

Ppt games in the language learning classroom

Game playing is a natural human activity, appealing to people of all ages. Games provide a framework within which to explore possibilities, use knowledge, develop abilities and relate meaning fully with others while having fun.

Games motivate, challenge and focus; they also encourage co-operation as well as competition while players work towards a goal.

PPT Games are highly efficient in the language learning process as most of them are designed for use in a classroom setting where teachers have their computer hooked up to a projector or large screen TV so that everyone in the class can view them.

There are four ways of creating PPT Games for learning:

- Teachers finds existing PPT templates and inserts their own content (*e.g.* Jeopardy, Who Wants to be a Millionaire, etc.)
- Teacher adapts another teacher's PPT Game.
- Teacher makes an original PPT Game.
- Students create their own PPT Game.

Still in each of the cases there is a great necessity of following some factors in the structure of a PPT Game in order to succeed in final results. So extremely important are game fantasy, game objects, game goal, game rules, game directions and artwork.

As Andy Harvey and John Oakley state, it is important to encourage feedback from the students after each game. Share with colleagues how the games went with your classes and how you might customize them to better meet your students' needs.