

Applying Blooket to English teaching activities to make the lesson more interesting

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Abstract: Motivation is critical in teaching English, significantly influencing student engagement and learning outcomes. Integrating educational games, such as those offered by Blooket, can enhance motivation by creating an interactive and enjoyable learning environment. Blooket's diverse game modes, customizable content, and immediate feedback mechanisms foster active participation and sustained interest. Additionally, Blooket encourages both competitive and collaborative learning, providing a dynamic platform that supports language acquisition. Overall, using Blooket in the classroom can transform traditional learning methods, making English education more engaging and effective.

Keywords: Blooket; Tesol; Games; Quiz

1. Introduction

Teaching English plays an extremely important role in today's education system, not only because it is an international language but also a necessary tool to access global knowledge. To improve English learning effectiveness, motivating students is a key factor. Learning motivation not only helps students actively participate in learning activities but also increases their ability to absorb and remember knowledge. In the context of increasingly developing technology, educational game applications have proven their role in promoting learning motivation. A typical example is Blooket, an online learning platform that combines education and entertainment. Blooket offers a variety of game modes, allowing teachers to customize content to suit learning goals. Thanks to its high interactivity and ability to provide immediate feedback, Blooket not only helps students become more interested in learning but also significantly improves their language abilities. The purpose of researching how to effectively use Blooket is to optimize the benefits that this platform brings, ensuring that teaching methods are applied scientifically and appropriately, thereby creating an environment study more dynamically.

2. Research content

2.1. General introduction of the platform

Blooket is an online learning platform that combines educational and entertainment elements, designed to create an exciting and interactive learning environment for students. On Blooket, teachers can create learning games with customized content,

suitable for many different topics and teaching goals. According to research by Smith et al. (2021), using online learning games can increase student motivation and engagement by up to 50% compared to traditional methods. This platform provides a variety of game modes such as quizzes, survival games, and other interactive activities, helping students not only review knowledge but also develop teamwork and critical thinking skills. Students who participate in interactive learning activities tend to remember longer and apply knowledge more flexibly (Jones, 2020). With its user-friendly interface and ability to provide immediate feedback, Blooket has become a useful tool in enhancing learning motivation and improving teaching effectiveness, especially in the field of foreign language education. Research by Sartika and colleagues (2022) also shows that platforms like Blooket not only improve language skills but also help students develop self-study skills and logical thinking. language.

2.2. Blooket toolbar

To start using Blooket, you first need to visit the official website at [blooket.com](https://www.blooket.com). On the home page interface, you will see many icons and options that help you easily participate and create learning games. Below is a detailed description of each icon on the Blooket home page interface:

2.2.1. "Log In"

- . Location: Upper right corner of the screen.
- . Function: Click this icon to log in to your account. If you already have an account, you just need to enter your login information. If you don't

have an account, you can click the “Sign Up” icon next to register a new account using email or Google account.

2.2.2. “Play”

. Location: In the menu on the left corner of the screen.

. Function: Enter the game code provided by the teacher in this box and press “Enter” to participate in the game. This is where students begin their interactive learning experience on Blooket.

2.2.3. “Discover”

. Location: In the menu on the left corner of the screen.

. Functions: Explore available question sets and games created by the Blooket user community. You can search by topic or keyword to find games that suit your needs.

2.2.4. “Create”

. Location: In the menu on the left corner of the screen.

. Function: Create new sets of questions or custom games according to your wishes. You can enter questions, choose answer formats, and design unique games to fit your teaching goals.

2.2.5. “My Sets” and “Favorites”

. Location: In the menu on the left corner of the screen.

. Functions: Access your personal library, which stores all the games and question sets you have created or loved. This is where you manage your learning content effectively.

2.2.6. “Homework”

. Location: In the menu on the left corner of the screen.

. Function: Create and manage homework. Teachers can create sets of questions or games, then assign them as homework for students. Students can access and complete these exercises outside of class, helping to consolidate knowledge and review flexibly.

Understanding the features and icons on the Blooket interface will help users, especially teachers, make the most of the learning tools the platform offers, thereby creating an engaging and effective learning experience for students.

2.3. How to create games and assign exercises on Blooket

After logging in, you will see Blooket’s main interface. Click the “Discover” icon on the menu bar at the top of the screen. This icon is usually

located next to options like “Create”, “My Sets”, and “Favorites”.

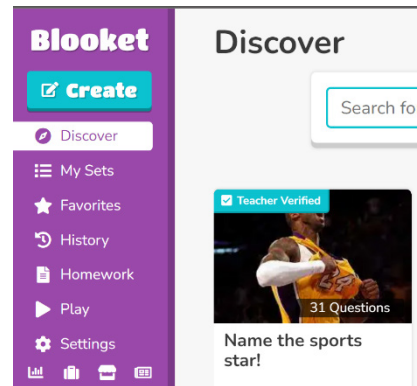


Figure 2.3.1 Location of “Discover” icon

- Search and select games

When you go to the “Discover” section, you will see a list of games and question sets that have been created by the Blooket user community. You can use the search bar to find games by keywords, topics or subjects that interest you.

Below each game, you will see a “Host” or “Assign HW” button (depending on intended use). Click “Host” if you want to start the game directly in the classroom or “Assign HW” to assign the game as homework for students.

- Start or assign a game

If you select “Host”, you will be taken to the game setup page. Here, you can choose the game mode (like Classic, Tower Defense, Gold Quest, ...) and other settings before starting the game with your students.

If you select “Assign HW”, you will be taken to the homework setup page. Here, you can set a deadline and send a game code or link to students so they can participate outside of class.

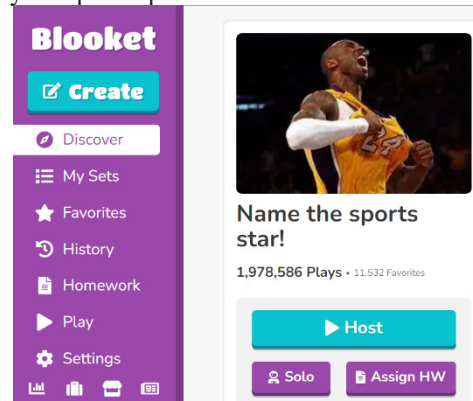


Figure 2.3.2 Location of “Host” and “Assign HW” icons

The above steps will help you easily access and

choose suitable games on Blooket, enabling students to participate in interesting and interactive learning activities.

2.4. Games that can be exploited on Blooket



Figure 2.4 Game selection interface

2.4.1. Classic

- Description: Basic game, students answer questions to earn points.
- Advantages: Creates competition and interaction between students, motivating students to seek knowledge to overcome their opponents.
- How to use: Teachers create a set of questions or use existing questions, then students participate in the game and answer the questions within a limited time.

2.4.2. Tower Defense

- Description: Students build defensive towers by answering questions to protect against attacks.
- Advantages: Develop strategic and resource management skills, along with reviewing knowledge by answering questions.
- How to use: Teachers create or choose a set of questions, students play in groups or individually, answer questions to build and upgrade defense towers.

2.4.3. Gold Quest

- Description: Students earn gold by answering questions and competing to get the most gold.
- Advantages: Encourages knowledge accumulation and enhances competition among students.
- How to use: Teacher provides a set of questions, students answer to earn gold and can steal gold from other players.

2.4.4. Café

- Description: Students become cafe managers, answer questions to serve customers and make money.
- Advantages: Develops time management, resource management and communication skills.

- How to use: Teachers create or choose a set of questions, students answer to serve customers and upgrade services in their cafe.

2.4.5. Racing

- Description: Students answer questions to move their racing car to the finish line.
- Advantages: Stimulates competition and enhances students' concentration and agility.
- How to use: Teachers choose or create a set of questions, students answer to move forward in the race. Whoever answers correctly the fastest wins the race.

2.4.6. Battle Royale

- Description: Students answer questions to eliminate opponents and become the final winner.
- Advantages: Creates a competitive learning environment and stimulates students to review and improve their knowledge.
- How to use: Teacher chooses or creates a set of questions, students compete directly with each other, answer questions to eliminate opponents from the game.

2.4.7. Factory

- Description: Students answer questions to produce and upgrade products in the factory.
- Advantages: Develops resource management, time management and logical thinking skills.
- How to use: Teachers provide a set of questions, students answer to produce products and upgrade production processes, with the goal of maximizing efficiency.

2.4.8. Crazy Kingdom

- Description: Students become rulers of the kingdom, answering questions to solve problems and manage resources.
- Advantages: Develop management and problem-solving skills, along with reviewing knowledge.
- How to use: Teachers choose or create a set of questions, students answer to solve requests from subjects and maintain the stability of the kingdom.

2.4.9. Fishing Frenzy

- Description: Students answer questions to catch fish and earn points.
- Advantages: Stimulates interaction and excitement in the learning process, helping students review knowledge in a fun way. The game also develops quick reflexes and strategy skills.
- How to use: Teacher chooses or creates a set of questions, students answer to catch fish in the game. Whoever catches the most fish will win.

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2.4.10. Crypto Hack

- Description: Students answer questions to hack and protect their digital assets, with the goal of having the most assets.

- Advantages: Develop strategic skills, information security and quick reflexes. Create a feeling of excitement and stimulate interaction between students.

- How to use: Teachers create or choose a set of questions, students answer to hack assets from other players and protect their assets. In the end, the person with the most assets wins.

3. Conclusion

Applying Blooket to the English classroom has shown great potential in enhancing learning motivation and improving teaching effectiveness. With interactive games like Classic, Tower Defense, and Gold Quest, Blooket not only helps students review knowledge in a fun way but also develop many important skills such as critical thinking, time management and team work. Thanks to diverse game modes and flexible customization capabilities, Blooket meets the learning needs of students at many different levels, from elementary to high school.

Blooket's effectiveness is demonstrated by creating a competitive, interactive learning environment and immediate feedback, helping students quickly recognize and improve gaps in knowledge. Integrating Blooket into the curriculum not only makes lessons more lively but also promotes active student participation, increasing interest and commitment in learning.

However, to exploit Blooket's full potential, more in-depth research is needed to evaluate in detail

its long-term impact on students' learning outcomes and skill development. In addition, researching and comparing Blooket with other educational platforms such as Kahoot!, Quizizz, and Gimkit will also help determine the specific advantages and limitations of each platform, thereby providing optimized solutions for the application of technology in teaching.

Overall, using Blooket in the English classroom promises to bring many great benefits, but continued research and testing is still needed to perfect teaching methods and achieve the best learning results for students. It is expected that future research will continue to explore and develop digital educational tools, contributing to improving the quality of education and training the younger generation more effectively.

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