

Course: Gamification: Engaging Strategies to Produce Meaningful Learning

Course Dates: Ongoing

Cost: \$59.00 **Credit:** 7 hours

Instructor: Mike Ginicola, Nichols Elementary School, Stratford, CT

Assignments: Read articles, listen to podcasts and watch videos about Gamification. Review how others are using Gamification lessons in their programs. Create your own Gamification lesson plan.

Who Should Take: All K-12 Educators

Course Purpose/Description: This course is designed to teach the student how to engage learners by using gamification in their lessons. The student will explore what elements make something “gamified,” and how to easily create and incorporate them into activities, lessons, or units. Students will learn about the common misconceptions of gamification, and why this often-misunderstood method of teaching can be powerful, especially for those learners who are “at risk” and often disengaged with learning content. The student will discover how intrinsic and extrinsic motivations work, and how gamification can foster a growth mindset towards learning. Students will learn how to use gamification as fun, non-threatening built-in assessment for any class content where students get to use choice and voice in their learning. Students will get to view gamified lesson content samples that are already in use by teachers around the world.

Goals/Objectives: On completion of this course, learners will:

- be able to explain what gamification is, and why it's a powerful way to engage students.
- have explored how to use gamification as an assessment tool.
- understand how to maximize student engagement and foster a growth mindset culture.
- gain the competence and confidence to create their own gamified activities, lessons, units, or even full-year themes.
- receive a host of valuable lesson samples/resources to use in their classes.

What you need to take the course:

You will need a computer and/or tablet, Google Slides, Microsoft Word or Google Docs, a Google account with Google Drive (optional but very helpful), and a Twitter account (optional but very helpful). You may use any valid email address to contact the instructor or turn in materials.