

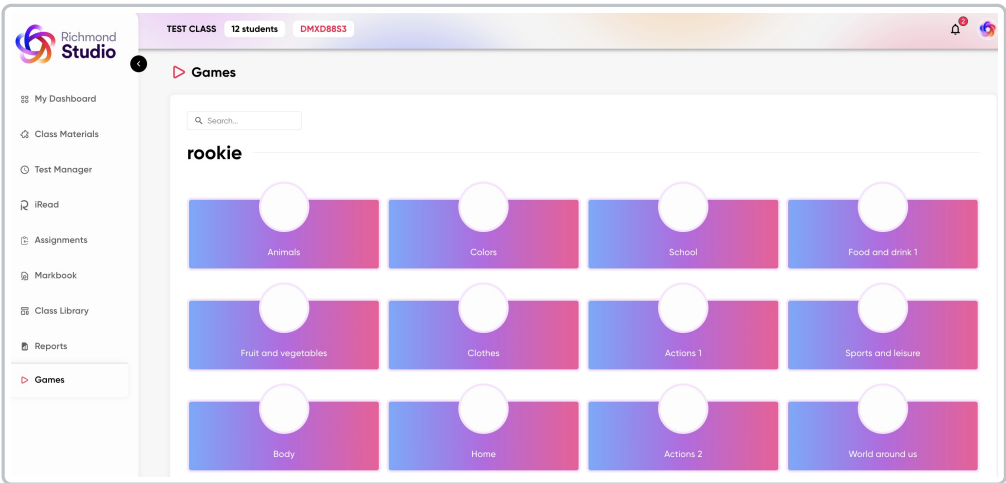
Games

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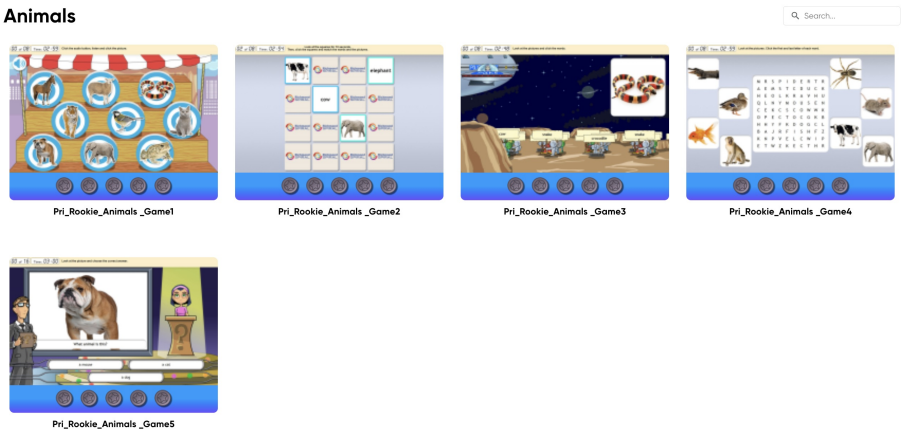


They are interactive activities designed for dynamic English learning.



Item	Description
Objective	To reinforce vocabulary, grammar, listening comprehension, and reading through play.
Type of activities	Memory games, crosswords, multiple-choice games, word searches, matching words with images, among others.
Access	They are located in the main class menu, as the last option, marked with the <Play> icon.
Interactivity	Students play directly on the platform. They receive immediate feedback (correct/incorrect). Their progress is saved, along with the number of rewards (gems) earned.
Motivation	Gamification elements are used to increase engagement: sounds, scores, colors, and animations.
Evaluation	They are not graded, meaning they do not generate traceability.
Desing	Adapted to the school level.

Animals



Example: Game Options for the <Animals> Topic



The game options include levels according to the student's corresponding progress.