



GAMIFICATION IN THE CLASSROOM

Objectives

The aims of the course are:

- Analyse and reflect on the necessity of dynamic methodologies which motivates students
- Describe benefits and drawbacks of educational gamification in the classroom.
- Know how to manage with the game elements and mechanics in order to be applied to any educational environment or homework.
- Provide practical tips on designing and implementing educational gamification sessions.
- Explore several IT tools which can help us to create and develop a game in the classroom.

Target Group

The training course is addressed to primary and secondary school teachers, VET teachers, VET trainers, adults' teachers, managers, and employees of enterprises as well as social and youth workers of non-profit organizations and public entities.

Language of course

This course will be provided in English. The trainer has many years of experience working with students and teachers who do not speak English as their first language. The language level will be adapted according to the level of comfort of the participants.

Methodology

This course starts from some previous definitions to continue reflecting on the most relevant aspects of the course to finish with its practical application in the classroom.

The approach used is highly practical and based on the previous professional experiences that trainer has been accumulating in this field. The methodology is mainly based on informal and non-formal education methods and has a very participatory approach.

It combines learning by doing methodologies with the transmission of contents and requires active participation in order to achieve the most satisfactory results. Participants will be also experiencing themselves and trying out some methodologies, by working in small groups.



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Program

Day 1 – 4 hours

New active methodologies in education

- Welcome meeting. Presentation of programme. Presentation of participants and sharing expectations
- Introduction to the course, presentation of participants and sharing expectations
- Analysis of students' motivation
- Game theory applied to education
- Pros and cons of gamification
- Debate and share different ideas to use games in the classroom

- City tour in Valencia – 1 extra hour

Learning Outcomes:

- ✓ Describe new methodologies in education based on students' motivation

Day 2 – 4 hours

Learning basis of educational gamification

- Basic concepts and practices about gamification
- Tips on how to design educational gamification sessions
- Elements needed in any gaming process
- Implement and create our first game for class

Learning Outcomes:

- ✓ Appraise the fundamentals concepts of gamification in the classroom

Day 3 – 4 hours

IT tools to implement gamification with students

- Competitive quizzes
 - Kahoot
 - Socrative
 - Quizizz
- Apps for tablets and cell phones
- Table games

Learning Outcomes:

- ✓ Analyse the IT tools and resources to develop gamification sessions



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Day 4 – 4 hours

Design process and implementation of games in the classroom

- Canvas to design a gaming session
- Real experiences in gamification
- Game design: from the beginning to the game
- Final overview and group conclusions

Learning Outcomes:

- ✓ Create and present a gamification project for any subject and level

Day 5 – 4 hours

Professional visit, Evaluation, Certification and Farewell

- Visit to a school
- Evaluation and certification
- Farewell activity

Learning Outcomes:

- ✓ Foster intercultural exchanges between different cultures and countries
- ✓ Go deeper into how to give and receive feedback
- ✓ Engage in a process of self-reflection through open conversations and new cultural experiences

Quality Commitment

ESMOVIA, as course provider, commit to respect and follow the quality standards for courses under Key Action 1:

<https://erasmus-plus.ec.europa.eu/resources-and-tools/quality-standards-key-action-1>

Fees

Course fee: 423,50 €/participant VAT included. Possibility of invoicing 350,00 €/participant if sending organization has Intracomunitary VAT number. The price includes:

This amount includes:

- Preparation for the course
- Tuition
- Training materials
- Administration costs
- Organizational costs
- Professional visit to school
- City tour in Valencia

ESMOVIA
Training and Mobility

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- Farewell activity

Requirements

Minimum of 8 participants. For smaller groups, contact us.

Contact

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