

Let the children play... while Santa is coming to town!

Gamifying and games in class.



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h. 17.00



Workshop

Today we will look at:

- Gamification in the language learning.
- Examples of gamified tasks .
- Ideas to gamify your classroom.



Gamification in Education

GAMIFICATION AT A GLANCE

What is GAMIFICATION?

Applying game dynamics into a non-gaming environment.

For example, at school (non-gaming environment) teachers can use gamified activities to help students stay motivated and stimulate learning.

What is a GAMIFIED activity ?

In education, this means that a standard, ordinary exercise or activity is changed into a more engaging one by adding some game elements in it .

Which are GAME mechanics ?

Collecting points,unlocking levels, earning badges, achieving goals, ranking on leaderboards, and receiving rewards are some examples of game elements or mechanics.



CHILDREN AND GAMES

Let's refresh our memory and ... win some points!

What makes a game enjoyable ?	Your answers .
<ul style="list-style-type: none">- fun and excitement,- sense of achievement/accomplishment- level of complexity,- flexibility and unpredictability- taking risks,- solving mysteries,- competing against others- winning and receiving rewards.	<p>Your score ? ... / 8</p>

Think about your favourite childhood games.

-Which things make a game enjoyable for you?

(Award a point to yourself for each right guess.)



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CAN GAMES HELP IN LANGUAGE LEARNING?

The impact of educational games in class.

Numerous studies in recent years have confirmed that gamification for educational purposes influences student's behaviour in a positive way.

- Students are more engaged, they spend more time on a gamified activity trying again and again until they win the challenge or collect all the points. This means that they are more motivated to participate and complete the task which helps them better remember what they are studying and, eventually, acquire the language .
- Instant feedback is provided so they can see immediately if they responded well or not.
- Positive learning experience, students enjoy the adrenaline and get excited about playing.
- Increased collaboration, members of the same team need to co-operate in order to win.



WHAT IS YOUR EXPERIENCE ?

- Have you ever tried **gamified activities** with your students?
- Can you come up with some of the **benefits** of gamification?

Some benefits of gamification

- Motivates and engages
- reduces fear of making mistakes
- consolidates knowledge
- encourages collaboration
- offers instant feedback
- provides equal opportunities
- improves students attitude
- takes boredom out of class

Your answers

Your score ?
.... / 8



Happy brains learn better !

IMPLEMENTING GAMIFICATION IN YOUR CLASS

How can teachers create gamified tasks?

Identify the learning goals - decide which areas of language you want the students to focus on, gamification should not be only about having fun.

Create the game rules - decide on how to play, use simple existing game frames such as board games, puzzles, quizzes, missions, scavenger hunts, card or dice games, not too complex.

Feedback and Scoring system - make students progress visible by awarding points, levels, use classification boards, badges. Decide on feedback is given.

Give reward - Depending on the difficulty level of the task, reward can be some extra time during the next test, skip homework for the next day, some extra mark in the assessment, allow to choose a video/song to watch together in class or just some candies or puppets.



Examples of gamified activities using technology.

Interactive games available on Raffaello Player – **Happy Days 1**



Children can play by matching the pictures to the corresponding word.

Wordwall Crea lezioni migliori più velocemente Home Funzionalità Prezzi E Piani Di Iscrizione

0:17

<input type="text"/>	RUBBER	<input type="text"/>	PEN
<input type="text"/>	SCHOOL BAG	<input type="text"/>	PENCIL CASE
<input type="text"/>	SCISSORS	<input type="text"/>	PENCIL
<input type="text"/>	BOOK	<input type="text"/>	RULER

Classifica		
1	Alice	8 28.8s
2	Me	8 42.6s
3		
4		

Indietro

<https://view.genial.ly/623300c331b9ea001a77c9fb>

Examples of gamification using technology.

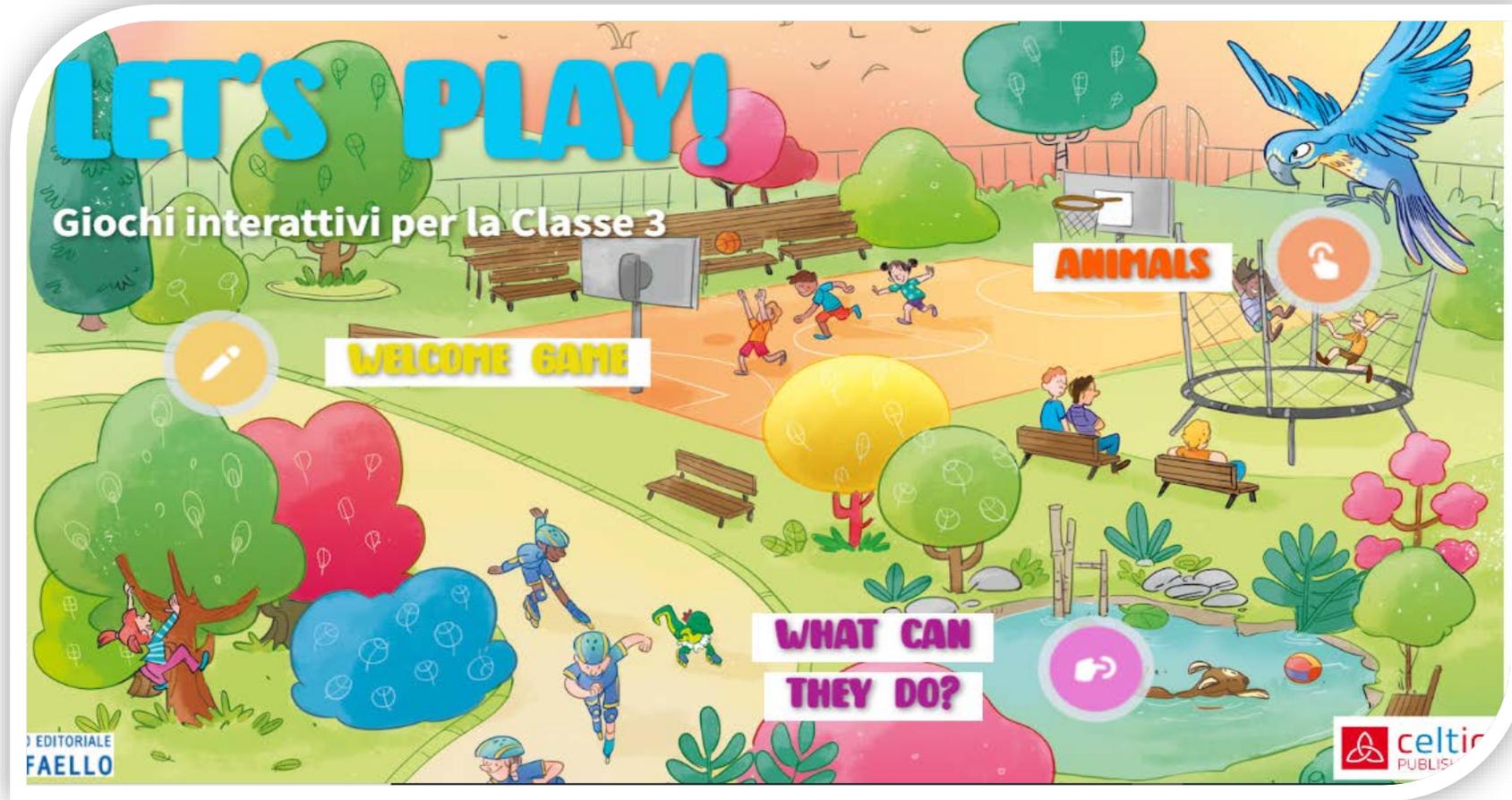
Interactive games available on Raffaello Player – Happy Days 2

GIOCO CONCLUSO	
Punteggio	Tempo
16/16	32.2s
Classifica	
1	Me 16 28.6s
2	Tommy 16 29.8s
3	Emma 16 32.2s
4	HappyD 16 54.7s

Children play by putting each vocabulary item in the right column **Food** or **Toys** .
They can earn points for each correct answer, appear on the Leaderboard and try as many times as they wish.

<https://wordwall.net/it/resource/30135140/food-or-toys>

Interactive games available on Raffaello Player – Happy Days 3



Students play interactive games which are designed to help them review various topics from their coursebook.

<https://view.genial.ly/6233507186c1ae00185e0e7c/interactive-content-celticesercizi-interattivici3>



[CEL TIC_Esercizi interattivi_Cl4 \(genial.ly\)](https://www.genial.ly)

Interactive games available on Raffaello Player – Happy Days 5



Happy
Days
Classe 5

[CELTIC Esercizi interattivi Cl5 \(genial.ly\)](https://www.genial.ly)

How to access the interactive games .

 **IL LIBRO DIGITALE CON L'APP RAFFAELLO PLAYER**
RAFFAELLO PLAYER è l'applicazione grazie alla quale puoi fruire dei libri digitali, in classe e a casa.



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Collegandoti a raffaellodigitale.it puoi scaricare l'applicazione.
Digitando rp.raffaellodigitale.it puoi utilizzare l'applicazione senza effettuare nessuna installazione.

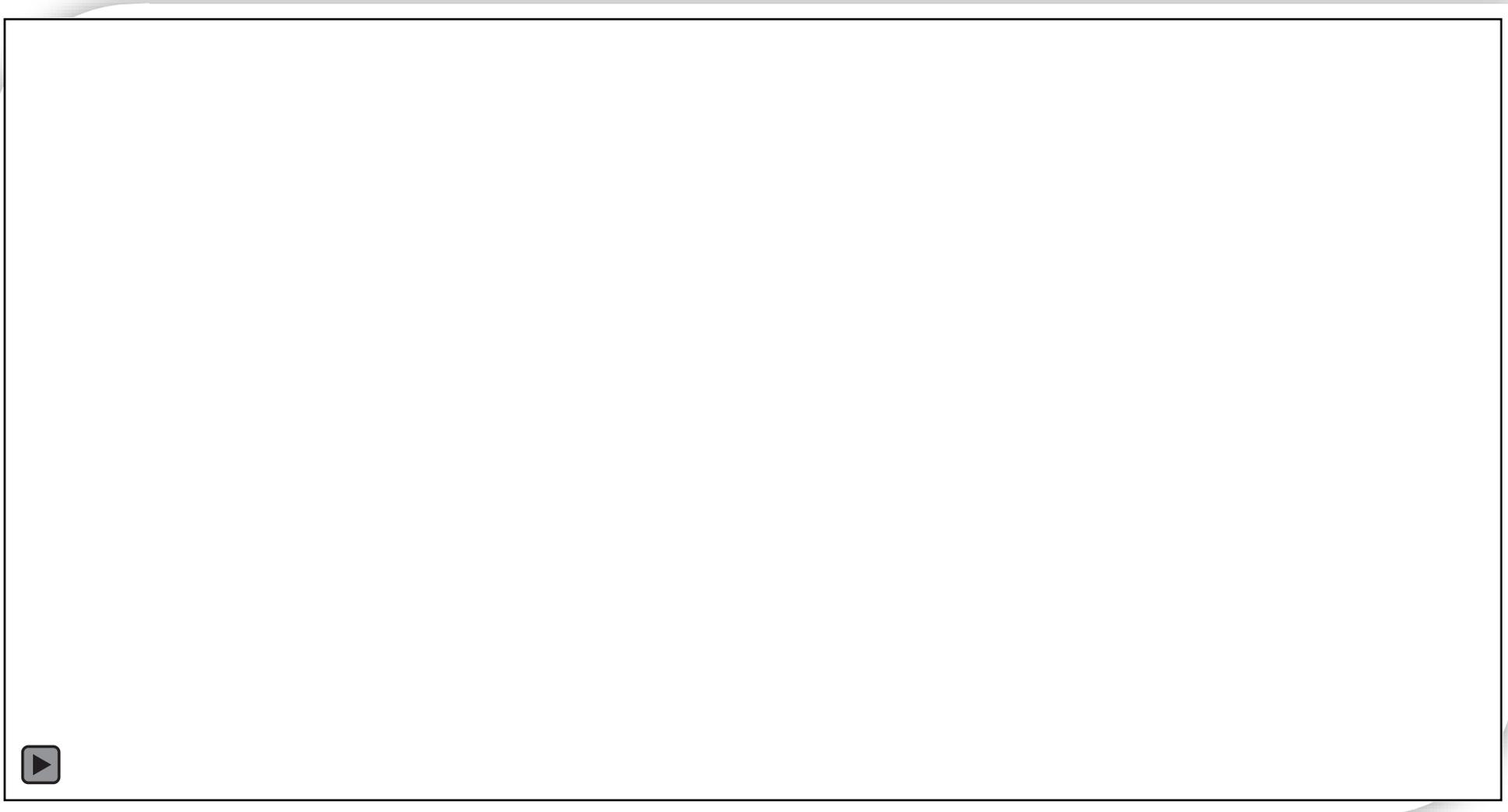
con il TABLET e lo SMARTPHONE
Inquadra e installa.



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*Santa is coming to ... class!
Who's ready?*





-Which level is it?

-What's the final score?

-How many words complete a level?

(bonus question)

-How many times does "Santa" appear?

<https://wordwall.net/resource/8845519/christmas-vocabulary-anagram>

WEATHER

TRANSPORT

CLOTHES

bed	nurse	look	airport	park	artist	near	easter	book	mouse	four	there	desk
circle	cloudy	sunny	rainy	father	train	car	happy	dress	never	ocean	socks	pink
red	cow	windy	doll	book	bike	black	seven	T-shirt	trousers	what	gloves	tree
sleep	toy	snowy	teacher	Monday	boat	ship	food	blouse	pencil	jumper	hat	kitchen
winter	speak	foggy	river	eat	plane	when	always	shorts	our	can	raincoat	bird
shop	hand	stormy	robot	sand	bus	scooter	drink	coat	brother	meat	jacket	ears
often	white	go	many	bridge	friend	uncle	fridge	swim	where	duck	boy	tennis
sister	castle	they	yes	sun	bread	clock	aunt	street	lion	chair	bucket	listen



ESCAPE ROOM

Situation

Grinch has locked Santa in a room!
The door opens only if you insert a code.

Find the **keyword code** hidden in the grid in 10'.

Clues

Look for the **green** colour
(find words that fall under the same category)

Draw a straight line to **connect** these words only.

There is a pattern.

Can you see it?



ESCAPE ROOM

Solution

Santa is **FREE** again!

WEATHER				TRANSPORT				CLOTHES				
bed	nurse	look	airport	park	artist	near	easter	book	mouse	four	there	desk
circle	cloudy	sunny	rainy	father	train	car	happy	dress	never	ocean	socks	pink
red	cow	windy	doll	book	bike	black	seven	T-shirt	trousers	what	gloves	tree
sleep	toy	snowy	teacher	Monday	boat	ship	food	blouse	pencil	yumper	hat	kitchen
winter	speak	foggy	river	eat	plane	when	always	shorts	our	can	raincoat	bird
shop	hand	stormy	robot	sand	bus	scooter	drink	coat	brother	meat	jacket	ears
often	white	go	many	bridge	friend	uncle	fridge	swim	where	duck	boy	tennis
sister	castle	they	yes	sun	bread	clock	aunt	street	lion	chair	bucket	listen



To solve this puzzle children need to :

- find the words that are in the same category,
(ex : train, car, boat... all are means of **TRANSPORT**)
- connect only these words by drawing straight lines,
(each category separately)
- the lines form a pattern, the keyword code is **TEN**

LOW – TECH GAMIFIED ACTIVITIES.

Creating gamified tasks **using only pen and paper.**

Need to review vocabulary with your class?
Why not create an ESCAPE ROOM Game ?

- 1-Create a word grid
- 2-Fill some boxes of the grid with vocabulary you want to revise.
- 3-Arrange the words in a way that create a pattern/shape.
- 4-Fill the other empty boxes in the grid with words unrelated to the previous ones.
- 5- Give some clues to the students and set a time limit.

Help Santa Escape the Room!

WEATHER				TRANSPORT				CLOTHES				
bed	nurse	look	airport	park	artist	near	easter	book	mouse	four	there	desk
circle	cloudy	sunny	rainy	father	train	car	happy	dress	never	ocean	socks	pink
red	cow	windy	doll	book	bike	black	seven	T-shirt	trousers	what	gloves	tree
sleep	toy	snowy	teacher	Monday	boat	ship	food	blouse	pencil	jumper	hat	kitchen
winter	speak	foggy	river	eat	plane	when	always	shorts	our	can	raincoat	bird
shop	hand	stormy	robot	sand	bus	scooter	drink	coat	brother	meat	jacket	ears
often	white	go	many	bridge	friend	uncle	fridge	swim	where	duck	boy	tennis
sister	castle	they	yes	sun	bread	clock	aunt	street	lion	chair	bucket	listen



SANTA'S BUSY DAY

1. Santa wakes up.

2. Santa gets dressed.

3. Santa takes a shower.

4. Santa has breakfast.

5. Santa feeds the reindeer.

6. Santa packs the presents.

7. Santa has lunch.

8. Santa gets ready.

9. Santa takes a nap.

10. Santa visits children's homes.

11. Santa takes a shower.

12. Santa gets up.

13. Santa leaves the North Pole.

LOW – TECH GAMIFIED ACTIVITIES.

Children do the matching activity. Based on the nr of their correct responses they win a different badge. Award an extra badge with BONUS question.

Can you come up with a Bonus Question?

Level	Nr of correct answers	Badge
Level 1	from 1 to 7	Yellow Bird
Level 2	from 8 to 10	Blue Bird
Level 3	from 11 to 13	Red Bird



WRAP UP

How to create a gamified activity ?

SET THE GOALS

(identify the learning objective)

SET THE RULES

(structure the game, how they play or get feedback)

CREATE A SCORING SYSTEM

(points, levels, classification on leaderboard...)

SET THE REWARD

(extra time or +0,5 mark on their next test, skip H/W ...)

..and Let the Children Play !



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