

Chapter 8

Play to Learn: AI-enabled Gameful Instruction for Multilingual Learners – Dawn M. Hathaway, Doug Wilson, Mark Stevens, and Patricia Yu

JOURNAL

Reflections on Gameful Instruction

Discuss Chapter 10 with a colleague

Share this Journal and document with your thinking

PLAY

DATE

MOOD

OPEN WRITING SPACE

How might AI-enabled game tools enhance student learning in your teaching context? What are your concerns? What are some ways you might overcome challenges? How might you get started?

REFLECTIONS

This section is to help you think and reflect on using AI-enabled game tools.

Play with an AI-enabled gaming tool today! What was your experience?

How does this tool align with your learning goals?

What additional knowledge do you need to use AI-enabled tools in your practice?

Gameful Instruction

DATE

MOOD

OPEN WRITING SPACE

*How might gameful instruction enhance student learning in your teaching context?
What are your concerns? What are some ways you might overcome challenges?
How might you get started?*

REFLECTIONS

This section is to help you think and reflect on using gameful instruction strategies.

What obstacles related to using games in your classroom do you face?

What are steps you can take to eliminate or minimize obstacles?

What additional knowledge do you need?

Collaboration

DATE

MOOD

OPEN WRITING SPACE

What are your ideas for engaging colleagues and/or students in using games for learning?

REFLECTIONS

This section is to help you think and reflect on using collaborating and co-designing with gameful instruction strategies.

Describe your collaboration experience. With whom did you collaborate and what did you do?

What was the outcome of your collaboration?

Reflect on your implementation plan and/or the results.

Reassess

DATE

MOOD

OPEN WRITING SPACE

Share any accomplishments so far related to using AI-enabled game tools or game strategies.

REFLECTIONS

Reconsider the topic of Play to Learn: AI-enabled Gameful Instruction for Multilingual Learners and reassess your thinking on this topic.

How has your idea about using games with students changed?

How has your idea about using AI-enabled tools with students changed?

What are your next steps?