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| C:\Users\TSUser\AppData\Local\Microsoft\Windows\INetCache\Content.Word\AP logo banner and niho (HIGH RES).tif  ***Tips to Gamify your Classroom***  Facebook Live (Student Voice) Tuesday 11 September |
| ***What is Gamification?***  Gamification is about transforming the classroom environment and regular activities into a game. It requires creativity, collaboration and play. There are many ways you could bring games and game playing into your classroom to ***promote learning and deepen student understanding.*** If you are gamifying your classroom, you are simply usinggame design and mechanics to enhance non-game contexts by ***increasing participation, engagement, loyalty and competition.*** |
| ***Adapt old-school games for classroom use***  Scavenger hunts, bingo, dice games, Connect Four and Scrabble have been around for decades and can be adapted for classroom learning. Put vocabulary words on bingo cards and see if students can match the words after hearing the definitions. Working in groups, students can play Scrabble by spelling out answers to content-specific questions. Using the app [Goose Chase](https://www.goosechase.com/), you can create digital scavenger hunts by sending students off to take pictures, create a video, or search for an answer online related to a specific topic. |
| ***Play digital games***  Students love playing [Kahoot](https://getkahoot.com/)!, [Quizizz](https://quizizz.com/) and [Quizlet](https://quizlet.com/teachers). These platforms are all free!  You can use these platforms to create multiple-choice questions that players answer on their own devices. You can create content-specific questions to use as pre-assessments, quizzes or exit tickets. You can also use the quiz feature in [Google Forms](https://www.google.com/forms/about/).  [Breakout EDU](https://www.breakoutedu.com/digital/) also has a collection of digital games, puzzles and ciphers that promote critical thinking. |
| ***Create a quest or a boss battle***  A quest is a mission with an objective. For example, over six weeks, the student with the most points in the quest wins a prize. Quests can also be independent projects or extension activities.  Battle it out with a boss battle. In gaming, a “boss” is a villain who the hero must defeat to save the day. For example, the boss must be defeated before moving to the next level. You can create your own boss battles using questions from any content area using [Classcraft](http://classcraft.com/), [Google Forms](https://www.google.com/forms/about/) or [Google Slides](https://www.google.com/slides/about/) |
| ***Earn a badge for mastery***  Recognise mastery and achievement with badges, which go beyond grades because they represent more than just academic achievement. Students progress completing different badges to show mastery of a concept, standard or skill. Badges can be presented digitally using the toolslisted below or can be displayed for all to see once students have earned a specific badge.   * Mozilla Open Badges <https://openbadges.org/> * School Stickers <http://www.schoolstickers.com/en-us/> * Credly <https://credly.com/> * Make Badges <https://www.makebadg.es/> |
| ***“[Learning isn’t a game… but a little in-class competition …](https://tophat.com/blog/gamification-education-class/)***  ***[can result in major engagement victories”.](https://tophat.com/blog/gamification-education-class/)*** |