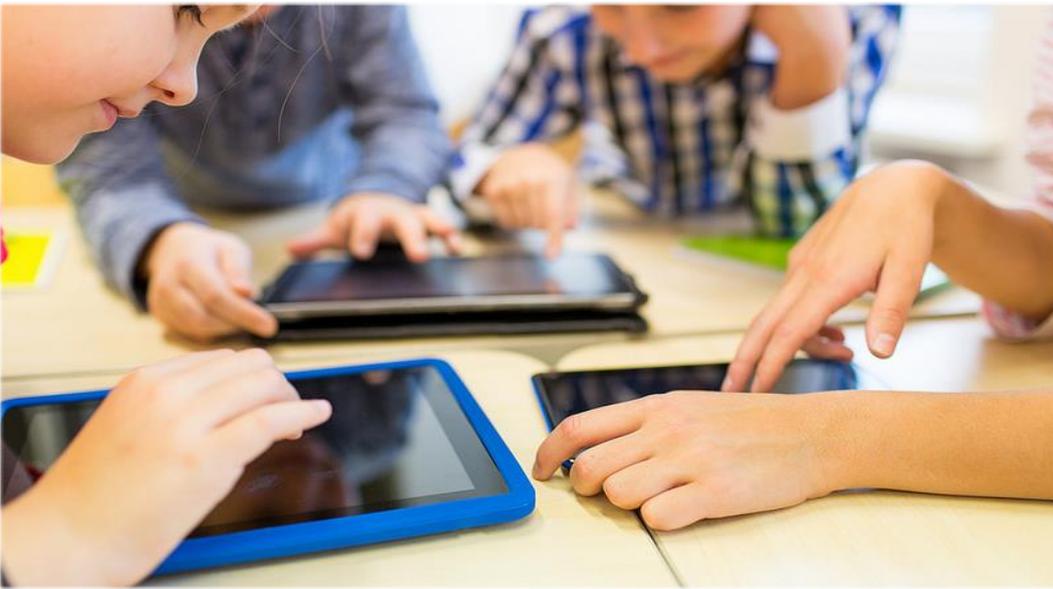




## Interactive and gamified learning



**Documenting the learning process**  
The students describe the phases of their work.



**Sharing lessons for other teachers**  
Collaborate with other teachers.

## Technology is teachers new tool.

### Create lessons and courses

In Keeduu, teachers plan lessons electronically and distributes it to students devices. Students can see the subject of the lesson beforehand. The teacher can distribute different material within the same group of students also to smaller subgroups in a controlled manner. The teacher observes the progress of the learning process and also decide how the students respond to the lesson. What is gamification? Is the process of adding games or gamelike elements to something (such as task) so as to encourage participation and learning. Gamified exercises motivate students to learn by practicing.



**Gamified learning**  
Try, make mistakes and learn in the process.

1

PLAN THE  
LESSON

2

DISTRIBUTE  
TO STUDENTS

3

CONTROL THE  
PROCESS

## The circle of learning.

Planning the lesson starts with defining the goal. The circle of learning consists of clarifying, motivating, modifying, practicing and evaluating prior information.

Learning is an interactive process. The structure of a lesson can be thought of as a circle that begins with the topic of studying the student preconceptions. After the teacher has an understanding of the level of knowledge the student has, they start planning their teaching method to fit the age level. Before learning can happen, the student must have a motivation for learning. Motivation can be internal or external motivation. The teacher's job is to raise the student's motivation, the teacher can use a functional task or exercise to motivate students.

## “Learning is an interactive process”

Learning is a re-editing of an existing knowledge object. Learning is happening eg. by accident. That's why Keeduu supports various game exercises.

In Keeduu the teacher can put the learning topics that students should adopt in pictures and texts. In the theoretical field, the teacher also creates learning-supporting assignments. The teacher determines how the students respond, by pictures, by typing or drawing. Students perform tasks on their own devices. The teacher sees the answers in their own interface and gives feedback to the students. The teacher can store worksheets in the Keeduu. Lessons can be shared within the school with other teachers. The same lesson can be held again several times.

The purpose of the game is to attract the child's motivation through external motivation factors.

When a student plays a game, they find learning useful because he can use the coins he has gained during the learning process to play in progress. Teacher rewards learning with coins.



### Benefits for the teachers

- Share lessons for other teachers
- Use same lesson several times
- Create learning supportive assignments
- Determine how students respond
- Functional tasks and exercises available
- Full control of the process
- Manage different groups at the same time

### Benefits for the students

- Games increase motivation
- Can perform task and learn on their own devices
- Immediate feedback from teacher
- Learn by playing games
- Can answer different way
- Learn outside the classroom

#### FINNISH LEARNING PEDAGOGY

Learning in Finnish pedagogy is seen as a continuous interactive process. Students are supported during the learning process. Teaching is tailored to the student's knowledge level. The teacher work as a mentor of learning. It emphasizes the student's own activity and doing.

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