

HOW TO GAMIFY

STEP #1



- ★ IDENTIFY THE CLASSROOM BEHAVIORS YOU WANT TO INCENTIVIZE & THE PROBLEMS YOU ARE TRYING TO SOLVE

ATTENDANCE? LOW PARTICIPATION? LATE WORK?

STEP #2



- ★ CHOOSE WHAT STORY OR NARRATIVE YOU WILL USE TO EXPLAIN YOUR GAMIFIED SYSTEM TO YOUR CLASS

A QUEST? EXPERIENCE POINTS? TICKETS?

STEP #3



- ★ DECIDE THE RESULTS OF THE DESIRED BEHAVIORS, THE RULES OF THE GAME, AND HOW YOU WILL COMMUNICATE PROGRESS

MANDATORY PARTICIPATION? LEADERBOARD?

STEP #4



- ★ IMPLEMENT THE PLAN WITH ENTHUSIASM SO THAT YOUR STUDENTS ENTER INTO THE GAME NARRATIVE WITH YOU

"CONGRATS TO TODAY'S WINNERS!
HERE ARE THE LEADERBOARD RESULTS."