Time To Climb ▶ https://nearpod.com/

Time to Climb is Nearpod's "game-like" activity that will level up the competition and engagement in the classroom while assessing students' understanding. Students will race to the top of the mountain against the clock while answering multiple-choice questions.

CLASSROOM CONNECTIONS

[4Cs: Collaboration, Communication, Creativity, Critical Thinking]

Time to Climb is a fun way to gamify learning. Students try to make their avatar move quickly to the top of a hill as they answer content questions in a multiple-choice format. See student responses in real-time and get assessment reports delivered to you.

Critical Thinking: Use a Time to Climb activity to engage students in critical thinking by crafting questions within DOK Levels 2 and 3. Students will analyze, compare, contrast, and evaluate while participating in a content gamified activity. For example, explore major events in History, life cycles in Science, literary devices in ELA, and problem-solving in Algebra.

TRY IT

Create a Time To Climb activity or convert an existing quiz into a Time To Climb quiz game. Utilize strategies for Writing Multiple-Choice Questions that Demand Critical Thinking to ensure critical thinking skill development.

ADDITIONAL RESOURCES

- How to use a Time To Climb
- Strategies for Critical Thinking
- DOK Question stems for Critical Thinking

SCAN ME!

Type
Website/App

Device/Operating System
App Available on IOS and Android; Website available on all devices

Price
Free & Paid

LMS Integration
Utilize as an add-on with a link or code

Grade Level(s)
PreK – 12

Skills/Content Area(s)
Arts, Math, Science, English Language Arts (ELA), Social Studies, English Learner (EL), Gifted, and Social-Emotional Learning (SEL)

Supporting ALL Learners
Offers differentiation with the use of student pacing or the pausing features to check for understanding.

MISSISSIPPI DEPARTMENT OF EDUCATION