

New Competitive Team-Based Learning Improved in Leading Digital Learning System

JogNog Team Play feature allows teachers to easily create competitive learning teams

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G7 Research, the maker of the digital learning system JogNog, has created an innovative new tool that allows teachers to break their classroom of students into teams that compete to see who can learn the most.

Teachers have found it difficult to hold the attention of students when the students are not in the classroom. Teachers report that less than half of all students show up for Zoom meetings and that they are rarely completing assignments or doing homework. This is a hidden crisis of motivation in students that is, as of yet, underreported and unsolved.

Yet these same students who won't do their homework, are highly motivated and engaged when they are playing team sports. Whether on their Xbox or in the backyard.

JogNog leverages this motivation of competition amongst teams that builds cooperation within the teams. The JogNog Team Play feature allows a teacher to easily split their class into two teams that compete against each other.

It might be the Iguanas versus the Kangaroos, but each student works independently to help their team win by answering questions.

The new design fixes some problems with existing team based challenges. For instance the popular quiz game Kahoot! encourages rapid answering of questions that gets the students excited but doesn't support thoughtful learning. Another popular solution, Quizlet Live requires students to physically move in the classroom to sit next to each other. The Quizlet Live team members work together to answer each question but the weaker students eventually disengage and the stronger students dominate the game play, somewhat defeating the point of building a team in the first place.

JogNog Team Play allows all students to work on the same problems but they work independently and at their own pace while still contributing to the success of their team.

It's perfect for distance learning and doesn't require the students to be physically in the same room or get them overexcited. It keeps them focused on learning not just winning the game.

Stephen Smith, CEO of G7 Research commented on JogNog's approach: "We researched a lot of the team-based learning games and fixed some of the problems that teachers were having with them. JogNog Team Play is the best way to motivate students, build cooperation and encourage actual learning. It is awesome for holding competitions when students are working from home."

About JogNog

JogNog is an easy way for teachers to review the standards and topics that their students need to know for their state assessments. When used regularly, JogNog has been shown to have significant positive impact on state test scores. JogNog is available on the web for Google Classroom and Microsoft Office 365 and Microsoft Teams users. For more information about JogNog, visit www.JogNog.com.

