## **Technology-Enabled Activity Planning Document**

## Overall Plan

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| --- | --- |
| **Title:** |  |
| Tool: | Kahoot, Quizlet |
| Idea: | Use these 2 gaming apps during lessons to motivate, engage and help students with the curriculum |
| Curriculum integration: | This toolset can be used for:   1. review curriculum topics 2. practise curriculum topics 3. enrichment |

## Tasks

Now**,** identify what tasks are going to be involved in your planning and preparation and estimate how much time it will take to complete. Enter an ‘X’ in any column next to a task your creation will entail, and then predict how long it will take you to do (in hours).

|  |  |  |
| --- | --- | --- |
| **[ X ]** | **Task** | **Est. time (in hrs)** |
| x | Download the apps | 10 min |
| x | Create accounts | 10 min |
| x | Learn how to navigate/use the platforms | 1 hour |
| x | Create games based on topics in course | 2 hours |
| x | Trial run games to test how well they work with online learning | 1 hour |
| x | Review and Refine question content in games | Ongoing |