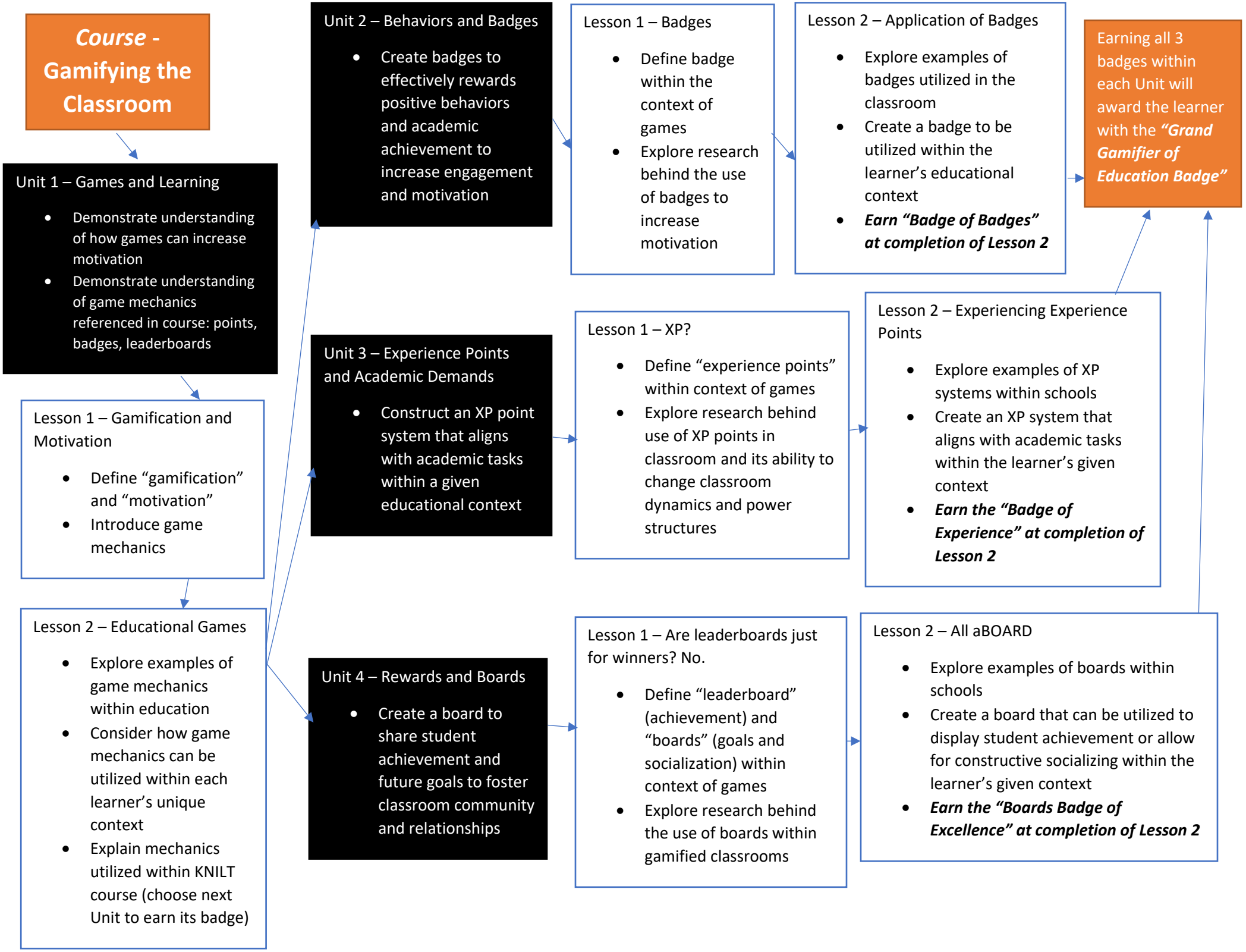

Course - Gamifying the Classroom
Unit 1 – Games and Learning
Demonstrate understanding of how games can increase motivation
Demonstrate understanding of game mechanics referenced in course: points, badges, leaderboards
Lesson 1 – Gamification and Motivation
Define "gamification" and "motivation"
Introduce game mechanics
Lesson 2 – Educational Games
Explore examples of game mechanics within education
Consider how game mechanics can be utilized within each learner's unique context
Explain mechanics utilized within KNILT course (choose next Unit to earn its badge)
Unit 2 – Behaviors and Badges
Create badges to effectively rewards positive behaviors and academic achievement to increase engagement and motivation
Lesson 1 – Badges
Define badge within the context of games
Explore research behind the use of badges to increase motivation
Lesson 2 – Application of Badges
Explore examples of badges utilized in the classroom
Create a badge to be utilized within the learner's educational context
Earn "Badge of Badges" at completion of Lesson 2
Earning all 3 badges within each Unit will award the learner with the "Grand Gamifier of Education Badge"
Unit 3 – Experience Points and Academic Demands
Construct an XP point system that aligns with academic tasks within a given educational context
Lesson 1 – XP?
Define "experience points" within context of games
Explore research behind use of XP points in classroom and its ability to change classroom dynamics and power structures
Lesson 2 – Experiencing Experience Points
Explore examples of XP systems within schools
Create an XP system that aligns with academic tasks within the learner's given context
Earn the "Badge of Experience" at completion of Lesson 2
Unit 4 – Rewards and Boards
Create a board to share student achievement and future goals to foster classroom community and relationships
Lesson 1 – Are leaderboards just for winners? No.
Define "leaderboard" (achievement) and "boards" (goals and socialization) within context of games
Explore research behind the use of boards within gamified classrooms
Lesson 2 – All aBOARD
Explore examples of boards within schools
Create a board that can be utilized to display student achievement or allow for constructive socializing within the learner's given context
Earn the "Boards Badge of Excellence" at completion of Lesson 2