



**Strengthening Gamified Digital Learning for Learners and  
VET personnel in Professional Driver Training**

# **GLE Instructional Overview – Bingo**

<b><i>Project no.</i></b>	<b>2021-1-DE02-KA220-VET-00002528</b>
<b><i>Project result</i></b>	PR 02
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<b><i>Date of deliverable</i></b>	26/05/2023
<b><i>Status (Final / Draft)</i></b>	Final



**Introduction:**

Bingo is a casual word game where learners aim to get the words on their bingo board as they learn new vocabulary or key terms. The first player to get all the words wins the challenge.

This GLE incentivises the learner to be attentive during the sessions through competition and reward.

**Estimated Playtime:** < 10 - 60 min/session

**Purpose:**

Keep a learner focused throughout a training session and help keeping track of the new vocabulary the learner has encountered or learnt.

**Intended Effect:**

Learners actively listen throughout the entire session.

**Benefits for Trainers:**

1. Very quick setup
2. Easy to edit and personalize sessions

**Preparation of the session:**

Trainer logs into the game hub, where they can get an overview of the content available, edit it or create their own (see bottom image).

**How to run the session:**

Trainer:

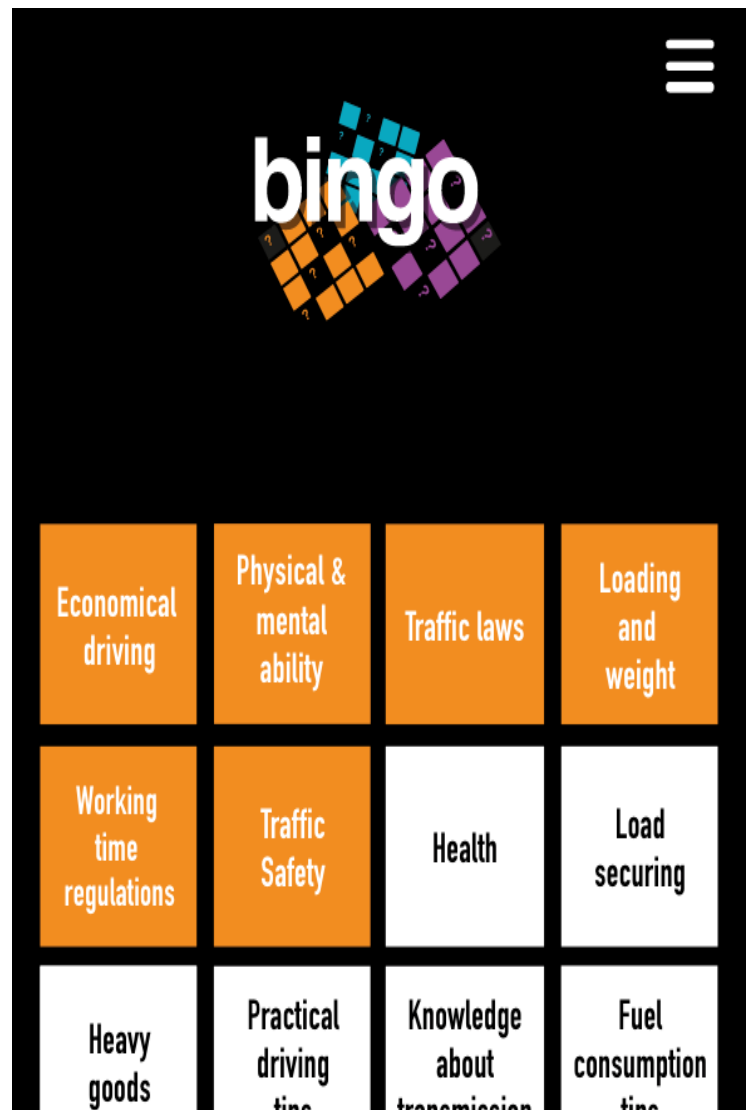
- selects a grid for the session
- enters all the keywords in the grid
- starts a game room
- shares the screen for learners to log in
- ends the game session when finished

**Best Time to Use:**

Throughout a session to keep players engaged.

**Session Structure:**

It can be used several times throughout a training day but can only be used once during a session.



<https://games.gamingdrv.com/admin/>