



# The Design of Game-Based Teaching Materials: Sports English

UE4B 1109200076 Abby 林雨儒

UE4B 1109200079 Shelly 林珊瑩

UE4B 1109200092 Nicole 鄭琬璇

Instructor: Dr. Wen-Chuan Lin 林文川

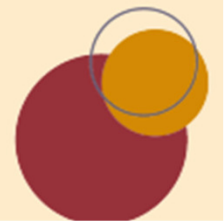
# Table of contents

1. Abstract
2. Background and Purpose
3. Initial Design for Three Games in Sports English
4. Feedback
5. Re-design of Two Games in Sports English
6. Conclusion



# Abstract

- Assist in teaching of Sports English Course
- Enhance Wenzao students' participation and enthusiasm



# Background and Purpose





**First Semester: Initial  
Design of Three  
Games in Sports  
English**

# GAME: The Sneaky Spy

Brief Explanation: A game designed to enhance students' memory of sports-related English vocabulary through a drawing and guessing activity.



# GAME: The Sneaky Spy



# GAME: The Sneaky Spy







**FEEDBACK**

# FEEDBACK

- System Problems Addressed
- Changes Implemented
- Major Alterations to Game Design





**The Second Semester:  
Re-design of the Two  
Games in Sports  
English**

# GAME: Charades

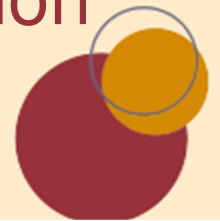
Brief Explanation: A game where you use your body language to convey words or phrases without speaking.



# GAME: Charades

## Advantages:

- Improves vocabulary retention
- Enhances body language and expression skills
- Encourages teamwork and communication



# GAME: Charades



# GAME: Charades

**golf**

高爾夫球（運動）

Book 1 Unit 1



# GAME: Charades





# GAME: Charades



# Conclusion

- Two new games are integrated into Sports English course and paired with flash cards.
- By participating in games, students can become more interested in course learning and acquire more learning knowledge.

# Reference

<https://www.iconfinder.com/search?q=sport&from=homepage>

<https://www.iconfinder.com/search?q=why&from=homepage>

<https://www.iconfinder.com/search?q=content&from=homepage>



**Thanks for listening**