EDUCATORS GAMES
LEARNING WITH FUN

TEACHER'S PRACTICAL TUTORIAL

Create learning games • Engage learners • Review performance

A step-by-step guide for teachers, educators and school leaders
Designed for learning activities across Classes 1–8

Portal Link:
https://educatorsgames.com/

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Introduction

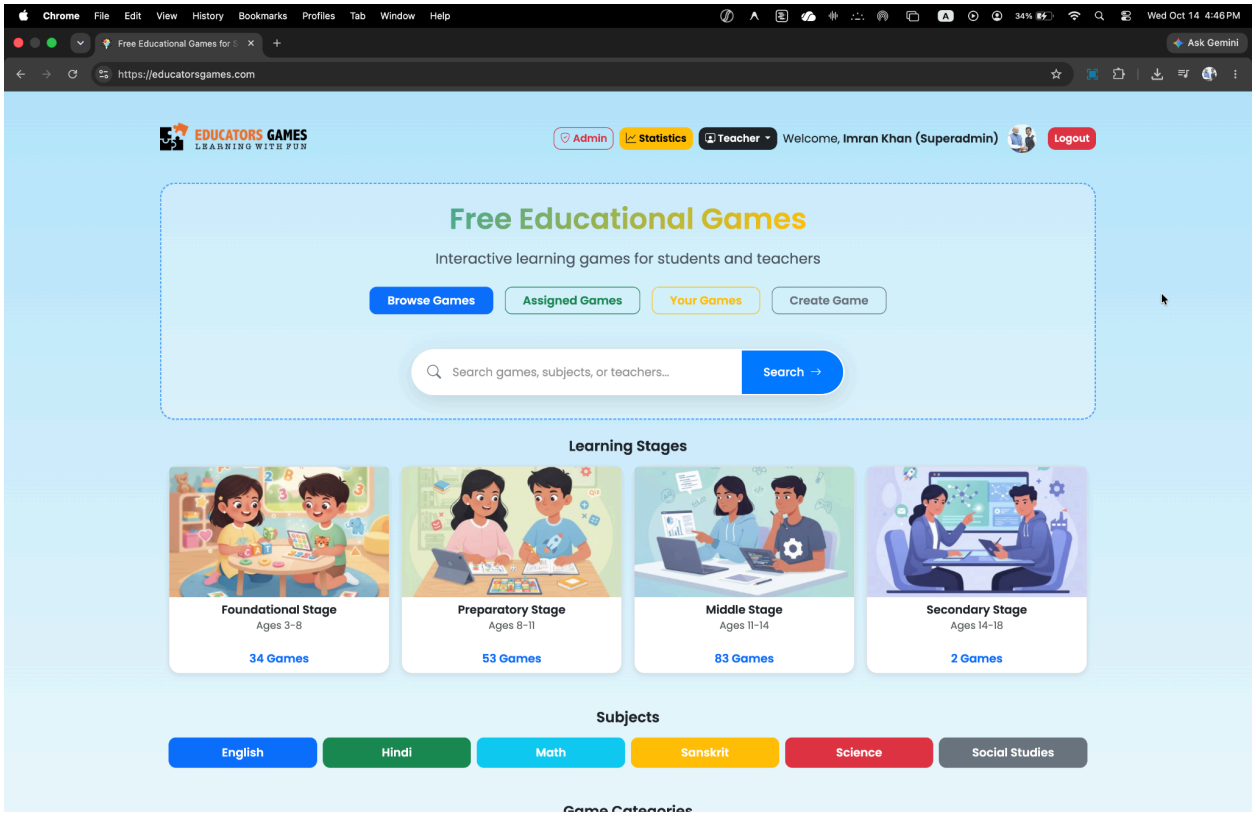
Educators Games is presented as a teacher-focused platform for turning classroom content, revision questions and vocabulary practice into interactive learning games. This guide explains the workflow described for the portal, from teacher sign-in and game creation to student access and performance review.Who can use this guide?

- Teachers planning classroom practice, revision and formative assessment.
- Educators teaching learners in Classes 1–8.
- Principals and school leaders supporting digital learning activities.

What you will learn

- Sign in to the teacher area and understand the dashboard.

- Explore the student experience and the main game formats.
- Create a game, add questions and prepare it for students.
- Add students and assign a game to a class.
- Review scores and export a performance report where available.



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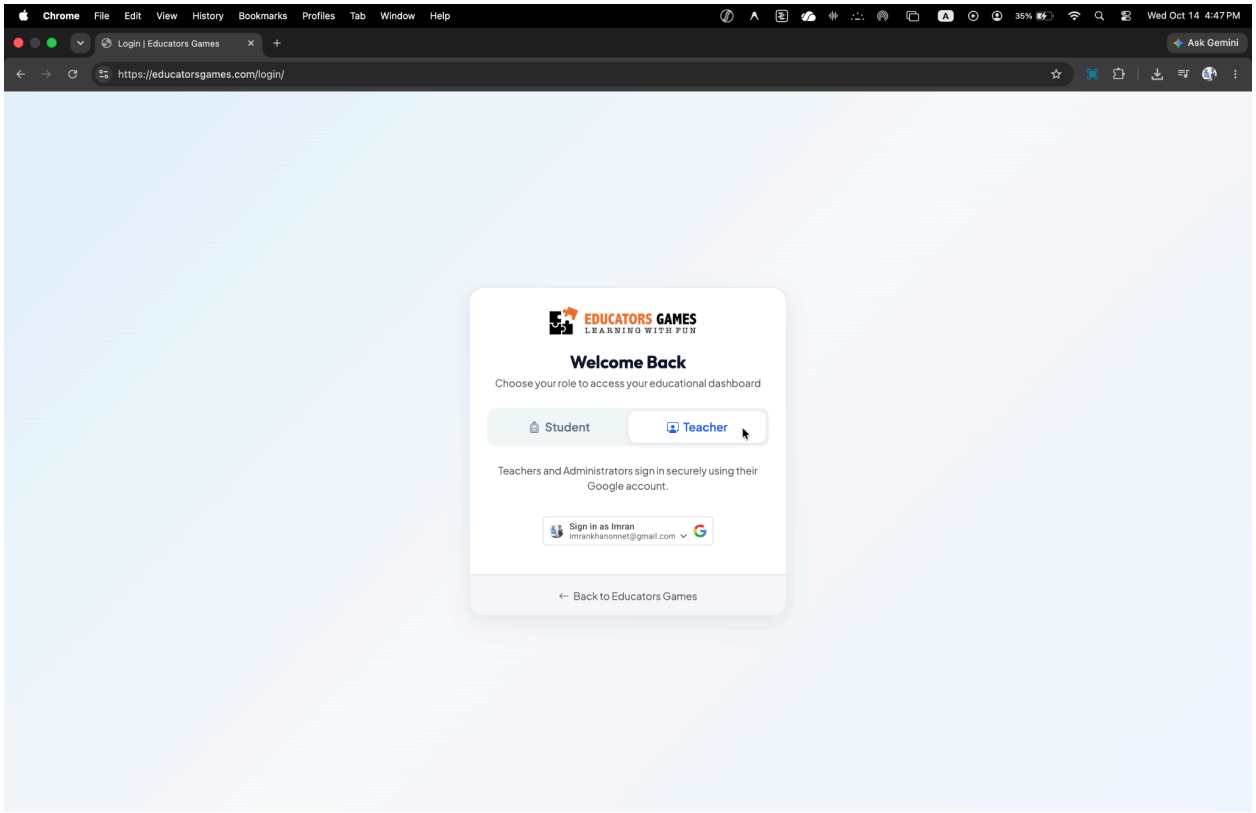


1. Getting Started and Teacher Login

Open the portal in a modern web browser: https://educatorsgames.com/

Sign in as a teacher

1. Open the portal homepage.
2. Select **Login** from the main navigation.
3. Choose the **Teacher** tab on the login screen.
4. Select **Sign in with Google** and complete the Google sign-in flow.
5. After successful sign-in, open the Teacher Dashboard.

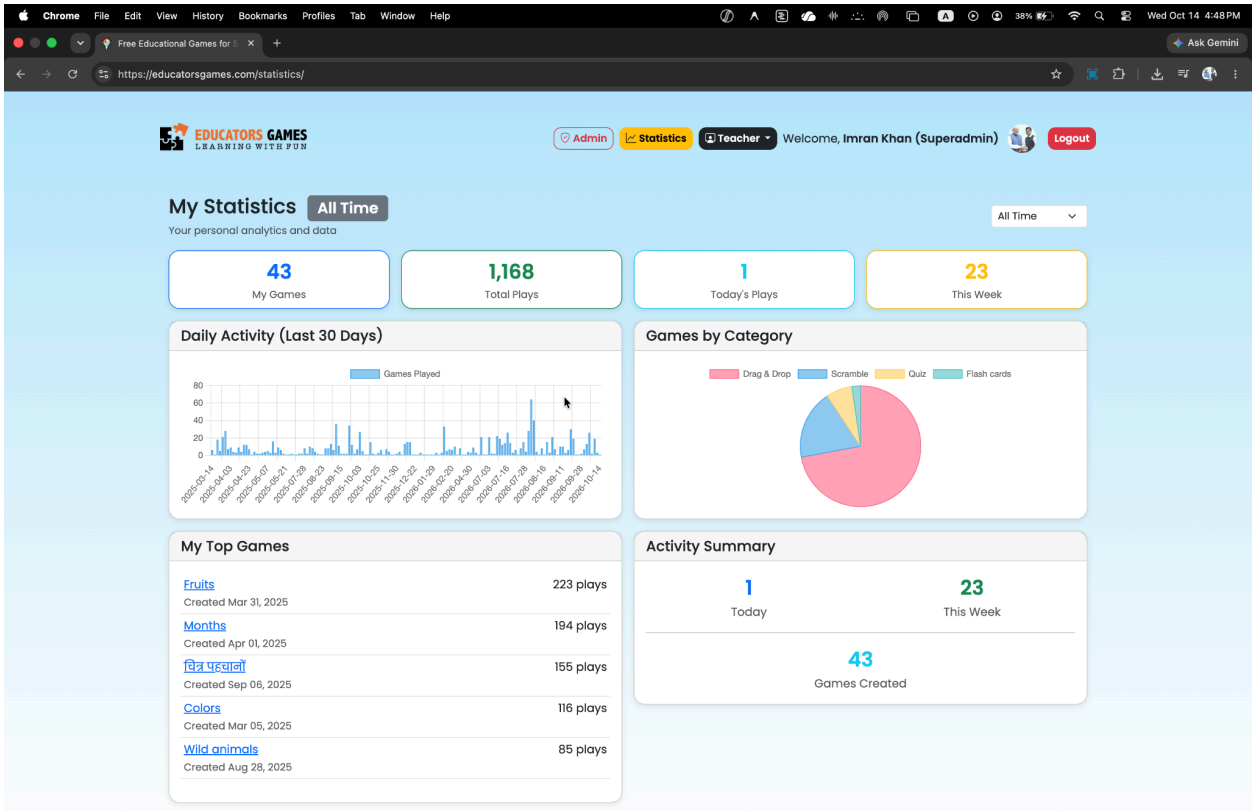
> **Teacher tip**
> Use the Google account you intend to use for your teaching work. If your school has an account policy, follow it before connecting an account.

If sign-in does not work

- Check that you selected the Teacher tab rather than Student Login.

- Confirm that the correct Google account is active in the browser.
- If the browser blocks a pop-up or redirects unexpectedly, review its site permissions and try again.
- Do not share your Google password with students or colleagues.

2. Understanding the Teacher Dashboard



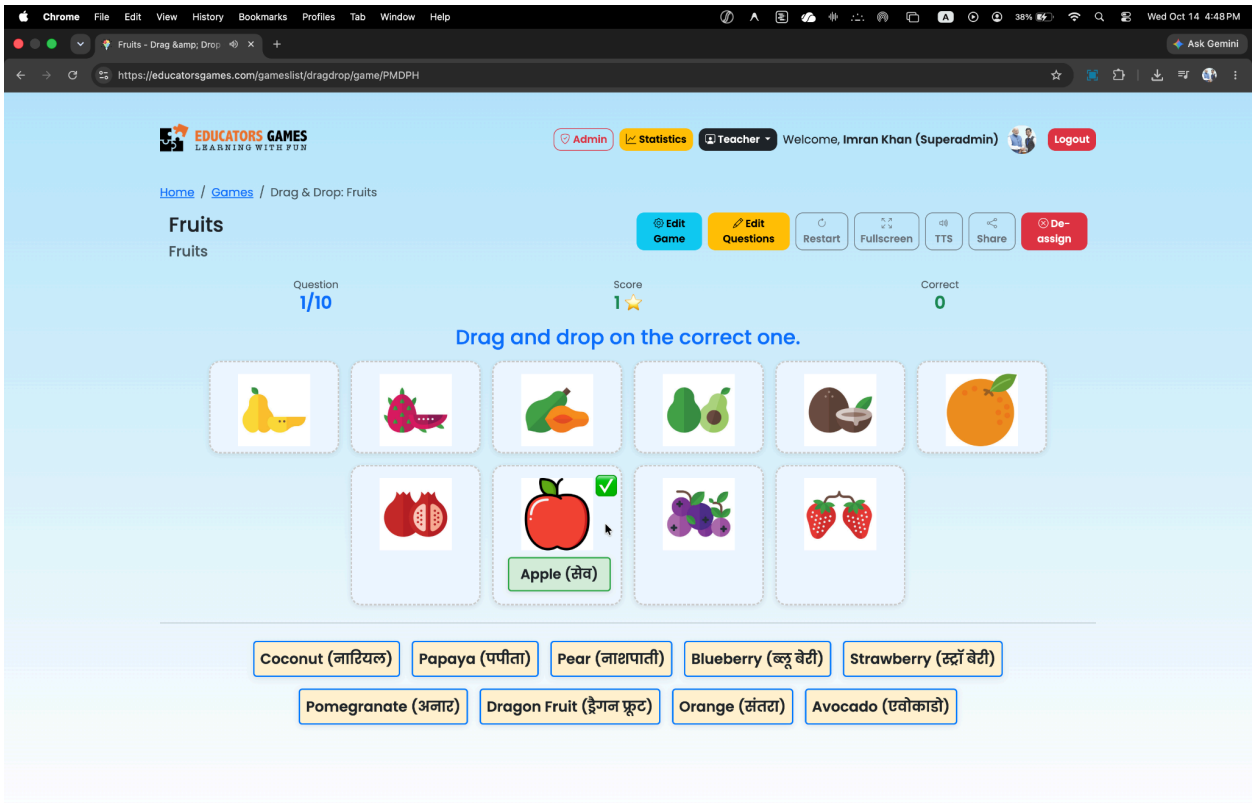
The Teacher Dashboard is the starting point for managing learning games. The dashboard presents summary cards for games, questions, students and total plays.

Dashboard item	How a teacher can use it
Games	Review the games created or published in the teacher account.
Questions	Get a quick sense of the questions available in the teacher's content bank.

Dashboard item	How a teacher can use it
Students	Check the number of students associated with the account, as displayed by the portal.
Total Plays	Understand the overall level of student activity shown by the portal.

Dashboard figures are summary indicators. Open the relevant section for the detailed records needed to plan a lesson or follow up with students.

3. Exploring the Student Experience



Before assigning a game, preview the student experience where possible. A short test helps you check that the instructions are clear, the questions match the learning objective and the game works on the devices students use.

Main game formats

Game format	Good classroom uses	Teacher preparation
Drag & Drop / Tap-to-Match	Matching vocabulary, terms and definitions, capitals, formulas or categories.	Make each pair unambiguous. Test both mouse and touch interaction if available.
Word Scramble	Spelling, key terms and word-order practice.	Check spelling and ensure the scrambled letters lead to the intended answer.
Flashcards with voice/TTS	Vocabulary, pronunciation practice and quick recall.	Use age-appropriate words and verify pronunciation where audio is available.
Interactive Quizzes	Chapter revision, quick checks and formative assessment.	Write clear questions and review answer options before publishing.

A mobile-friendly matching method

The educators games portal provides Tap-to-Match interaction for touch devices: a student taps a word and then taps the matching answer slot. If this feature is available in the selected game, demonstrate it to students before they begin. Avoid assuming every game type behaves identically.

Points, badges and completion feedback

The portal provides points, badges and confetti as possible motivational feedback. Explain to students that the purpose is to practise and improve, not merely to finish first. Recognise effort, accuracy and progress.

4. Creating Your First Learning Game

The following example creates a simple Science activity for Class 5.

Create the game record

1. Open **Create Game** from the navigation menu or Teacher Dashboard.
2. Enter a clear title, such as "Class 5 – Solar System Adventure".
3. Choose **Science** as the subject.
4. Choose the appropriate game type, for example **Drag and Drop**.
5. Select **Class 5** in the class or grade options.
6. Submit or save the game details to continue to the question editor.

Choose a useful title

A good title tells students the topic and, when useful, the class or learning purpose. Examples include "Class 3 – Addition Practice", "Class 6 – English Opposites" and "Class 8 – Science Revision".

> **Keep the first game small**
> Start with a short activity that targets one learning objective. Once the workflow is familiar, expand the question set and build more games.

5. Adding Questions and Preparing a Game

After saving the game details, use the question editor to add the content students will practise. The exact fields may vary by game type.

Sample questions: Solar System Adventure

Question prompt	Correct answer	Learning focus
Which planet is closest to the Sun?	**Mercury**	Recall of planet order
Which planet is the Red Planet?	**Mars**	Recall of a familiar planetary feature
Which is the largest planet?	**Jupiter**	Recall of a familiar planetary feature

Add images when they support learning

- Use images when visual recognition is part of the learning objective.
- Use clear, relevant images that are suitable for children and that you have permission to use.
- If text alone is sufficient, keep the question simple and uncluttered.

Review before activation

- Check spelling, punctuation and factual accuracy.
- Make sure every prompt has the intended answer.
- Check that the game is assigned to the correct subject and class.
- Preview the game as a student if that option is available.
- Add the number of questions required by the portal before attempting to activate the game.

> **Activation note**
> At least five questions are required before a game can be set to Active. Confirm the current portal requirement in the interface, because platform rules may change.

6. Adding Students and Sharing Access

There is s a bulk-entry workflow under Teacher Menu → Add Students. It uses a roster format containing a student name, class and section.

Example roster format

`Aman Sharma, 5, A`

`Pooja Verma, 5, A`

Use fictional names for demonstrations. For real classes, enter only the information requested by the portal and permitted by your school's policy.

1. Open the Teacher **Menu** and choose **Add Students**.
2. Enter student details using the format expected by the portal. If bulk paste is supported, check the separators and line breaks.
3. Submit the roster and review the result for errors or duplicate entries.
4. The portal generates usernames or PIN/password credentials, review the generated list

carefully.

5. Print or distribute credentials securely, using your school's approved method.

> **Protect student accounts**
> Do not publish student credentials in a public place or open social media group. Share them only with the intended student or authorised caregiver, and follow school data-protection procedures.

7. Assigning Games to a Class

1. Open **My Games** from the teacher area.
2. Locate the game you want students to play.
3. Select **Assign Game**, if available for that game.
4. Choose the relevant class or student group and confirm the assignment details.
5. Ask students to sign in and look for the game in the **Assigned Games** area of their dashboard.

Before you assign

- Confirm the game is active or otherwise available to students.
- Check that the game is intended for the selected class.
- Tell students the objective, expected time and whether they may replay the activity.
- Test the student login and assignment flow with a demonstration account before a full-class launch.

8. Reviewing Class Performance

After students have played, use the available performance or statistics pages to understand participation and learning progress.

What to look for

- **Completion:** which students have attempted or completed the activity.
- **Scores:** how accurately students answered the questions.
- **Attempts:** whether students needed repeated practice, if attempt counts are shown.
- **Patterns:** questions or concepts that many students found difficult, where the portal provides this detail.
- **Participation:** how many times a game was played, as shown by the available statistics.

Use results to plan the next lesson

Treat game results as one source of evidence, not as a complete measure of a student's ability. If several students miss the same concept, reteach it with a worked example, pair discussion or a short teacher-led activity, then use a fresh practice question to check improvement.

Exporting a report

There is an Export to PDF option. Select it from the relevant performance page and review the generated report before saving or sharing it. Store reports securely and share them only with people who are authorised to see student information.

9. A Sample Lesson Workflow

This example shows how a teacher might use Educators Games as part of a short lesson. Adjust the timing to the age, reading level, device access and learning objective of your class.

Stage	Suggested time	Teacher action
Introduce	3–5 minutes	Explain the learning objective and model one sample question.
Play	5–10 minutes	Students work through the assigned game individually or in pairs, depending on devices.
Discuss	3–5 minutes	Review common errors and invite students to explain their thinking.
Reinforce	5 minutes	Reteach a difficult point and ask students to try a new example.
Reflect	2 minutes	Ask what students learned and what they still need to practise.

Accessibility and inclusion

- Read instructions aloud when needed and demonstrate the first interaction.
- Use concise wording and familiar vocabulary for early-grade learners.
- Offer additional time or paired support to students who need it.
- Check that colours, sounds or animations do not become barriers for students with different needs.
- Provide an alternative paper-based or teacher-led activity when a device or connection is unavailable.

10. Good Practice, Privacy and Troubleshooting

Good practice for teachers

- Begin with a clear learning objective. Choose a game format that supports that objective.
- Keep instructions brief and appropriate to the class level.
- Check every answer and any images before making the game available.
- Use student results to guide feedback and reteaching rather than to label students.
- Use a short pilot with a few students before a larger rollout.

Common issues to check

Issue	Practical checks
Teacher cannot sign in	Confirm Teacher login is selected, check the Google account and retry in a supported browser.
Student cannot find an assigned game	Confirm the assignment was saved, the game is available and the student is signed in to the correct account.
Bulk roster fails	Check the required line format, separators, blank lines and class/section values.
Game cannot be activated	Check for missing questions or required fields and read any validation message shown by the portal.

Issue	Practical checks
Audio or touch interaction does not work	Check device volume, browser permissions, connection and whether that particular game supports the feature.
Report is unavailable	Check the relevant performance page and account permissions; the feature may vary by portal version.

Privacy and responsible use

- Use student information only for the educational purpose for which it was collected.
- Keep credentials and performance reports private.
- Do not include sensitive personal details in game titles, questions or public leaderboards.
- Use age-appropriate content and check that examples are respectful and inclusive.