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Mathematics 9-12
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Gamification is the application of typical elements of game playing or game design (e.g., point scoring, competition with others, rules of play, etc.) to other areas of activity to encourage behavior, activity or engagement.
Gamification vs. Game-based Education

Differences between the two but both can be powerful
Before we start… reminder: none of this is new

Grades are one of the oldest gamifications around…
Badging...

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Wales, WI 53183
<table>
<thead>
<tr>
<th>Scoreboard Detailed Description</th>
<th>Points</th>
<th>Penalties and Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Judge Decision - Best Mechanically Designed</td>
<td>200</td>
<td>RGC breaks &quot;cannot&quot; Rules -25 per offense</td>
</tr>
<tr>
<td>Judge Decision - Most aesthetically Pleasing</td>
<td>200</td>
<td>any member of the team (including RGC) buys anything for the build. Value assessed by opposing team RGCs -1 point per $ spent</td>
</tr>
<tr>
<td>Judge Decision - Best Narrative</td>
<td>200</td>
<td>Took &quot;common bin&quot; item but did not use in a mechanical step in the final build -25 per item</td>
</tr>
<tr>
<td>Comes to aid of opposing team (as noted by opposing team’s RGC)</td>
<td>25</td>
<td>premeditated sabotage -200</td>
</tr>
<tr>
<td>Functional Team - provide evidence / artifacts (see Day 1 assignment)</td>
<td>50</td>
<td>did not clean up entirely at end of day -25 per day</td>
</tr>
<tr>
<td>Has evidence of detailed pre-planned design for every mechanical step in the final build</td>
<td>50</td>
<td>Final build does not meet Machine Specs -50</td>
</tr>
<tr>
<td>Complete Brand, Logo, Mission Statement and Pitch</td>
<td>50</td>
<td>Socially Inappropriate Office Behavior -10 per offense or more</td>
</tr>
<tr>
<td>Bonus Points for 10-30 thumbnails of logo, final well crafted black and white and colored design in presentation quality</td>
<td>75</td>
<td>Logo Supply Kit not returned -50</td>
</tr>
<tr>
<td>Completely Illustrate your Machine</td>
<td>50</td>
<td></td>
</tr>
<tr>
<td>Complete Illustrate your Machine using Rube Goldberg Humor</td>
<td>25 in addition to the 50 above</td>
<td></td>
</tr>
<tr>
<td>All members of the group completes daily academic challenge (unless already noted in this list) - or list them all here</td>
<td>50</td>
<td></td>
</tr>
<tr>
<td>VQG (see Day 1 challenge)</td>
<td>up to 100</td>
<td></td>
</tr>
</tbody>
</table>
Game systems / environments...
My personal data - 10 games over three and half years

Average increase in Math targets 160-180% in each game
MISSION
Cultivating academic excellence, citizenship and personal development

VISION
Learning without Boundaries

CHARGE
Transform the educational delivery system to better and more efficiently meet the needs of all students
KETTLE MORAINE SCHOOL DISTRICT
GRADUATE PROFILE

As a community and school district, we strive for each Kettle Moraine graduate to be a:

COMMUNICATOR
- Communicates effectively in multiple ways: verbal, written, electronic and visual
- Shows purpose and thoughtfulness in communication
- Remains open to communicating with a variety of people, familiar and unfamiliar

COLLABORATOR
- Actively listens, empathizes and contributes thoughtful, meaningful ideas that support common goals
- Understands the importance of roles and responsibilities within a collaborative process/organization, and has the ability to lead formally and informally while collaborating
- Is flexible, open minded, confident and adaptable when working with and receiving feedback from others

CREATIVE & CRITICAL THINKER
- Reflects on past learning and experiences when faced with new situations and challenges
- Questions, reasons and weighs evidence to reach conclusions
- Innovates to solve problems

ENGAGED CITIZEN
- Demonstrates integrity and leadership through positively influencing outcomes
- Acknowledges, understands, interacts with and respects diverse individuals, perspectives and cultures
- Applies individual talents to serve others in the local and global community
- Understands how to make ethical, moral and financially responsible decisions

SELF-DIRECTED & RESILIENT INDIVIDUAL
- Maintains a positive work ethic and strives for self-improvement
- Understands how to manage time and priorities
- Sets short- and long-term goals for success
- Overcomes adversity through persistence, perseverance, self-advocacy and a growth mindset
- Reflects on one’s decisions and actions, remaining flexible and open to new ideas
4 High Schools - 1 Middle School - 5 Elementary Schools

CELEBRATIONS

U.S. DEPARTMENT OF EDUCATION
1 OF 9 in the nation featured in Office of Ed Tech videos

2017 Education Week Leaders to Learn from

Digital Promise Accelerating Innovation in Education
KM JOINS LEAGUE OF INNOVATIVE SCHOOLS

AMERICA ACHIEVES GLOBAL LEARNING NETWORK

2016 WISCONSIN SUPERINTENDENT OF THE YEAR

EDUCATION WEEK MAGAZINE
Highlighted 3 of our schools as must-see places of learning

GETTING SMART
Think. Learn. Innovate.
30 DISTRICTS WORTH VISITING

KMGlobal
Schools for Global Learning & Innovation

KMPerform
Schools for Arts & Performance

BEST HIGH SCHOOLS

Newsweek

KM NAMED 2017 BEST COMMUNITY FOR MUSIC EDUCATION