

GAMIFICATION AND DISGUISED LEARNING





PLAY A GAME



Concentration, matching, tracing, and true/false games.





Puzzles, multiple choice, matching, sorting, and crossword games.





Student (*)

Legends of Learning games for math and science topics.







Earn awards by playing hundreds of games that span the curriculum.

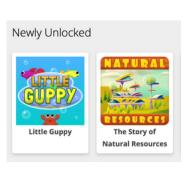


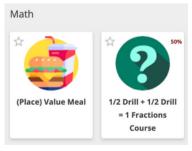


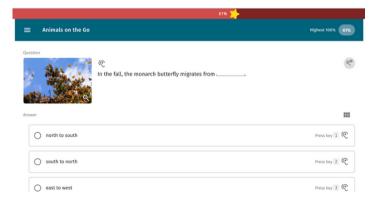




embraces the Theory of Fun for Game Design



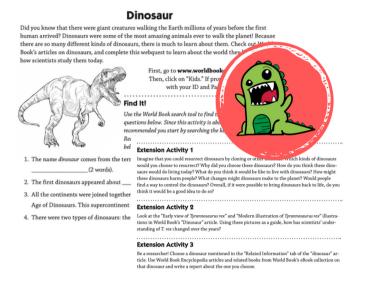




- ★Progress is shown throughout a drill or course.
- 🜟 Individuals can view personal statistics.
- ★Earn badges as you go.
- ★Unlock games from the secret stash!

WEBQUESTS

Available on Kids, Student, and Advanced

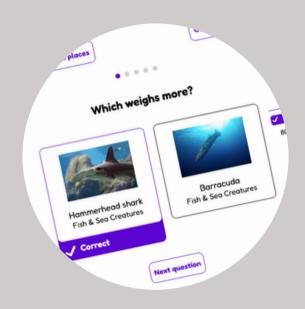


Take students on an expedition through World Book using WebQuests.

Gamify even further by creating your own badges or points system for students to earn by completing the quest.

WORLD OF ANIMALS

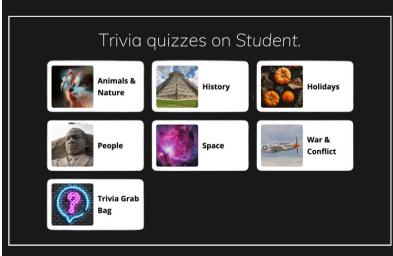
One of our most popular features on *Kids*.



Students can guess which animal is taller, heavier, has more babies, and more.

MAKE A TRIVIA GAME

Create your own game using facts from any World Book resource!





Want more ideas on how to use the countless resources on **World Book Online**?

Visit our Training Guide at www.worldbookonline.com/training.