Today’s webinar

• What is gamification?
• Digital or face-to-face?
• Tools, apps and websites
• Choosing the right tools
• Putting it into practice
• What’s next?
What is gamification?
What is gamification?

Learning through play:
- game rules
- goals
- competition
- chance
What is gamification?

Gamification: game elements that engage and motivate:

- points
- badges
- levels
- leader boards
- challenges
Gamification in practice

Agree on behaviour expectations.

Award points to the whole class when expectations are fulfilled.
Gamification in practice

Achievement levels are set; when one of these is met, students are rewarded, e.g. no homework for one week.
Gamification in practice

Create sets of activities at different levels.

Students complete a target number of activities at the same level correctly to ‘pass’ the level.
Gamification in practice

On passing a level, students are awarded a badge and move up to the next level.

On completing all levels, students are presented with a certificate of achievement.
Do you gamify your classroom activities, and if so, how?
Can you tell us about any examples you’ve seen other teachers using?
The value of gamification

• Gamification is not always linked to technology
• Gamification increases intrinsic motivation
What are your thoughts on the value of gamification?

How have you seen it affect learning?
The value of gamification

Benefits

• Learners spend more time on tasks
The value of gamification

Benefits

- Learners spend more time on tasks
- Increased engagement
The value of gamification

Benefits

- Learners spend more time on tasks
- Increased engagement
- Immediate feedback
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- Learners spend more time on tasks
- Increased engagement
- Immediate feedback
- Creates excitement
The value of gamification

Benefits

- Learners spend more time on tasks
- Increased engagement
- Immediate feedback
- Creates excitement
- Increased co-operation and integration
What to consider
Possible drawbacks

- Balance game-based elements with standard practice
What to consider
Possible drawbacks

• Balance game-based elements with standard practice
• Not all learners enjoy all games
What to consider
Possible drawbacks

- Balance game-based elements with standard practice
- Not all learners enjoy all games
- Avoid focusing on academic competition
What to consider

When and how?

Choose when and how to use gamification:

• as a lesson starter
• as language practice
• for individual progress
Any concerns? Any problems?
Evaluating a digital tool, app or website

1. How accessible is it?
2. What year was it published? Is it updated?
3. What age group is it aimed at?
4. What is the source language?
5. What skill is practised?
Tools, apps and websites
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Classroom | Portfolios | Class Story | Messages
---|---|---|---

All posts

Activities
Assign classwork directly to student devices!

Create activity

Students

Student login

Beyoncé's Portfolio

Beyoncé’s activity submissions, pictures 📸, videos 🎥, drawings 🎨, or text entries 📄 will be added here after teacher approval
Tools, apps and websites

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Evaluating a digital tool, app or website

1. How accessible is it?
2. What year was it published? Is it updated?
3. What age group is it aimed at?
4. What is the source language?
5. What skill is practised?
Tools, apps and websites
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Easy as 1-2-3

Create a customized resource with just a few words and a few clicks.

1. Pick a template.
2. Enter your content.
3. Print out your activities or play on a screen.
Tools, apps and websites

wordwall.net
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Spin and ask 3 people.
What different uses can you think of for the Random Wheel tool?
Tools, apps and websites

wordwall.net

- **Open the box**
  Tap each box in turn to open them up and reveal the item inside.

- **Find the match**
  Tap the matching answer to eliminate it. Repeat until all answers are gone.

- **Whack-a-mole**
  Moles appear one at a time; hit only the correct ones to win.

- **Anagram**
  Drag the letters into their correct positions to unscramble the word or phrase.

- **Group sort**
  Drag and drop each item into its correct group.

- **Labelled diagram**
  Drag and drop the pins to their correct place on the image.

- **Gameshow quiz**
  A multiple choice quiz with time pressure, lifelines and a bonus round.

- **Seating plan**
  Drag to arrange seats; random pick a student or shuffle to mix up the seats.

- **Crossword**
  Use the clues to solve the crossword. Tap on a word and type in the answer.

- **Wordsearch**
  Words are hidden in a letter grid. Find them as fast as you can.

- **Maze chase**
  Run to the correct answer zone, whilst avoiding the enemies.

- **Airplane**
  Use touch or keyboard to fly into the correct answers and avoid the wrong ones.
Tools, apps and websites

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How likely would you be to use one of the digital tools we’ve just looked at to bring gamification into your classroom?
Putting it into practice

• Lead-in activity
• Introduce a new language point
• As a core activity
• As homework
• Think about the impact!
Putting it into practice

• Assess your students
• Talk to your students
• Be consistent
• Highlight progress
Any questions?

Ask us your questions about gamification for English language teaching and learning.
Webinar: Immersive games and English language learning

Monday 18 March 2019
14:00-15:00 (UK time)

Wednesday 20 March 2019
10:00-11:00 (UK time)
The Digital Teacher

• Test your digital skills
• Digital product reviews
• Free bite-size training
• Lesson plans and tips
Quiz your English

A fun way to practise and improve your English.

Download and play for free.
Any questions?