Gamify Your Classroom: Engage Students in All Learning Activities

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What one word would you use to describe yourself?
Wheel Decide

https://wheeldecide.com/index.php?c1=CABE-first+time+comer%21%21&c2=Was+at+CABE+2018%21&c3=Non+%28English%29+native+speakers&c4=First+name+starts+with+%22W%22&c5=First+year+teacher&c6=teaching+more+than+20+yrs&c7=teaching+more+than+10+yrs&c8=speaks+more+than+3+languages&t=CABE+Wheel+Fun&time=5&remove=1
I hear and I forget.
I see and I remember.
I do and I understand.
- Confucius

不闻不若闻之, 闻之不若见之, 见之不若知之, 知之不若行之; 学至于行之而止矣。- 孔子
NAME WALL
https://www.online-stopwatch.com/random-name-pickers/the-wall/

MAGIC HAT
https://www.online-stopwatch.com/random-name-pickers/magic-hat-name-picker/?r=usastates

CRANE MACHINE
https://www.online-stopwatch.com/random-name-pickers/crane-machine-name-picker/

BOMB COUNTDOWN
https://www.online-stopwatch.com/bomb-countdown/full-screen/
What one word would you use to describe yourself?
How often do you use games/game elements in your class?

- All the time
- Once a while
- When I have extra time
- Never
What type of game ideas you would rather to see today?

- Digital
- Non-digital
- Both
"Students have to Maslow before they can Bloom."

#EMPOWER19
How Do Your Students Feel?

Maslow's hierarchy of needs (1943)

- **Self-actualization**: desire to become the most that one can be
- **Esteem**: respect, self-esteem, status, recognition, strength, freedom
- **Love and belonging**: friendship, intimacy, family, sense of connection
- **Safety needs**: personal security, employment, resources, health, property
- **Physiological needs**: air, water, food, shelter, sleep, clothing, reproduction
Bloom's Taxonomy

1. Remember
   - Define, duplicate, list, memorize, repeat, state

2. Understand
   - Classify, describe, discuss, explain, identify, locate, recognize, report, select, translate

3. Apply
   - Execute, implement, solve, use, demonstrate, interpret, operate, schedule, sketch

4. Analyze
   - Differentiate, organize, relate, compare, contrast, distinguish, examine, experiment, question, test

5. Evaluate
   - Appraise, argue, defend, judge, select, support, value, critique, weigh

6. Create
   - Design, assemble, construct, conjecture, develop, formulate, author, investigate
Discussion: Are games only for fun? Why or why not?
Playing games is not just about having fun

- Student-centered
- Engagement and motivation
- Risk-free environment
- Cooperative learning
- Critical thinking & Problem solving skills
- Immediate feedback
- Bring the sense of success and achievement into the learning environment
- Increase students’ memory capacity and cognitive retention
Game-based learning & Gamification

Photo retrieved from Google Images
12 Elements to Gamify Content

- Conflict
- Collaboration
- Competition
- Strategy
- Chance
- Aesthetics
- Theme
- Story
- Resources
- Time
- Rewards/Scoring
- Levels

(Bradbury, 2017)

Gamify Speaking:
1) Secret box

- Realia
- Performance to Proficiency
- Attention from curiosity
2) Unspeakable/ Taboo (APP)

![Unspeakable/ Taboo APP](image)

- Breakfast
- Eggs
- Toast
- Morning
- Juice

Hundreds of Words
Millions of Laughs!!!
Gamify Vocabulary:
1) Teacher Says
2) Pictionary
3) Padlet
bit.ly/cabechen
Gamify Reading/Speaking: Scavenger hunt

- Constructivism - Learning by Doing (John Dewey)
- Authentic Learning Environment
- Digital Scavenger Hunt
SCAVENGER HUNT!
1. Find 5 Items that are in black color!
2. Find 5 things that can make noise!
Gamify Pronunciation: Lego (individual & groups)
Gamify Assessment:
1) Jeopardy

JeopardyLab
https://jeopardylabs.com/
2) Kahoot!

- Please log in: kahoot.it/

https://play.kahoot.it/#/k/bacdc17c-d626-4db9-9833-3164ed3b5faf
3) Quizlet
Gamify Classroom Management: Classdojo

WHAT IS CLASS DOJO?

- Online communication app
- For teachers, students and parents
- Sharing photos, videos and massages
Learners’ cognitive, motivational, affective, and sociocultural engagement with the subject matter should be considered in game design.

Plass, Homer, & Kinzer (2015)
Game Designing

- Performance vs. Proficiency
- Surface learning vs. Deep learning
- Collaborative, relationship building
- Students’ needs/motivation
  - Ask: If I was a student, would I want to play?
  - Consider: age appropriate, level (scaffolding), preference, large group/small group/one-on-one)
Potential Challenges

- Simply using games in the classroom (content unrelated). Impact on student learning not considered (Parker and Post, n.d.)
- A super hyper class - Rules
- Time, flexibility
Resources:

- Quizlet (assessment/learning)
- Kahoot! (assessment/discussion)
- Padlet (assessment/discussion/project)
- Socrative (assessment)
- Mindsnacks APP (K-12 ESL & foreign language)
- Classdojo (incentive/classroom management)
- Wheel Decide (classroom management)
- Online-Stopwatch
- Pictionary APP
- Unspeakable APP
Presentation feedback

When survey is active, respond at PollEv.com/wchen753
Thank you!
谢谢
Xie xie