

## Grab and Go Greek Gaming

In uncertain times -- and even in certain times -- distance learning is becoming the modus operandi of the secondary classroom. But how to keep students' attention and ensure engagement becomes the burning question. For that matter, given the omnipresent smart phone, how do we maintain engagement when we are face to face? In this presentation, we will delve into using online, student-created games in Greek grammar, geography, and history to punctuate the direct instruction of an online or in-person class. Participants will be introduced to guiding principles of gamification, focus on how they may transform their classrooms into factories of product-based learning, and transform the student smart phone from a Weapon of Mass Distraction to a tool of meaningful engagement. In addition, participants will be given access to over 500 standards-based online learning games in Classical and Koine Greek as a parting gift.