

Gamification

Gamification is the process of applying gaming designs and concepts to learning in order to make them more engaging and entertaining for the learner. In game-based learning, learners work with or compete against others in their class as part of an interactive experience that rewards learning performance in a variety of ways. Some of the video game elements we use include: Missions/Challenges, Superpowers/Kryptonite, Saving/Banking, Levels, and Pauses!

We use gamification to incentivise the practising of particular skills or problem-solving within our sports sessions, which we believe aids in children's development. The increased motivation to reproduce skills & find solutions we feel helps get kids locked into sport!



Missions/ Challenges

Give pupils/teams missions that earn their team points or superpowers.



Superpowers/ Kryptonite

Can be used to encourage pupils to play in a certain way.
While kryptonite can make games more challenging for stronger players/teams.



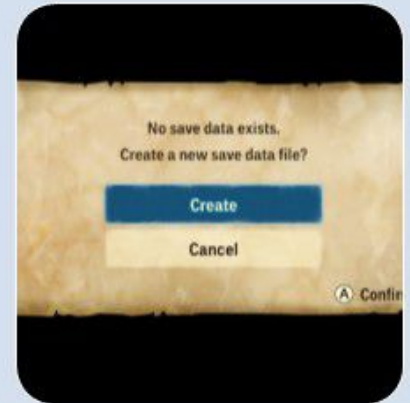
Levels

Games can include levels with increasing challenge that players have to complete to win/progress in the game.



Pauses

Can allow pupils a break from the game to figure out how to solve a challenge (will often need encouragement to take them).



Save Progress/ Banking

Allows points/progress to be saved.
Tactical decisions when to bank - may have to complete tasks to bank their points.