HOW TO GAMIFY

STEP #1

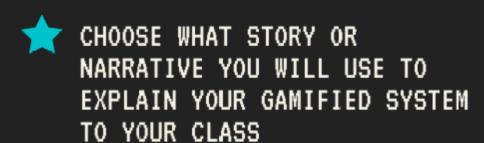




IDENTIFY THE CLASSROOM BEHAVIORS YOU WANT TO INCENTIVIZE & THE PROBLEMS YOU ARE TRYING TO SOLVE

STEP #2





STEP #3



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

STEP #4



TIMPLEMENT THE PLAN WITH ENTHUSIASM SO THAT YOUR STUDENTS ENTER INTO THE GAME NARRATIVE WITH YOU



HERE ARE THE LEADERBOARD RESULTS."