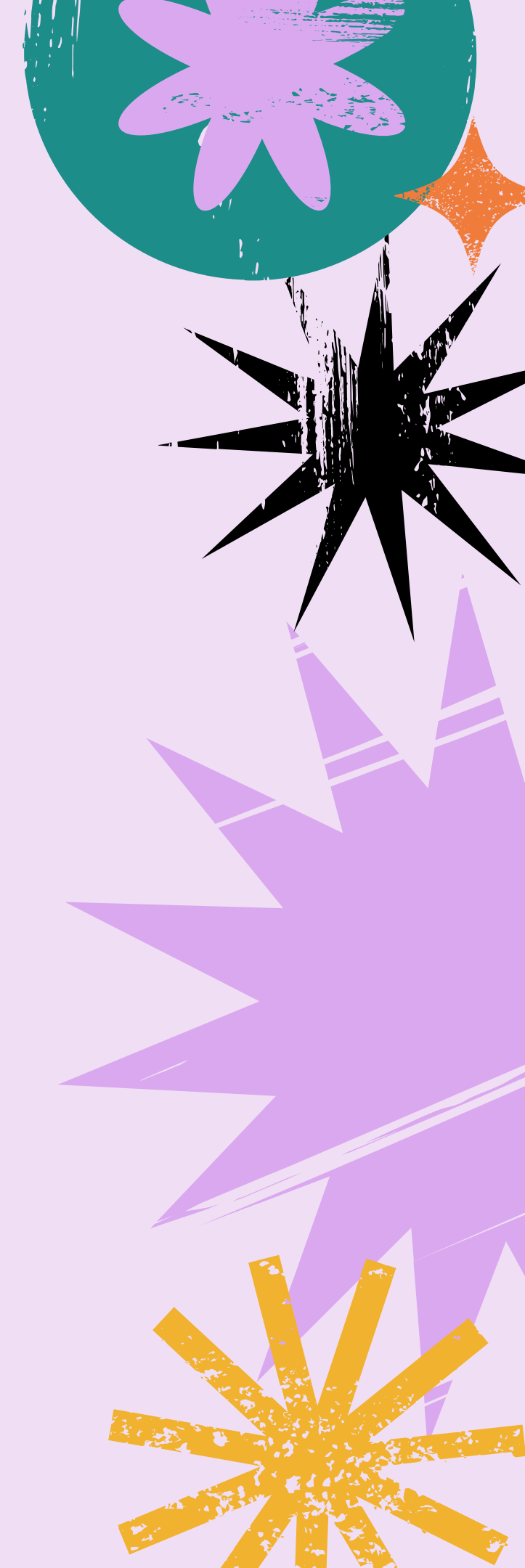
Učitelji v BlooKet ustvarijo ali uvozijo nabore vprašanj, ki se osredotočajo na besedišče ali slovnico.

Ti nabori vprašanj se nato uporabljajo v različnih igralnih načinih.



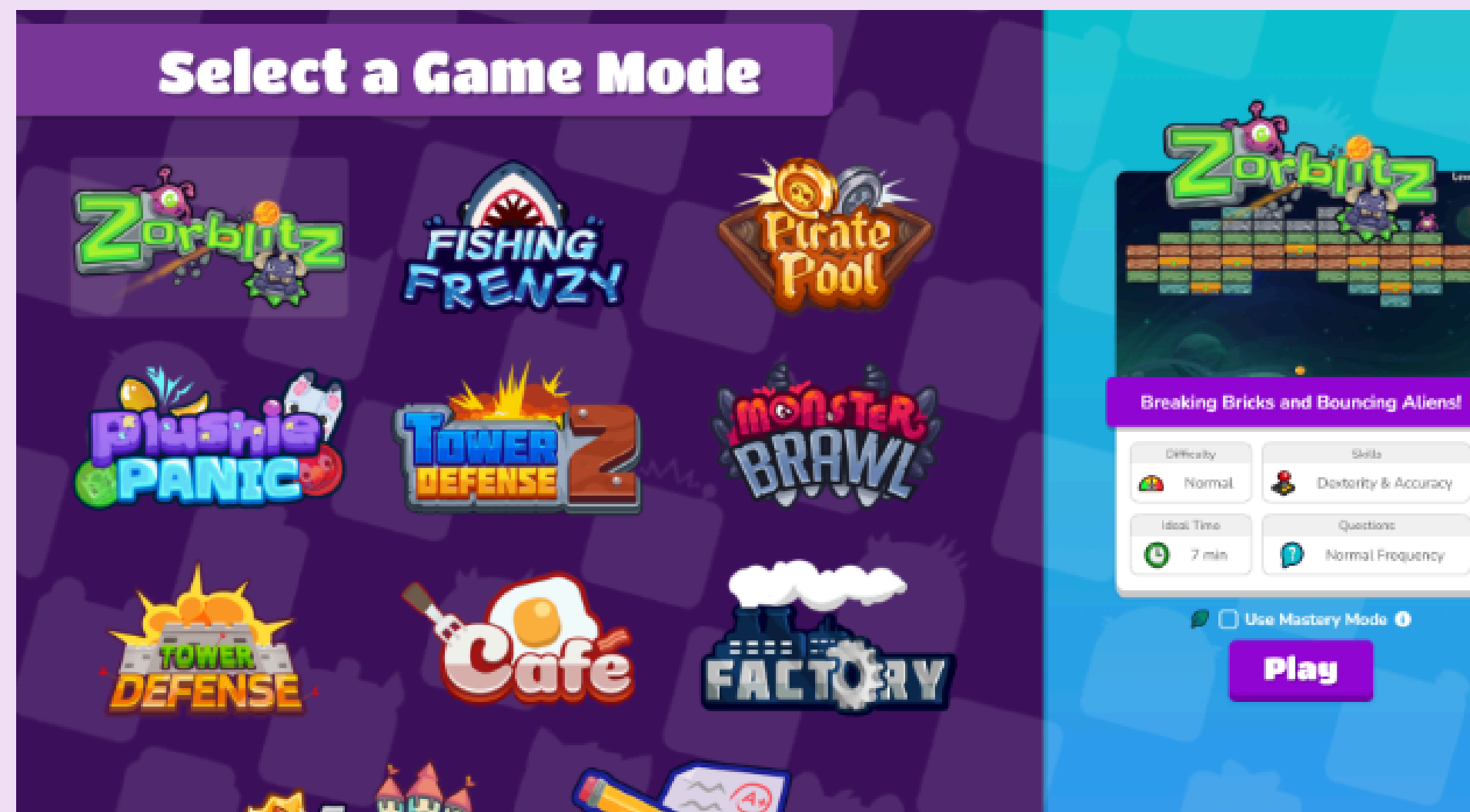
The screenshot shows a BlooKet quiz interface. On the left, there is a card for an English quiz titled "English" with a subtitle "How to write, learn and read for kids." It features a play button, a star icon, and a share icon. Below the card are three buttons: "Host Game" (teal), "Play Solo" (purple), and "Assign HW" (purple). The main area on the right displays a list of six questions, each in a separate box with a "Show all answers" button at the top. The questions are:

- Question 1: what is the meaning of small?
- Question 2: What is the meaning of big?
- Question 3: what is the meaning of charity?
- Question 4: What is the meaning of funny?
- Question 5: What is English?
- Question 6: What is the meaning of mother? (mom/mum)



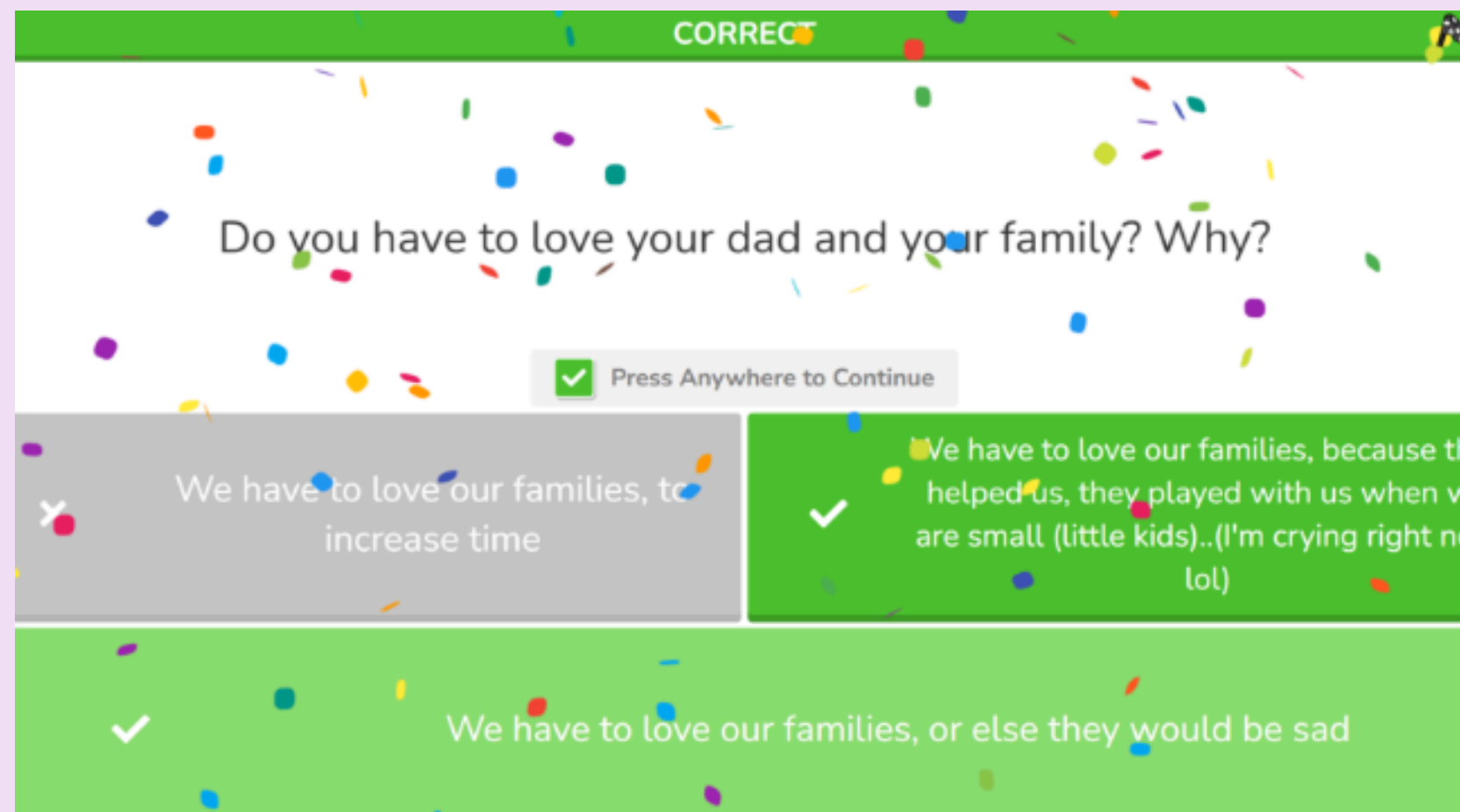
# Igralno učenje

Blooket ponuja različne igralne načine, ki združujejo učenje s strategijo in tekmovalnostjo. Učenci zbirajo točke in nagrade z pravilnimi odgovori na vprašanja.



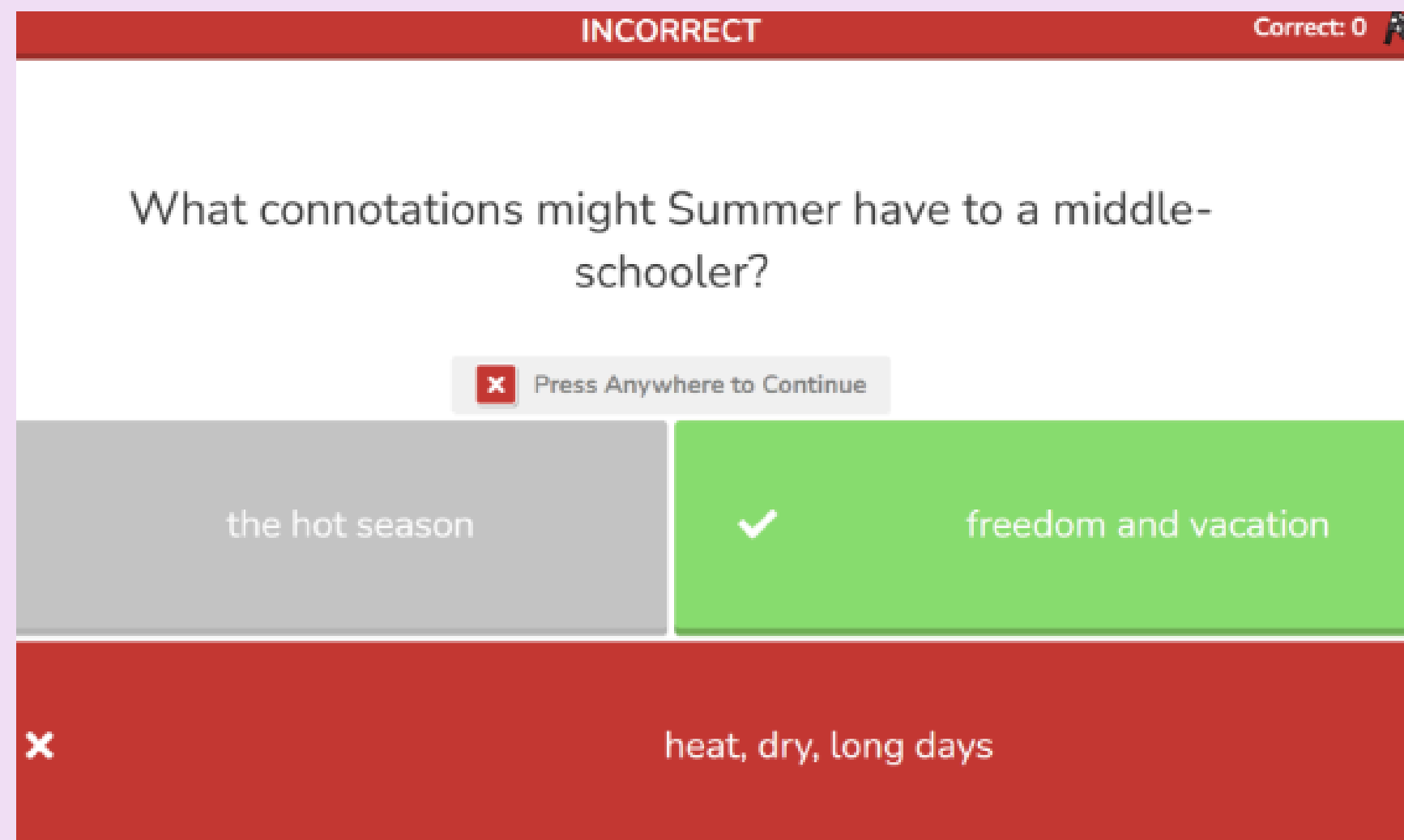
# Prilagodljivo sodelovanje

Učenci v Blooket odgovarjajo na vprašanja v svojem tempu znotraj časa igre. To zmanjšuje pritisk in podpira odrasle učence z različnimi bralnimi hitrostmi in digitalnimi spretnostmi.



# Interakcija učencev

V Blooket takojšnje povratne informacije pomagajo učencem prepoznati napake in izboljšati razumevanje. Izbirne funkcije dostopnosti podpirajo vključujoče sodelovanje.



# Uporaba pri poučevanju angleščine kot tujega jezika

V poučevanju angleščine kot tujega jezika se Blooket uporablja za utrjevanje besedišča in osnovne slovnice skozi ponavljanje, motivacijo in nizkostresno vadbo v izobraževanju odraslih.





# GamifiedEd: Gamification in adult education

2025-1-HR01-KA220-ADU-000351906

Credits:

Written materials: By Ljudska Univerza  
Lendava

Graphics: By Canva

Visuals: Blooket

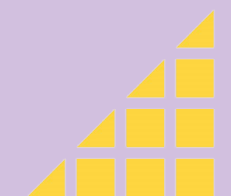
Funded by the European Union.  
Views and opinions expressed are  
however those of the author(s)  
only and do not necessarily  
reflect those of the European  
Union or Agency for Mobility and  
EU Programmes (AMPEU). Neither  
the European Union nor the  
granting authority can be held  
responsible for them..



**GamifiedEd**



Co-funded by  
the European Union



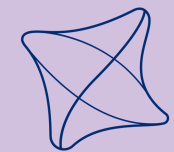
PUČKO  
OTVORENO  
UČILIŠTE  
ČAKOVEC



LJUDSKA UNIVERZA LENDA  
V  
NÉPI EGYETEM LENDVA

**#Kayros**

DIGITAL INNOVATION



ŽILINSKÁ UNIVERZITA  
V ŽILINE