



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

GLE Instructional Overview – Wheel of Fortune

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Introduction:

The Wheel of Fortune is a luck-based GLE where learners are at the edge of their seats as they wait for the results of the spinning wheel. Its high adaptability in keeping the learner on their feet through uncertainty may propel it to become a favourite.

Estimated Playtime: ~ 1 min/session

Purpose:

To foster a charged learning environment through uncertainty and engagement.

Intended Effect:

To entice the learning through curiosity and anticipation.

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 top image). A trainer needs to determine the activity to be done before the session.

How to run the session:

Trainer:

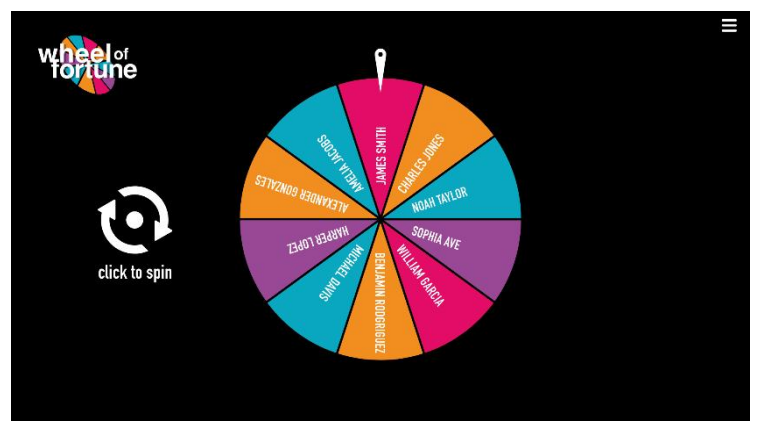
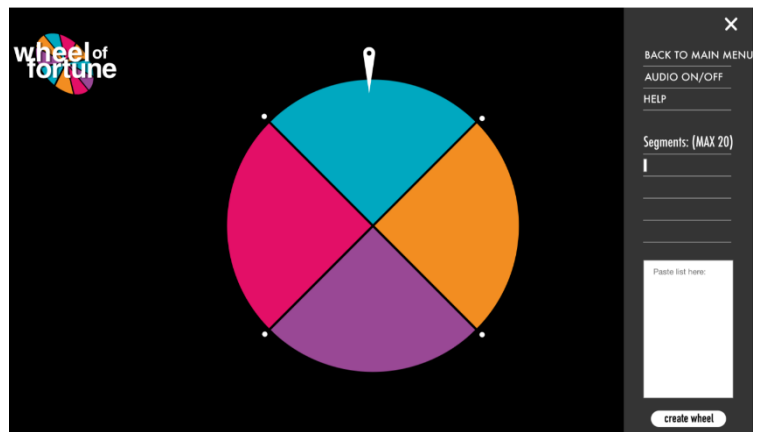
- selects the topic/content
- shares the screen for learners to witness the spin
- spins the wheel
- carries out the intended activity
- spins again for random selection of the same content, change the content for another spin, or stop the game

Best Time to Use:

At any point where a selection is needed, the intermission between topics or in the middle of a session to carry out an activity.

Session Structure:

Intended to be played multiple times.



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