



WORDWALL

Instructions

1. If we've never used Wordwall before, we start by creating our account here: <https://wordwall.net/>

SUMMARY

Short Description: Wordwall can be used to create both interactive and printable custom activities for the classroom. **Interactives** are played on any web-enabled device, like a computer, tablet, phone or interactive whiteboard.

Printables can be printed out directly or downloaded as a PDF file.

Languages: 38 (Greek, English, Portuguese, German are included)

Suitable for use: 6-15 years of age

Key words: interactive classroom activities, quiz, wordsearch, crossword, matching pairs

Link: <https://wordwall.net/>

2. We can sign up in several ways as seen in Fig. 1.

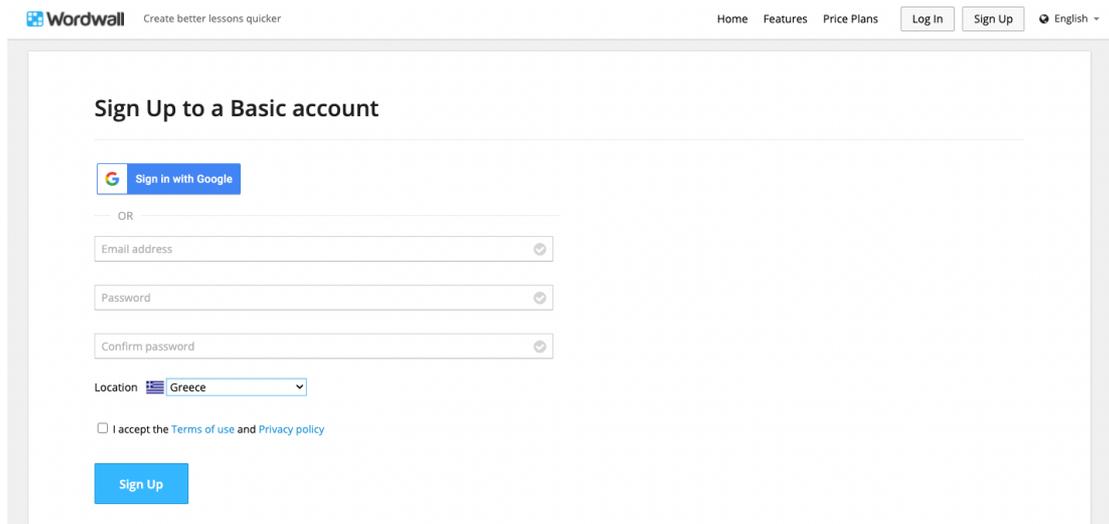


Fig. 1 How to sign up

3. At the home page, there is a very easy algorithm on how we pick a template.

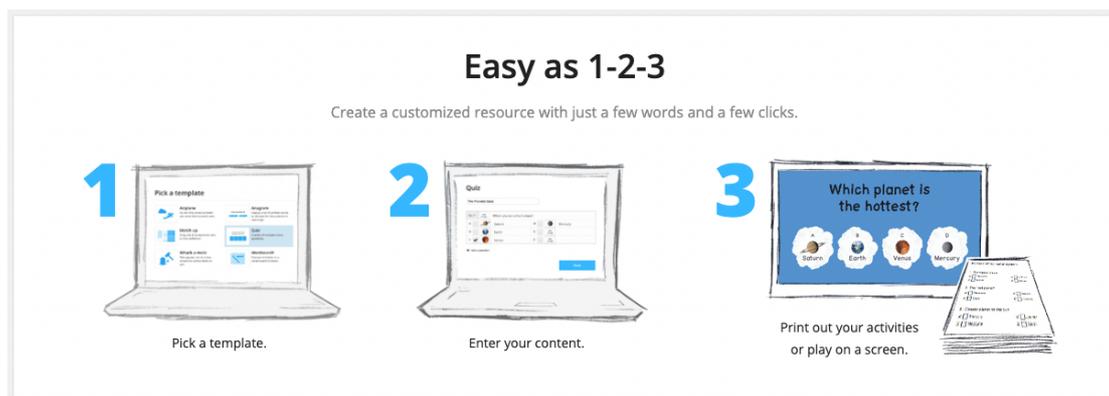


Fig. 2 Three easy steps

4. We start by clicking the button 'Create Activity' at the same page, as seen in Fig.3.

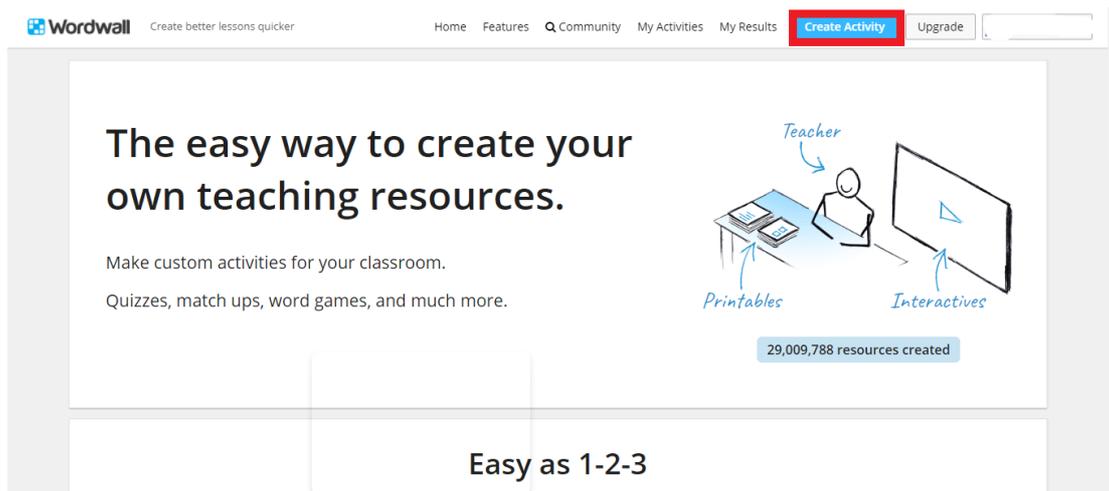


Fig. 3 Click the "Create Activity" button

- Then in the new window that appears we can choose the template that we want.

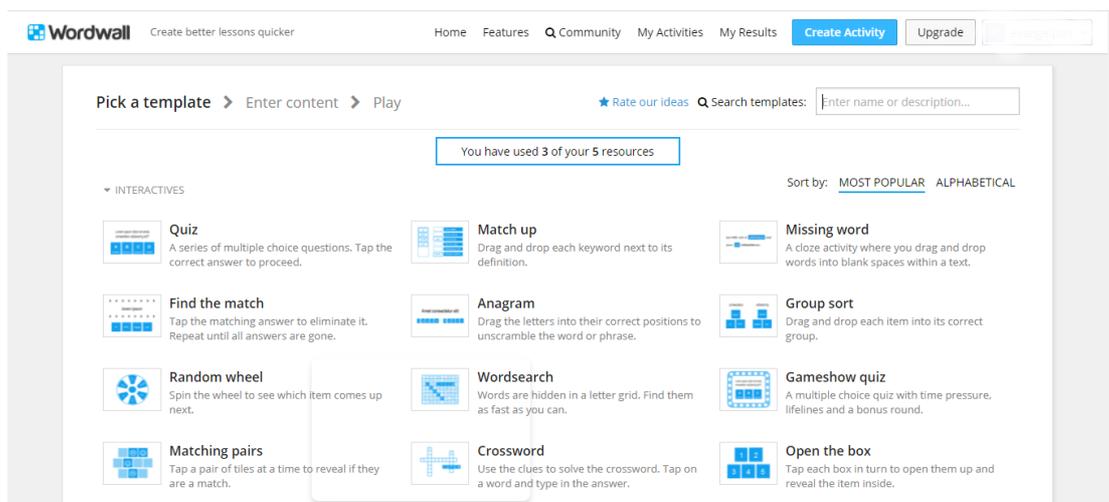


Fig.4 Many types of interaction templates

- We'll disseminate some interaction templates below.
- A very characteristic example is the **wordsearch**. Fig. 5 shows what is needed for a wordsearch, in a first place, which is its theme and the appropriate words. These words will be hidden in the wordsearch.

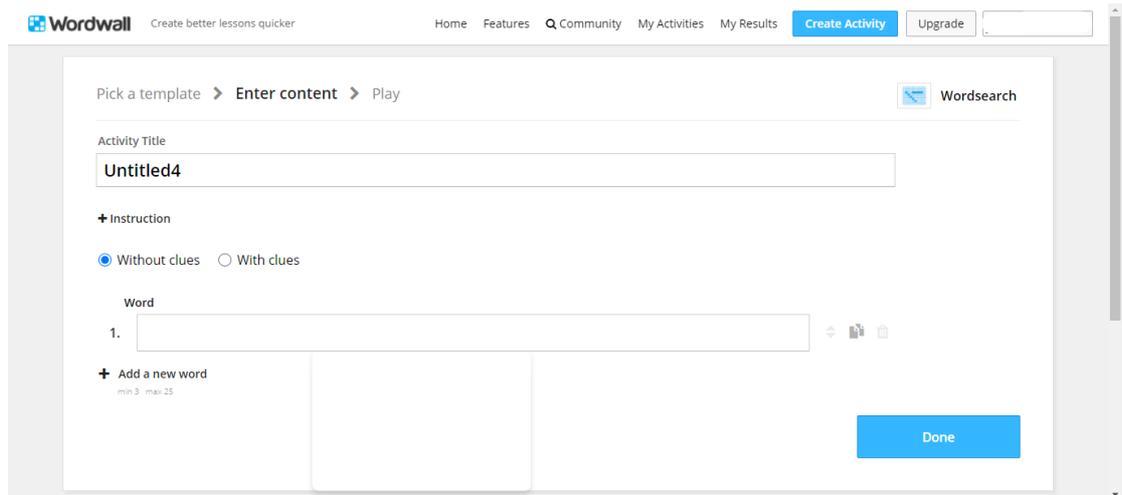


Fig.5 Options for the creation of the wordsearch

8. We may add some additional options for the wordsearch such as the time limit, the level of difficulty etc, after we click on the "Done" button.
9. Another example is the **crossword**. Firstly, we must enter the data that we want and some additional options at the end as we wish, like we did with the wordsearch (See Fig. 6).

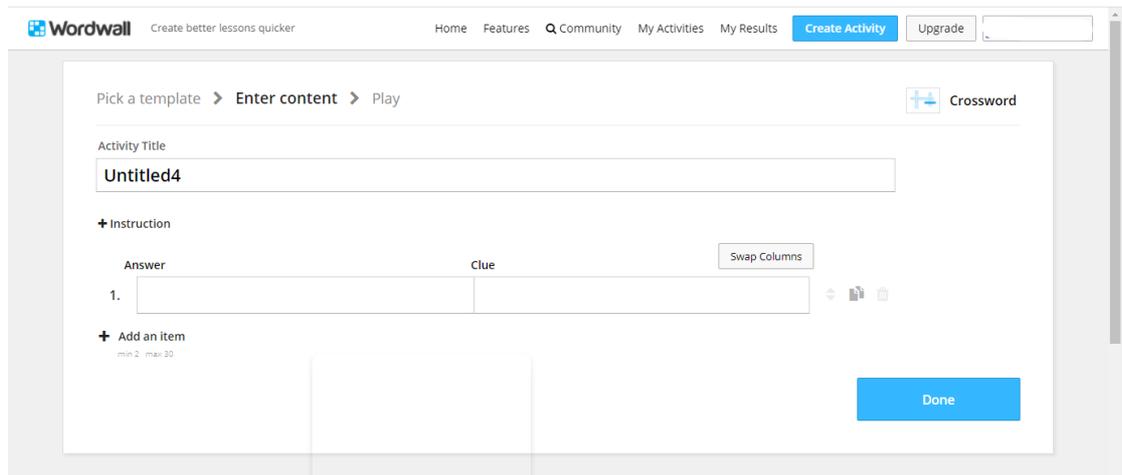


Fig.6 Options for the creation of the crossword

These are some of the main elements (a small sample) of the Wordwall. It's up to you to explore all the possibilities that this web application can provide to the teacher/tutor for making an interactive game for students, or even a relevant printable with an upgrade account, in order to evaluate them.

10. Additionally, we can see below, at the Fig.7, the interactive options for a pro account, which can take the experience of an educational game to the next level and also some examples from the community (See Fig. 8).

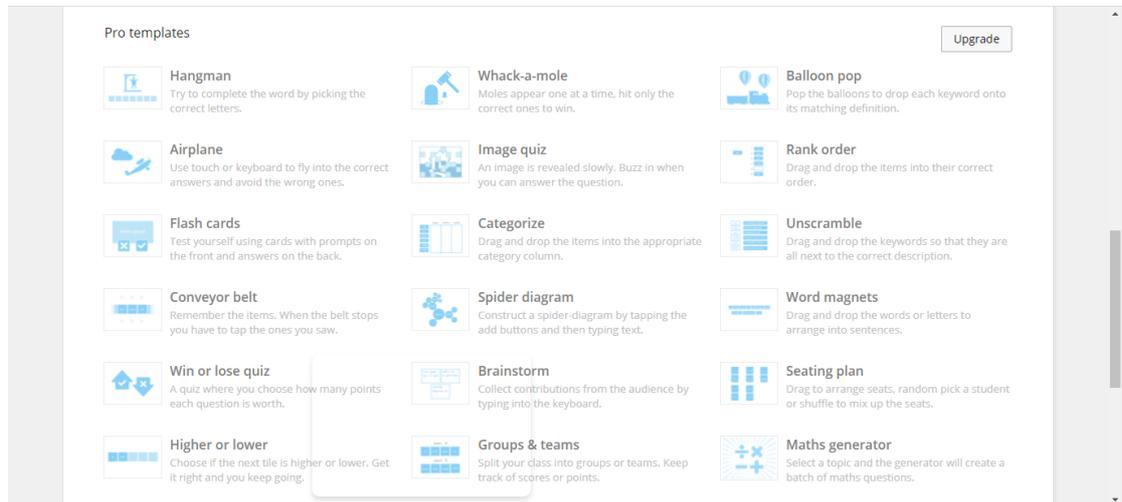


Fig.7 Pro interactives

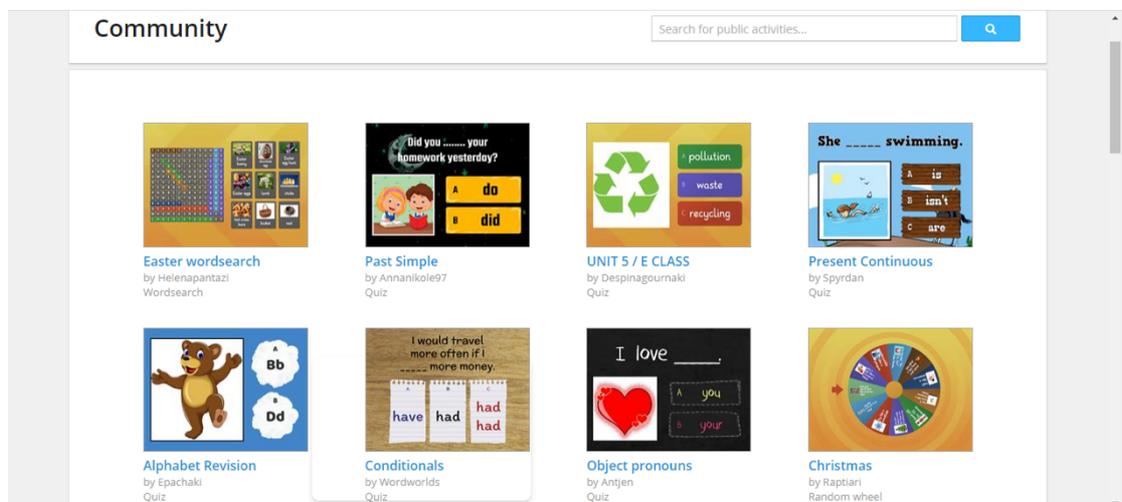


Fig.8 Community examples

Sources:

<https://wordwall.net/>

<https://wordwall.net/features>

<https://wordwall.net/community>



Co-funded by the
Erasmus+ Programme
of the European Union