Online Game: A Step-by-Step Guide

Here are a few methods for accessing online games tailored to Booklet:

Access through the student workbook

On the back cover of the booklet, you'll find a scannable code. Using your cell phone to scan it will instantly open the landing page, providing access to the main menu for the games.

Access through the software of the classroom computer

1. Main Screen

When the teacher opens the classroom software, a main screen appears. On this screen, there's a button labeled **'ONLIN GAMES'.** Pressing this button will open the landing page for games.

2. Screen for learned lesson plan

When the teacher navigates to the designated chapter in the lesson plan, the main screen for that lesson appears. For instance, on the navigation screen for **Chapter 3**, selecting the **'ONLINE GAMES'** button will seamlessly open the game landing page.
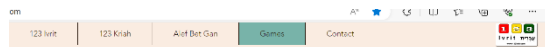
Accessing Through the Website

Please Type "www.123ivrit.com" into your web browser

1. Games category

to open the list of games, simply click on the **'GAME'** button in the main menu bar. Then, from the list of games that appears under the heading '**חלק שלישי**', select '**123 עברית**'.
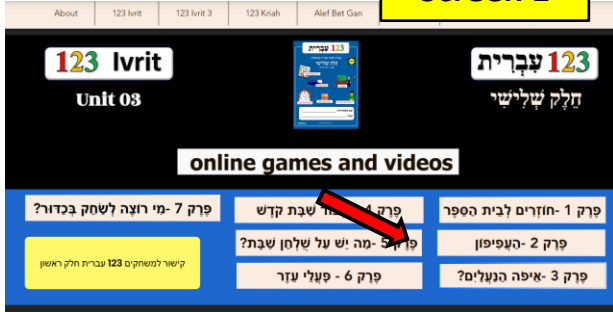
2. Category 123 Ivrit

Click on '**123 Ivrit**' in the main menu. Then, select the '**123 Ivrit Unit 03**' submenu. Once you're on the desired page, you'll see a button labeled **'Online Games'**.

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How to open online games for my workbook page?

Screen 1

Screen 2

Screen 3

Screen 3 illustrates an online game specifically designed to match the content covered on **page 18** of the student's workbook.

How to play online game on the smart board in front of a classroom?
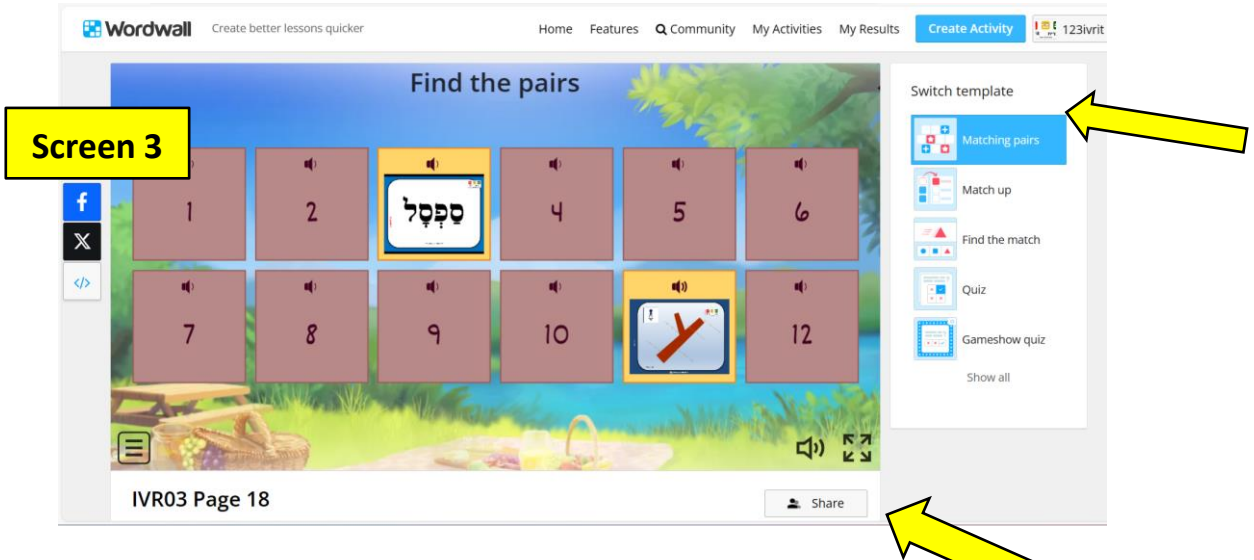
The teacher chooses a student to participate. The student is asked to select two cards from those displayed on the board, identifying them by their numbers in Hebrew. The teacher then taps on the chosen cards. If the speaker in the classroom is enabled, the text will be heard in Hebrew, and everyone should wait until the entire text is heard, as sometimes it includes a full sentence in Hebrew containing the word. If the speaker is disabled, the student is required to vocalize the Hebrew word shown. More advanced students may also be prompted to form a sentence using the word presented. The process repeats as the student selects another card to find a match.
The class can be divided into two teams to compete against each other.

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How can the activity's template be switched?

Look for the **Switch template** panel on the right side of every activity page (Screen 3). The original template is listed at the top, with all the other options underneath.

How can you share activities with your students?

1. Start by locating the "**Share**" button positioned at the bottom of the activity **(Screen 3)**.

2. Click on the "Share" button to prompt a sharing window to appear.

3. Once the sharing window appears (**Screen 4**), you'll find a variety of options to share the game through different channels.

4. Choose the channel that best suits your needs, whether it's email, or educational platforms such as Google Classroom.

5. Proceed to share the game with your students or participants through the selected channel.