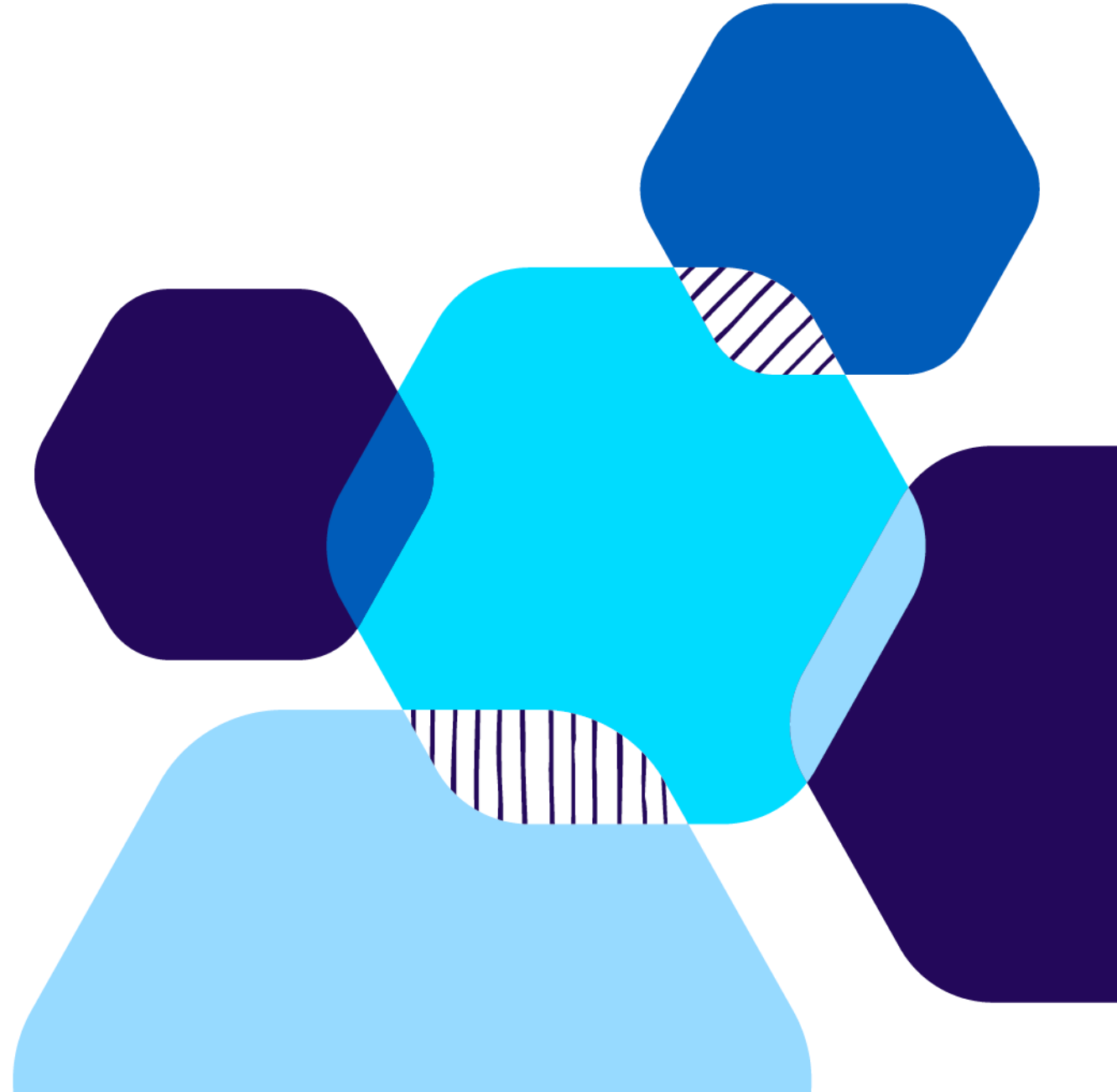


Teaching English Africa webinar

Managing teaching &
learning through
gamification

Kalkidan Tilahun Almaw

15 July 2023



About the speaker

Kalkidan Tilahun Almaw is a dynamic and accomplished educator from Addis Ababa, Ethiopia. Kalkidan is a passionate advocate for quality education and has dedicated her professional career to honing her communication and teaching skills through diverse trainings and seminars.

She is a member of the Ethiopian English Language Professional's Association (EELPA) and has consistently demonstrated her commitment to professional growth.



Have you heard of the term gamification? Type your ideas about the topic in the chat.

What do you think its values might be for English Language Teaching?



What is gamification in teaching & learning?

Is the application of interactive games and dynamic activities to enhance the teaching-learning process.

Gamification is the process of using gaming methods and mechanics in a non-gaming environment to motivate students.

Is a powerful tool for catalysing attention and engaging students in learning process.

Purpose

Can be used as a tool to achieve various learning objectives such as; increasing students' engagement and motivation.

Helps to improve retention of information by providing immediate feedback and reinforcing positive behaviours.

Can also be used to develop problem solving and critical thinking skills through the use of challenges and puzzles.

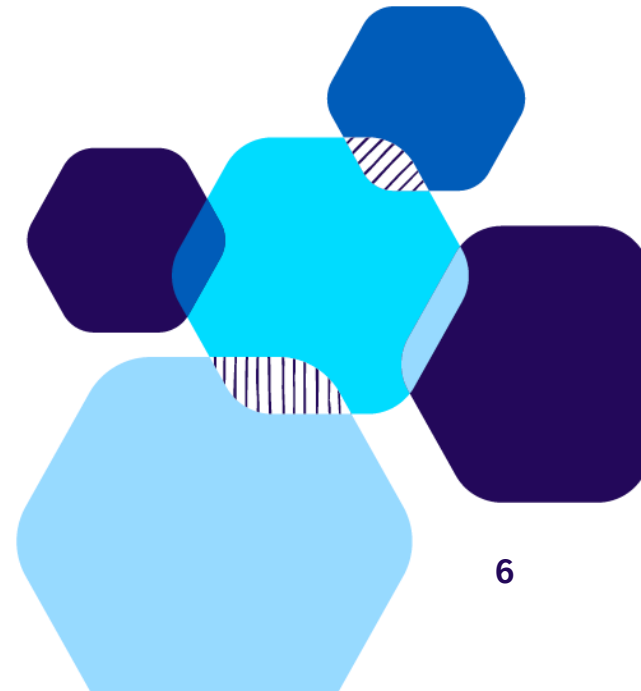
Can help to create a sense of community and collaboration among learners, which can lead to increased participation and knowledge sharing.



Principles of game design

Game design is the process of creating games with a set of rules and goals in mind. Some of the basic principles are:

- **Clear Objective** – clear goals that the player needs to achieve
- **Feedbacks** – given to the player in various ways (sound, score, or alert), signify progress or achievements in the game.
- **Balance** – games must be balanced to ensure that students are neither too challenged nor too bored.
- **Rules** – clear and specific directions that students can and can't do.
- **Mechanics** – should keep the students interested.



What are game mechanics?

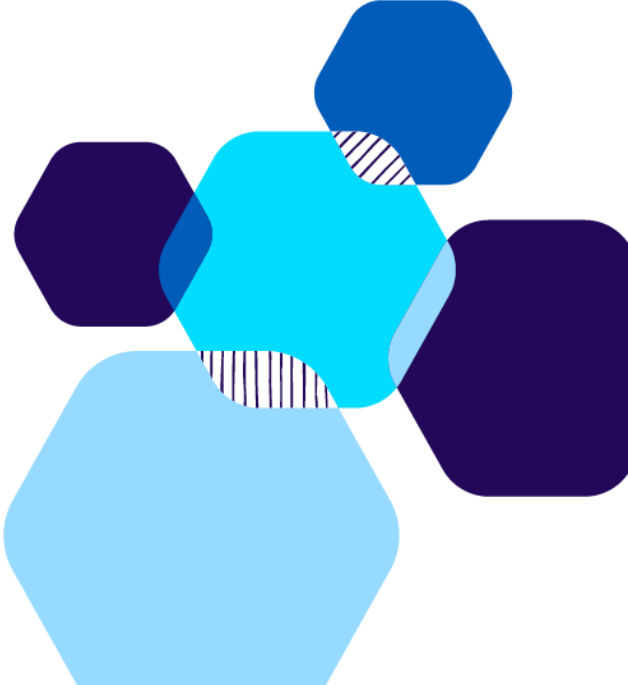
Game mechanics define the interactions, tasks, objectives and challenges of the game, as well as the rewards and consequence for the students' actions.

Examples include:

Movements, combat, inventory management, resource gathering, leveling up and branching story path.



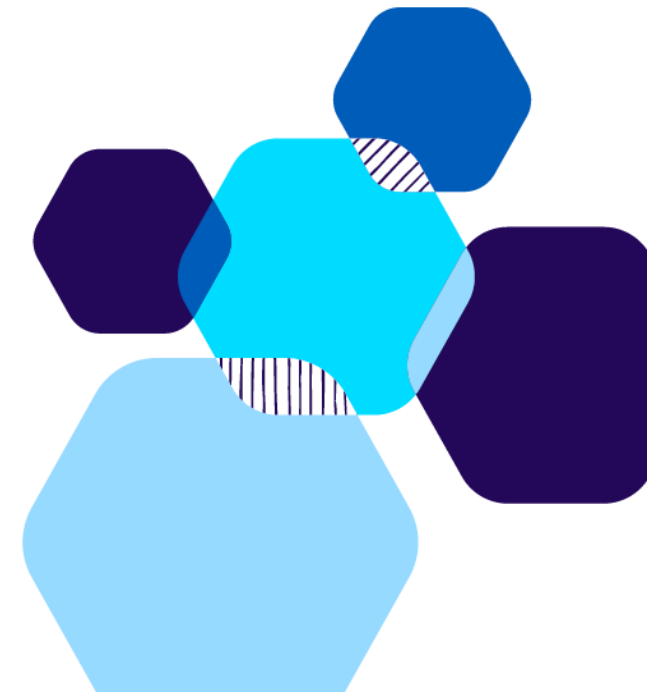
Game mechanics (cont...)



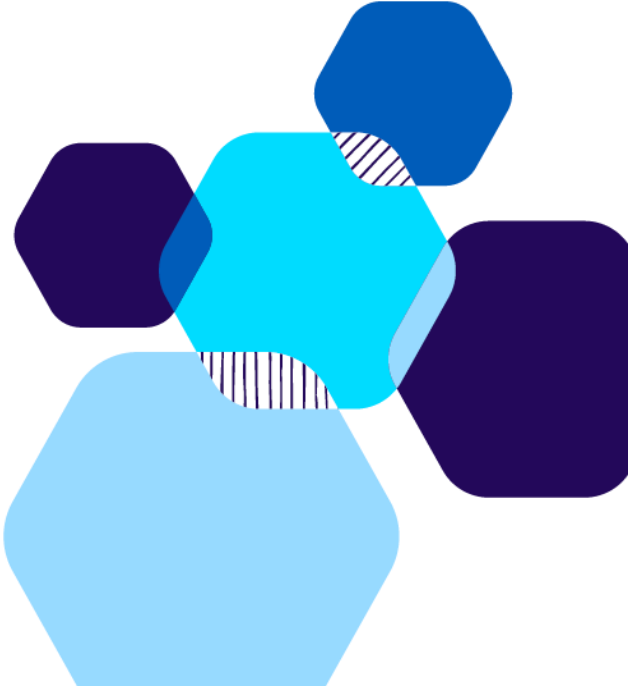
Process models

HOW TO GAMIFY YOUR CLASSROOM
By, EDTECH4BEGINNERS.COM

- Try apps such as: Kahoot! Class Dojo & Typeform.
- Set frequent class competitions.
- Challenge individuals using SMART targets.
- Create levels of learning which students are encouraged to climb.
- Send online badges/awards/certificates to students.
- Display cumulative scoreboards with weekly prizes.



Process models (cont...)



Sample Gamification tools

- I. **Quizlet** – a platform where students can create flash cards and quizzes to help with studying for exam or learning new material.
- II. **Class craft** – a role playing game that turns classroom management into a game by assigning points and leveling up for good behavior.
- III. **Escape rooms** – a real life gaming experience that challenges players to solve puzzles and clues in order to escape a themed room.
- IV. **Kahoot** – online based game that enables teachers and students to create quizzes, surveys & assessments in an interactive game like format.
- V. **Duolingo** – a language learning app that offers gamified lessons and quizzes to help learners to improve their language skill.



Sample game practice

balloon pop instruction game

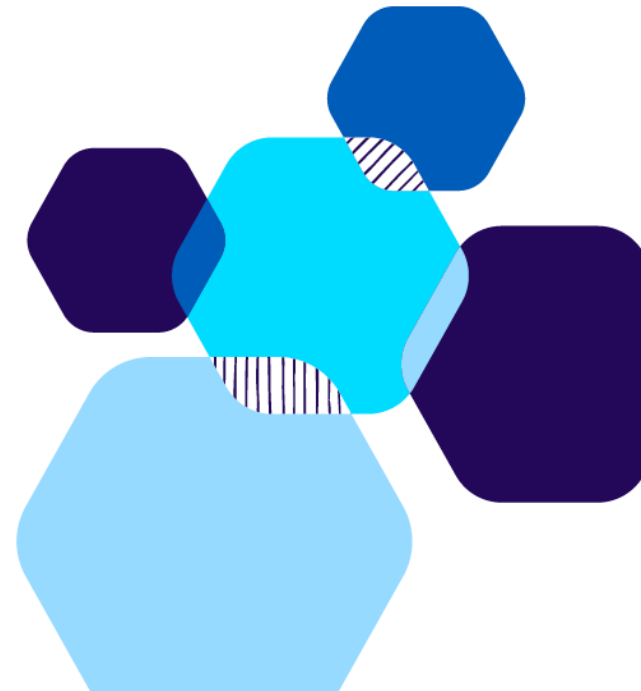
- ✓ Be in a group of 5
- ✓ Race to pump a balloon
- ✓ Pop it either by sitting on it or squeezing it between your teammate's body
- ✓ There are instructions inside it to be shown for your teams without any word
- ✓ Then say “**hurray**” when your teammate gets the correct answer
- ✓ The first team to finish will win



Your ideas on Digital games in ELT

Has anyone made use of any of these games? Can you tell us about these and other games in the chat.

What has been your experiences of using these games?



Process summary

1. Introducing storyline

Incorporate a storyline that is woven through the game that students must follow. This not only adds an element of challenge but also helps students feel immersed in the game.

2. Set rewards for achievements

Offer rewards for completing tasks or achieving goals.

3. Use leaderboards

Display weekly or daily leaderboards that shows who is at the top of the game.



Process summary (cont ...)

4. Provide levels

Offer different levels of difficulties, allow the students to select a level according to their skills and encourage them to improve over time.

5. Make it Social

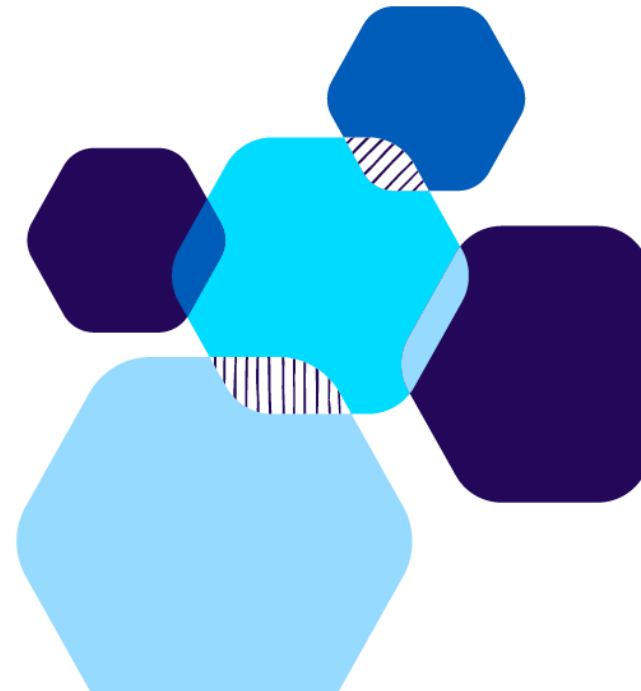
Encourage students to play together either in teams or against each other.

6. Ensure Accessibility

Make sure that the game is accessible to all students regardless of skill, level, learning style etc.

7. Offer Tutorials

Provide videos of the game to help the student get started and feel confident in their ability.



References

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- ❖ <https://www.teachstarter.com/teaching-resource-collection/classroom-games/>
- ❖ <https://www.teach-nology.com/teachers/games/>
- ❖ <https://www.scholastic.com/teachers/articles/teaching-content/25-classroom-games/>
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Thank you

www.britishcouncil.org

