



Gamification

Gamifying your classroom

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What is Gamification?

-  Use of game design and mechanics to enhance non-game contexts
-  Games, in any form, increase motivation through engagement

Today's Students?

Always on Facebook!

Googling is Thinking!

Disengaged!

Demotivated!

Sleeping in Class!

No Time to Study!

No Patience!

Expects us to Reply in a Nanosecond!

STUDENTS



Games & Culture

- 🌐 With the advent of video games, games have returned in full force as a cultural product
- 🌐 More people in North America consuming video games than movies and music - 58% of Americans play video games, 45% of gamers are women, and 58% of parents play video games with their kids as a way to socialize with them
- 🌐 Games are part of the cultural landscape, and they aren't going anywhere
- 🌐 Makes sense to want to bring gaming into the classroom to 'gamify' learning
- 🌐 Teaching is all about relating to kids' experiences and tying that to course matter

Benefits

Some of the potential benefits of successful gamification initiatives in the classroom include:

- giving students ownership of their learning
- opportunities for identity work through taking on alternate selves
- freedom to fail and try again without negative repercussions
- chances to increase fun and joy in the classroom
- opportunities for differentiated instruction
- Making learning visible

Game Mechanics

*“It’s **NOT** really about winning, but using **game mechanics** to engage and inspire real effort.”*

- Zaid Alsagoff





Types of Gamification

Gamification includes a number of psychological concepts, especially regarding motivation, behavior, and personality

Gamify Grading

- 🌐 Gamify grading with levels besides letter grades or percentages
- 🌐 Implementing an experience points system
- 🌐 Students' letter grades are determined by the amount of points they have accumulated at the end of the course, in other words, by how much they have accomplished.



Award with Badges

- 🌐 For each assignment completed, award students with badges
- 🌐 However, it's important to add value to the badges, like bonus points, skill levels, etc.

Classroom/School Awards

Students love to be recognized for their accomplishments. With badges they can save all their awards and share them with their family and friends.



Mathlete



10 Novels!



Honor Roll

Integrate educational video games into your curriculum

- 🌐 The use of games allows students to fail, overcome, and persevere
- 🌐 Students are given a sense of agency—in games, they control the choices they make, and the more agency students have, the better students do
- 🌐 Instantaneous feedback and small rewards (or big ones, like winning) are external motivators that work



Stir up a little competition

- 🌐 Tournaments incentivize students to learn the material and practice
- 🌐 Tournaments egg on some competition, boost morale and get students excited about demonstrating their understanding



Implement a class-wide rewards system

- 🌐 Encourage camaraderie among students by setting up a rewards system where students achieve something as a team
- 🌐 For example, set a goal of 80% of the class passing an exam.
- 🌐 As a reward, give the entire class bonus points or even a party - students are working to master the material together instead of competing, and the highest-achieving students will help those around them.








Online Resources

Game-based classroom solutions to transform a classroom into a dynamic learning environment

Ribbon Hero

-  Is an add-in game, available as a free Microsoft download to help user learn Microsoft Office
-  Once installed, the game can easily be initiated from any of the key Office programs, such as Word, Excel, and PowerPoint
-  Once in the game, the user (player) is presented with challenges which can yield points if completed

Ribbon Hero

The screenshot shows a PowerPoint presentation in progress. The main slide is titled "CONGRATULATIONS!" and features a large green checkmark and the text "ALREADY EARNED 50". Below this, there is a "CONTINUE" button. A smaller "PLAY AGAIN" button is also visible, with the text "ALREADY EARNED 10" and a plus sign next to it. The background of the slide is a colorful illustration of a knight on a horse in front of a castle, with a dragon in the sky. A speech bubble from the knight says: "Did you know that dragons in Western mythology are typically evil, while in Eastern mythology they're typically benevolent?".

The PowerPoint interface is visible, including the ribbon with various animation options like "Fly In", "Float In", "Spill", "Wipe", "Shape", "Wheel", "Random Bars", "Grow & Turn", "Zoom", "Bounce", "Pulse", and "Color Pulse". The "Animations" pane on the right shows the "Fly In" animation applied to the slide.

Instructions on the right side of the slide:

- Apply the Fly In animation to the main title.
- Change the effect options to make the title appear from the right.
- Use the Ribbon* to preview the animation.

*The Ribbon is the strip of animation options at the top of the slide.

Buttons at the bottom right: RETRY, CONTINUE

ClassDojo

- 🌐 Turns Class into a Game of Rewards and Instant Feedback
- 🌐 Classroom management tool to help teachers improve behavior in their classrooms quickly and easily
- 🌐 Improves specific student behaviors and helps engagement by issuing awards and recording real-time feedback
- 🌐 Positive reinforcement helps students develop a sense of purpose in the classroom, which enhances intrinsic motivation over time
- 🌐 System also provides print or email reports for behavior-tracking analytics to help engage parents and school administrators

Demo Class

Class settings | Reset running points

Angelina **2**
Jolie

Bradley **-4**
Pitt

Cameron **3**
Diaz

Denzel **6**
Wainwright

Dfdfdf

Etdfdf

Hugh **2**
Jackman

Johnny **2**
Dunn

Matthew **2**
Dunn

Sam
+1 for Creativity



CLASS DOJO

Individual Student Report

Percent Positive for Each Student

CLASS DOJO | Latest Activity | Parent Reports | 12

27. Simon
Positives: 8 | Needs work: 2
Username: None yet

POS	% Positive
1. Jolie	100%
*4. Cynstia	100%
*5. Tlagan	100%
10. Jolie	100%
11. Brendan	100%
13. Jovan	100%
14. Sydney	100%
15. Miranda	100%

Struggles

Positive Awards

80% Positive

Disruption

Side conversations

Living Up

Walking to Tables Quietly

Sitting on the Carpet

Sitting Quietly

Specific Behaviors Listed

Kahoot

- 🌐 **Game-based response system that is FREE, works on all devices AND allows students to create as well**
- 🌐 **Quizzes: Create your own quiz, have a student create one or find a public quiz**
- 🌐 **Discussions: Decide on a title and then ask your probing question**
- 🌐 **Surveys: Take a real-time poll of your students wants/needs**

Q1 In which plant organ does the most photosynthesis take place?



Next >

0

Answers

6



Stem



Root



Flowers



Leaves

0

Players

Kahoot!

Play >



On phone, tablet or laptop



Visit kahoot.it



Enter game pin 573



Build



Launch



Enter



Play

Classcraft

- 🌐 Free online, educational role-playing game that teachers and students play together in the classroom
- 🌐 Increases student motivation through real risks and rewards
- 🌐 Teaches meaningful collaboration by placing students in teams and making their success interdependent
- 🌐 Improves classroom behavior by gamifying the classroom experience and making learning fun
- 🌐 By using many of the conventions traditionally found in games today, students can level up, work in teams, and earn powers that have real-world consequences
- 🌐 Acting as a gamification layer around any existing curriculum, the game transforms the way a class is experienced throughout the school year

CLASSCRAFT

THE SMILING EELS

JONELL LUONGO	ANGELO PERE...	PORSHA PHILIPPI	CLINTON POLI...	NILDA SHARKEY	GABRIEL SWIN...
HP 30	HP 50	HP 80	HP 80	HP 50	HP 30
AP 50	AP 35	AP 30	AP 30	AP 35	AP 50

JONELL LUONGO

LEVEL 1

NOVICE MAGE

HP 30
AP 50
XP 0

HP AP XP

10

TODAY'S RANDOM EVENT

SHAME ON THE MAGES

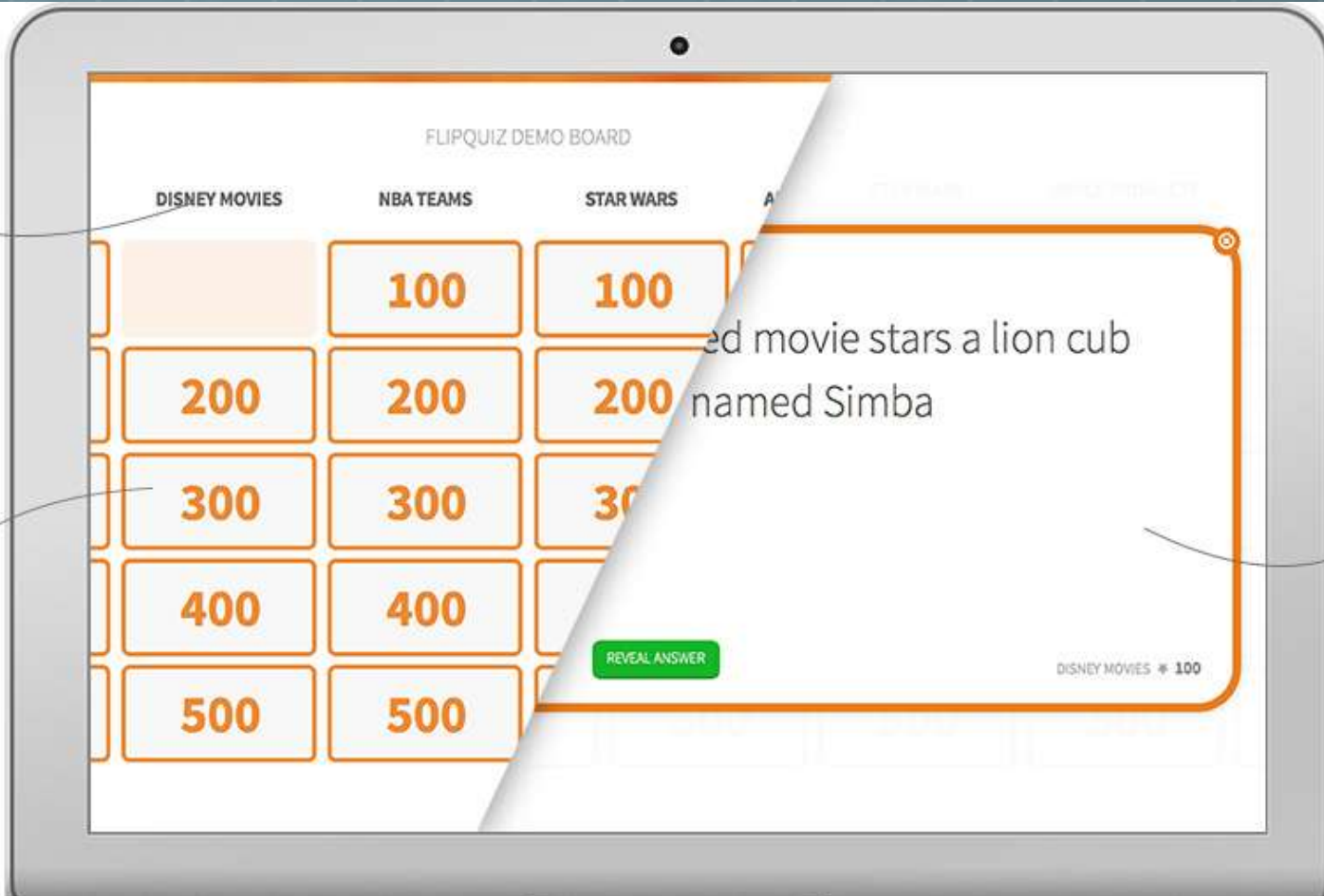
*The mages are abshamed of their mistakes.
All of the mages must stay seated until the bell.*

FlipQuiz

- 🌐 Quick way to create your own game show-style boards for test reviews in the classroom
- 🌐 An easy to use creation page and editor give you all the tools you need to set up all of your different game boards
- 🌐 “Jeopardy”

CREATE
YOUR OWN
CUSTOM
CATEGORIES



UP TO
5 FLIPCARDS
FOR EACH OF
6 CATEGORIES






LARGE
EASY-TO-READ
QUESTION
CARDS!

AND
ANSWERS!

ClassBadges

-  Free and easy way to award badges to students for all learning experiences
-  Badges can easily be aligned to academic goals or associated with existing school awards

Badge Art	Badge Title	Badge Description	Students Awarded	Edit	Award Badge
	Historical Reenactment	<p>You made a blog entry for the Historical Reenactment. You uploaded several good photos from your iPad. You typed in the names of some of the actors and what their professions were. You used correct capitalization and punctuation.</p> <p>psolarz.weebly.com/37/post/2012/10/making-a-1776-historical-reenactment-more-21st-century.html</p>	0	Edit Badge	+ Award
	Birthday eCard to Mr. Badynee	<p>You sent a birthday e-Card to Mr. Badynee. You uploaded a screenshot of what you wrote to him and a picture of the card. You explained in your blog entry why Mr. Badynee has been important to Westgate.</p> <p>psolarz.weebly.com/mr-badynees-50th-birthday.html</p>	0	Edit Badge	+ Award
	Mad Libs	<p>You uploaded a screenshot of a completed Mad Lib and you wrote a detailed description (3 or more sentences) about how Mad Libs help you remember the eight parts of speech.</p> <p>psolarz.weebly.com/mad-libs.html</p>	0	Edit Badge	+ Award



Chose Topic



Completed Outline



Research



Rough Draft



Final Draft

Edmodo

- 🌐 Awards badges for completing/mastering tasks
- 🌐 Create Quests (assignments/tests)
- 🌐 Apps that produce game like atmosphere



Kayla A.

Student

Monarch Academy Baltimore, MD

Award Badge

0

Posts & Replies

2

Groups

3

Badges

Profile Overview >

Progress >

Activity >

1 Teacher



36 Classmates



3 Badges

[See All](#)



How I Like to Learn



Visually
[Learn More](#)

Career Goal



Accountant
[Learn More](#)

Zondle

- 🌐 Create, play and share games to support teaching, learning and assessment - Any subject, any level, any language, anywhere
- 🌐 Use zondle to support your teaching: for whole-class teaching, for formative and summative assessment, and for homework
- 🌐 View student progress, achievements and behaviour rewards in the grade book, without the need for any marking
- 🌐 Set topics for your students to play in any zondle games of their choosing, on the web or in the mobile app
- 🌐 Encourage them with zollars, badges, leaderboards and teacher goodies
- 🌐 the same topics (sets of questions) can be set as **formative assessment** (for students to play in games, to consolidate their learning) and **summative assessment** (in a plain question interface, to measure exactly what your students know) (more than 60 games)



teaching games



consolidate learning



assessment



leaderboards



zollars



student games



review




monitor students




behaviour rewards



mobile

 *zondle Team Play* enables teachers to use a game-based approach to whole-class teaching, use by teachers on interactive whiteboards (or similar), while students can also interact directly using Internet connected devices, sessions alternate between the teacher using PowerPoint-style teaching materials to introduce new concepts, and the students playing game rounds that enhance their understanding of those concepts

 *zondle Challenge* enables teachers to use a game-based approach to whole-class teaching using whiteboard (or similar), delivered in a game-show format

Friends on social network sites, players in online games who chat with one another, and teammates of a soccer teams are all members of _____.

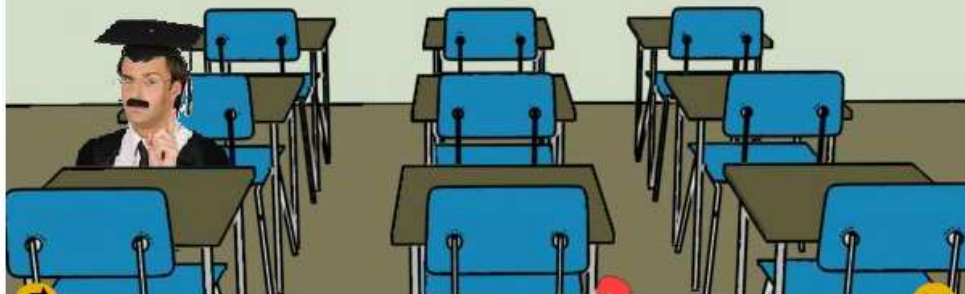
Digital Media

Communities

Sports

Define Responsibility

An obligation you have to ONLY yourself



Which is an example of being responsible to yourself?

Keeping your passwords private

Using only kind language in a virtual world

Asking permission before posting a silly photo of a classmate

Continue



Rings of Responsibility

 1st Lemmo (6 correct)

Close

View results in gradebook

Set this topic as homework



Reading Rewards

- 🌐 Free online reading log and reading incentive program
- 🌐 Kids move up levels and earn special badges and rewards as they read
- 🌐 Teachers save time (and trees!) by swapping their paper logs for interactive logs
- 🌐 Improve class reading scores, save time, keep students motivated, and improve communication with students and parents



Track Progress & Give Feedback

- ★ Gain detailed access to kids' reading logs, validated by parents
- ★ Run reading log reports to track reader progress
- ★ See which books your kids love the most!
- ★ Provide feedback on reader's log entries and book reviews
- ★ Create & send progress reports to parents



Assess Comprehension

- ★ Make a quiz from scratch or from a template
- ★ Add 5 types of questions, including open-ended and multiple choice
- ★ Grade and comment on quizzes efficiently with the online [quiz creator](#)
- ★ Analyze and report on results



Reward Reading

- ★ Add custom rewards to the [RR store](#), and decide who is eligible to receive each reward
- ★ Add custom badges that readers can automatically earn by meeting reading goals that you establish
- ★ Create and award discretionary badges to students you want to recognize for their outstanding efforts, progress, or accomplishments

Kids:



Log Your Reading

Log your reading, browse & add new books to your library and wish list, write reviews, and much more.



Redeem Rewards

If your parents or teachers set up awards for you, trade in your RR "miles" & start collecting rewards!



Reading Circle

Check in with classmates and other friends. See their favourite reads, read their reviews, and more.

Book Adventure

- 🌐 Free way to motivate your child to read!
- 🌐 Kids in grades K-8 can search for books, read them offline, come back to quiz on what they've read, and earn prizes for their reading success
- 🌐 Track a student's progress via Reports
- 🌐 Children must score at least 90% (80% for K-2 grade level books) to earn points, they can take a quiz more than once
- 🌐 Record and reward points based on the highest score a child earns on each quiz

? Quiz-O-Matic ?



Charlotte`s Web By White, E. B.

1 What did Fern like best about the fair?

- She liked to eat the food with Avery.
- She liked to watch the livestock competition with Lurvy.
- She liked to ride the Ferris wheel with Henry.
- She liked to sneak into the sideshows with Charlotte.

2 Why did Templeton agree to help save Wilbur's life?

- Templeton owed Charlotte a favor.
- Templeton liked Wilbur.
- Templeton was known for his generosity.
- Templeton's survival depended on Wilbur's survival.

3 What was the first message in the web?

- "Terrific"
- "Some pig."
- "Radiant."
- "Humble."

ClassXP

- 🌐 **Beta stage right now**
- 🌐 **Increasing engagement and motivation through an additive grading system and mastery based progression**
- 🌐 **Students earn points (grades), gain levels (grades), and in a way, have leaderboards**
- 🌐 **Students start with 0 experience points, and gain points for each assignment/test/task they complete**
- 🌐 **As they earn more points, students level up in each unit and class**
- 🌐 **Levels are ultimately equivalent to standard grades, with level 10 equating to an A, level 9 to a B, and so on**
- 🌐 **Teachers also have the option of setting achievements, in the form of badges, for students to earn**



Rob Steller **Level 8**
 1000 xp until next level

classxp

20:28:56

News ✕

Mathematics Midterm grades are now available!

A new Assignment has been added worth 120XP for your History class.

Your grades for History unit WW2 have been completed!

Overview

Mathematics : Level 5
 750xp until next level

History : Level 5
 250xp until next level

Geography : Level 5
 450xp until next level

Recent Achievements

- Marks on Fire! You maintained above 70% average!
- On Time! You handed in all papers for a unit on time!
- Gold Standard! You achieved 90% or above in each class!
- On My Way To The Top! You improved your average score significantly!

Recent XP Awarded

- +275 / 290 xp earned from Math Final!
- +75 / 80 xp earned from WW2 Assignment!
- +175 / 200 xp earned from Trigonometry-1 Assignment!
- +55 / 55 xp earned from WW1 Assignment!

My Profile ✕

XP Standings | **History** | **Achievements**

Geography

- Level 5 - 750xp until next level
- EU**
 - Level 5 - 750xp until next level
 - Europe 1 : 20 / 35
 - Europe 2 : 42 / 65
 - Europe 3 : / 15
- US**
 - Level 5 - 750xp until next level
- GEO_0123**
 - Level 5 - 750xp until next level
- ASIA**
 - Level 5 - 750xp until next level

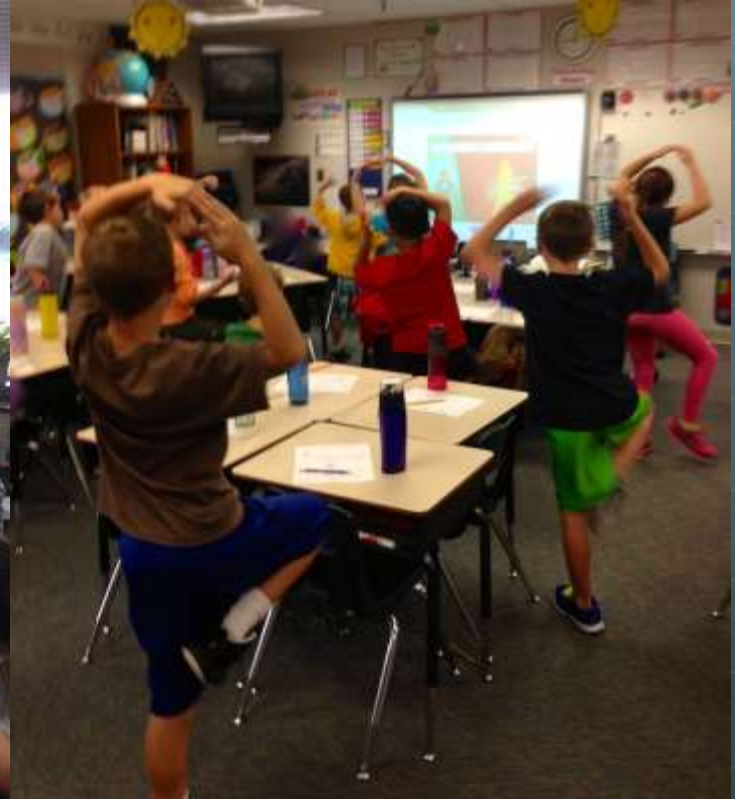
History

- Level 5 - 750xp until next level



GoNoodle

- 🌐 Help kids channel their physical and emotional energy for good
- 🌐 Short desk-side physical activities — also called brain breaks — help teachers manage their classroom and improve student performance.
- 🌐 Run, jump, stretch, dance to get your students active, or cal
- 🌐 Release endorphins and get the blood flowing - It's scientifically proven to improve mood and cognition then down with deep breathing exercises
- 🌐 GoNoodle Plus – highly replayable brain breaks that develop memory and fluency in math, spelling, and vocabulary
- 🌐 My Questions allows [GoNoodle Plus](#) users to add their own custom content for use in GoNoodle games



GoNoodle Plus



[Ultimate Champ Training](#)

© 2-10



[Montana James and th...](#)

© 2-10







[Freeze It](#)

© 1-2

Prodigy

- Built to be so engaging that the only things we charge for are kids' game features (special wands, hats, robes, etc.)
- Adapts to keep students learning at their own pace, with a learning algorithm that automatically identifies knowledge gaps and scaffolds students through difficult concepts
- Quickly get an overview of what your students have been working on, identify areas for improvement, and drive changes in your classroom with our easy-to-use reporting that updates in real-time
- Prodigy has over **300 curriculum-aligned math skills** for your students to master - Moving beyond simple number sense, Prodigy covers Geometry, Spatial Sense, Probability, and many more crucial skills

PBS Kid Island

-  Literacy web site for preschoolers, provides free reading games and activities for children, parents, caregivers and teachers to use at home or in the classroom
-  Takes children on an adventure, as they build their own online island by playing reading games with PBS KIDS® characters from SUPER WHY!, WordWorld, Between The Lions and Sesame Street
-  The research-based program guides children through seven different literacy-building levels, including rhyming, letter identification, alliteration, phonics, letter sequencing, phonemic awareness and reading/vocabulary
-  8 levels that increase in difficulty – starting with letters moving to reading words and sentences

Child Progress Tracker

To PBS KIDS Island >

Select Group: **Big Class**

Select Child: **trixie**

trixie's General Information

Last Login: 2008-09-19.

Last Game Played



Letter of the Day

Most Frequently Played



Big Bird Gets a Letter

Tickets

Earned: 97
Spent: 5

Times Logged In

163

Log this child into
PBS KIDS ISLAND >

trixie's Progress

WELCOME
Eleanor

TICKETS
21

Get More Video

PLAY My Name is...
PLAY Chris Brown
PLAY TEN Word Families

Word Families

WELCOME
Eleanor

TICKETS
21

Word Families

Online Educational Games





- 🌐 Room Recess – games for math, language arts, spelling, reading & basic problem solving
- 🌐 Word Diamo - free website teaches vocabulary through crosswords, matching games, flashcards
- 🌐 PBS KIDS Island - literacy Web site for preschoolers, provides free reading games and activities for children, parents, caregivers and teachers to use at home or in the classroom. takes children on an adventure, as they build their own online island by playing reading games with PBS KIDS® characters from SUPER WHY!, WordWorld, Between The Lions and Sesame Street



Resources










Offline Resources

Reading Challenges

-  Book It (earn free pizza from Pizza Hut)
-  Read to Succeed (earn free 6 Flags ticket)
-  Read-a-thon
-  Scholastic Summer Reading Challenge

Gaming Vocab




Traditional school tasks carry traditional labels. Just as many teachers no longer use red ink to correct papers, hoping it will ease the stigma of being corrected, using gaming vocabulary can allay some of the built-in anxiety attached to academic activities. Try translating typical tasks into gaming language:

-  Quiz to *quest*
-  Formative assessment to *beta*
-  Summative assessment to *boss fight*
-  Writing assignment to *crafting*
-  Students to *players*
-  Student groups to *guilds*
-  Teacher to *game master*
-  Enrichment to *expansion pack*
-  Review to *walk-through*



Award Badges

- 🌐 The Boy Scouts gamified years ago. Badges are an outward signal of having mastered a skill.
- 🌐 When you read student writing samples, have badges at the ready. These can be a stamp, a sticker, or just different sections of a rubric.
- 🌐 You can have Spelling Badges, Grammar Badges, Comma Badges, and so on.
- 🌐 If a student demonstrates mastery of a particular concept in the paper, award the appropriate badge.

Count Up, Not Down

-  It feels good to earn things and bad to lose things. Yet, our entire grading system is based on the idea of losing points for wrong answers, rather than gaining points for new learning.
-  In board games like Monopoly and Life, you earn money. In video games, you earn experience points and advance to higher levels.
-  Teachers can rework their grading so that students gain points to work toward a goal.

Create a “Hero's Journey”

-  Example: create a huge game board based on the book *The Hobbit* and posted it on one of the walls of classroom. Several of the major plot points of the book were represented on the board. All students begin the year at the starting point and worked their way from the party in the Shire with the dwarves, through Rivendell and the Misty Mountains toward the ultimate goal, the Battle of Five Armies, and then back home to the Shire.
-  For each section of the journey, students set their own goals—perhaps a B+ on a writing assignment—and when that goal was achieved, their game piece moved to the next section of the journey.

Leader Boards

- Remember the Pac Man machine at the pizza place down the street? How many quarters did you pour into that game to make sure that your initials remained in the top 10 list?
- Posting leader boards in the classroom can be very motivating. However, and this is a *huge however*, the leader board must not recognize the highest grades or scores, but rather indicate progress. Beware of incorporating competition into your classroom.
- Remember that competition is only motivating to students who have a chance at winning. Each student must have an equal, fighting chance to be on the leader board based on their improvement and progression to their individual goals for the class.
- We must honor "personal best" rather than "the best."

Class-wide Rewards System

- 🌐 Encourage camaraderie among students by setting up a rewards system where students achieve something as a team.
- 🌐 For example, set a goal of 80% of the class passing an exam. As a reward, give the entire class bonus points or even a party. That way, students are working to master the material together instead of competing, and the highest-achieving students will help those around them.

Gamify Homework

- 🌐 Ultimately, educators hope that games translate learning into informal environments.
- 🌐 Games allow the curiosity—and the learning—to continue after the bell rings. How about a treasure hunt? Quests?

Gamification Quest

Montana James and the Palace of Peril

