GAMIFICATION

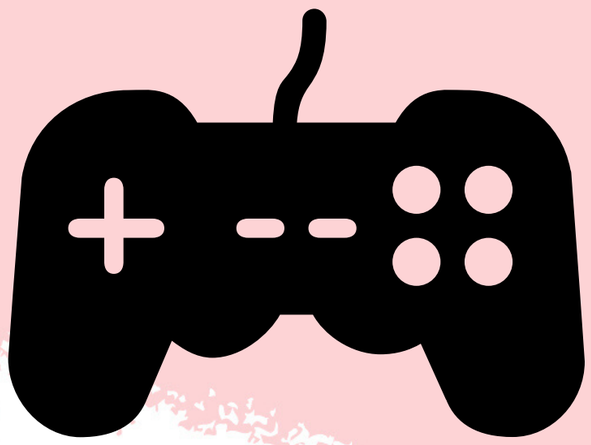
POCKET PEDAGOGY

WHAT IS IT?

Truning learning in the classroom into video-game style learning expriences.

The idea of gamification, using traditional elements of video games to create educational expriences, was developed to increase children's interest in their learning.

The learning doesn't have to be computer based, but can include video-game features like levels and point rewards.



WHY IS IT USEFUL?

The approach is driven by two factors: the wants to sustain children's interest for longer periods, and the want to incentivise children to learn.

WHAT DOES IT REALLY LOOK LIKE?

- Giving points-based rewards for achieving objectives in class - just like in video games.
- Giving learning badges instead of grades.
- Creating challenges with more than one way to be solved - this helps to develop creative problem solving skills.
- Using 'levels' and 'check-points' to track progress in class.

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