

Quizlet Activity Instruction

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Purpose: Quizlet is a technology-based activity for any level of students learning new vocabularies. Teacher needs to set up their own classes so they can send out the class join code to invite their students to join the right class. They will also need to create the lessons and share the links with their students so they can track their students' learning progress. Each Quizlet lesson has eight activities divided into two categories: Study and Play. The Study category has five activities: Learn, Flashcards, Write, Spell and Test. The Play category has three activities: Match, Gravity and Live.

Time: 5 - 30 minutes depends on each activity.

Materials Needed: Vocabulary List, Wifi, Electronic devices: Laptop, smartphone, Tablet, or iPad.

Procedure:

1. Divide the students to two groups. Assign each group the Learn activity in Quizlet. Each student in the Group 1 learns the first half and each student in the Group 2 learns the second half.
2. Ask each student in Group 1 to work in pair with a student in Group 2 to finish their Vocab Lists.
3. Have the whole class do the Quizlet Live game activity. Click on the Live link, and it will come up with a new page and assign a code. Ask students to go to the link: [Quizlet.live](https://quizlet.com/live) and enter the code there. Once all the students get into the page, the teacher can click on Start the game. Students are randomly assigned to two groups. The first group finishes the vocabs is the winner team.
4. My students love this activity and they usually will ask to play it more times. Each time I will shuffle the team so they are assigned to different teams.
5. Assign the other activities as homeworks throughout the week. One activity for each day to review the vocabs.
6. I use the Test to create vocabs quiz. It has different options to allow me to choose the quiz types, like multiple choice, Y/N, match, write, fill the blank.

Modifications:

The Quizlet activities can be done anytime and anywhere so they can be assigned as class activities or homeworks, depending on teacher's preferences. The Live game can be also played as a review activity after the students finished the whole lesson.

