LEVEL 5
Gamify your classroom

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Gamified wrap-up! Tell it with Dixit!

- You can choose THREE Dixit cards from the table
- Choose ONE Dixit Card that represents your feelings before coming, ONE that represents them at the moment, and ONE that represents how would you feel when you go back home. <u>Do not show it to the other members of the class!</u>
- Write a short story using all three cards
- Share your stories. The most original story (voted by the class) wins!

Learning Objective

Learning objectives:

●Becoming familiar with the main steps to integrate game-based elements and mechanism in your classroom and learning activities

●Learned how to design and create digital badges to represent achievements and motivate to act

●Upgrading a unit or lesson using the new knowledge gained

1) Determination of learners' characteristics

●When teachers implement new approaches in learning process it is essential to define **students' characteristics** (profiles) in order to determine whether the new tools and techniques would be suitable.

●The key and decisive factors are the **predisposition** of the students to interact with the learning content and to participate in learning events with competitive nature.

●It is essential for teachers to establish and take in mind what **skills** are required by the participants to achieve the objectives – whether the tasks and activities require special skills by learners. If tasks are very easy or difficult, is **possible demotivation** of learners and negative outcome.

●Students' motivation to participate in training depends on the context of learning process and what follows from their achievements

2) Definition of learning objectives

●The learning objectives have to be specific and clearly defined. The purpose of education is to achieve the learning objectives, because otherwise all activities (including gamification activities) will seem pointless.

●The objectives determine what educational content and activities to be included in learning process and selection of appropriate game mechanics and techniques to achieve them.

3) Creation of educational content and activities

The educational content should to be interactive, engaging and rich in **multimedia elements**. The training activities should be developed tailored to the learning objectives and allow:

●**Multiple performances** – the learning activities need to be designed so that students can **repeat** them in case of an unsuccessful attempt. It is very important to create conditions and opportunities to achieve the ultimate goal. As a result of repetitions students will improve their skills.

●**Feasibility** – the learning activities should be **achievable**. They have to be tailored and adapted to students' potential and skill levels.

●**Increasing difficulty level** – each subsequent task is expected to be more complex, requiring more efforts from students and corresponding to their newly acquired knowledge and skills.

4) Adding game elements and mechanisms

- Points
- Levels
- Awards
- Leaderboard
- Badges

Gamify assessment
Designing and awarding digital badges

What are digital badges?

● Images that represent an accomplishment, skill or other positive quality achieved by the student

●They can be displayed online, and many also have connected data that shows how the badge was earned

Why digital badges?

- Recognize and Reward

- Motivate

- Encourage Positive Behavior

- Set Criteria and Goals

- Rethink Assessment

Useful tools

Tools to design your own badges

Google Drawings

Canva

Badging Systems

Flippity ➡ Flippity Badge Tracker

Badgelist.com

Badgr

Magic Digital Badges (Gsheet Add-On)

Let's test some analogical learning games!

4 Times Sharades

● Write individually the names of 5 well-known characters (real or fiction).

● Divide in groups and choose 4 people, one for each round

● 3 rounds: 1° explaining, 2° miming, 3° drawing, 4° one word.

● When it is your turn, draft a piece of paper and lead the team to guess the word by acting, miming or explaining in one word. Each person has 2 minutes to play as much characters as possibile.

No mentioning specific places and names.

Back to back

- Divide in pairs: one person will be the **explainer** and the other the **drawer.** Sit back to back.
- The explainers receive a **drawing handout**: the drawers have to deliver the "best" drawing only based on the explainer instructions in 5 minutes.
- **Attention**: the drawer cannot see the picture beforehand and the explainer cannot see what the drawer is drawing for the whole duration of the activity. The drawer cannot ask questions.
- After 5 minutes the drawer hands the drawing in to the trainer without showing it to the explainer.
- At the end, the explainers vote the "best" drawing.