To get the most out of this workshop you may want to…

1 Write your email on the list at the front of the room so that I can send you a free gift!

2 View my slides at http://bit.ly/fetcbunz

3

Download Minecraft Edu at http://education.minecraft.net/get-started

Game-Based Learning and Gamification: Strategies for Effective Integration

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Agenda

- Gamification vs. Game Based Learning
- The Bunz Model
- Examples
- FREE ebook
- Your Turn

Gamification or Game-Based Learning?

Gamification is the use of game elements in non-game contexts. Such as badges, quests, levels, avatars, point system, etc.

Game based learning (GBL) is where students play games with defined learning outcomes. It should balance subject matter with gameplay.

Benefits

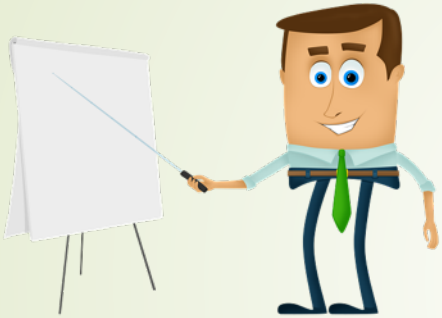
Game based learning (GBL)

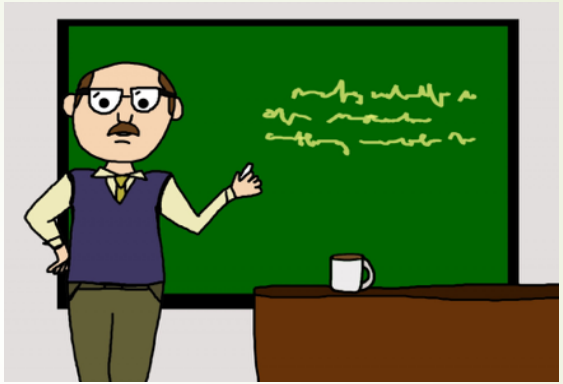
- increases student's ability to store and recall information
- increases motivation, engagement, confidence, and self-esteem
- reduces academic related anxiety
- helps students apply learning in different contexts

Gamification

- increases engagement and participation
- increases student motivation
- increases self-esteem and positive risk-taking
- enhances the teaching and learning process

The Problem





The Bunz Model of Technology Integration and Evaluation

Example – Exploration Tool

Animal Cell: http://services.minecraftedu.com/worlds/node/39

Lessons for Minecraft: https://education.minecraft.net/class-resources/lessons/

Problem: I wanted a new way of exploring the concepts of cells. Students were not engaged or motivated enough to learn about them.

Solution: Build a model of a cell in Minecraft Education Edition and then explore others models to compare and contrast them.

Example – Exploration Tool

Go tohttp://bit.ly/fetcmine to download Minecraft Edu

- may need a Office 365 account

Example – Exploration Tool

Download the tutorial world at http://bit.ly/meetutorial. Open Minecraft click the <- by *Create New World* to import a world. Find the tutorial world down and click import.

Download a model of the eye at http://bit.ly/meeeye. Open Minecraft click the <- by *Create New World* to import a world. Find the tutorial world down and click import.

Example – Engagement, Assessment Tool

Nearpod

Kahoot!

Quizizz

Problem: Students were disengaged during class and I wanted a way to not only engage them but provide an assessment tool for me to see their level of understanding.

Solution: Lessons with interactive elements and quizzes.

Example – Engagement, Assessment Tool

Let's check out Nearpod! Go to **https://app.nearpod.com/studentLogin** and type in the lesson code.

Example – Engagement, Assessment Tool

Let's check out Kahoot! Go to **https://kahoot.it/#/** and type in the lesson code.

Example – Assessment, Practice Tool

Problem: I wanted a way to engage students in math practice in a way that I could be monitor their progress while I work in small groups.

Solution: Centre rotations using Prodigy or Dreambox.

Centre 1: Problem of the Day (Collaboratively)
Centre 2: Prodigy (Independently)
Centre 3: Small Group Conference with me

dreambox LEARNING

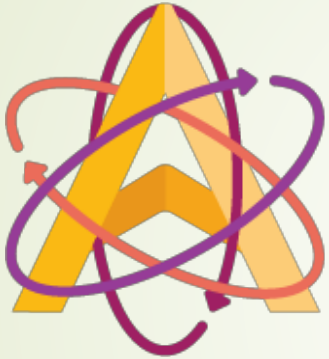
Example – Engagement, Assessment Tool

Let's check out Prodigy!

1. Go to **https://www.prodigygame.com/Play/**
2. Click on New Student
3. Class Code: A009BB
4. Select Grade 5
5. Play!

Example – Student Led Learning

Answerables

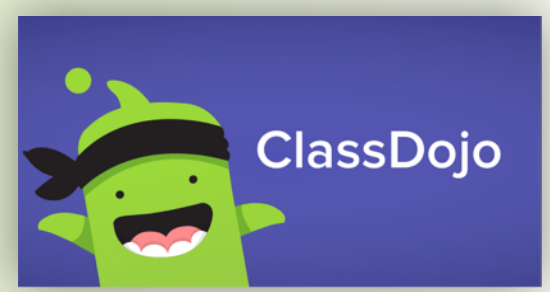


Enable EDUCATION

Problem: I wanted students to be more independent when working through a bigger project.

Solution: Students complete quests following the steps set out for them in Answerables or complete a lab in Thinkscape.

Example - Classroom Management



Problem: I wanted a way to make my classroom management more consistent and engaging.

Solution: Turn your classroom into a game where students earn points and rewards based on their behaviour.

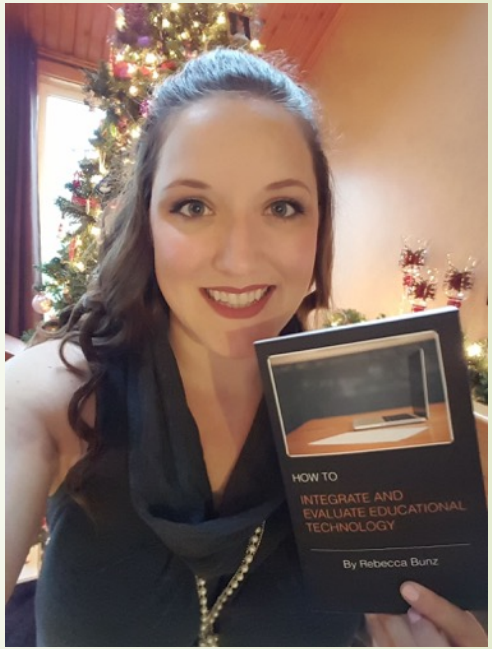
Your Turn!

- We are going to work together to create a technology enhanced lesson that you can bring back home to try in your own classroom!

- **Group 1:** I want to try to use Minecraft Edu in the classroom!
- **Group 2:** I want to try to engage my students with quizzes, polls, or powerpoint!
- **Group 3:** I want to enhance my lessons with games!
- **Group 4:** I want to create a gamified behaviour management system.
- **Group 5:** I have an idea of my own that I would like to work on.

Your Free E-book

- For coming to the workshop today, I am giving you my book for free!
- I have sent it as a "gift" to the email you provided.
- Please open that now and follow along as I go through the stages of my model
- You can purchase a hardcopy through Amazon
- The ebook is available on Amazon and will be available on iTunes shortly.



Let's do this!

For the duration of this workshop only…

I am in the process of converting my model to an app and I would love for you to try the process out.

Go to http://bit.ly/bunzmodel

Stage 1: Create a Professional Learning Community (PLC)

Only 5.71% of the articles had PD and only 8.57% of the articles had support for the teachers during the integration process

100% of all studies that had PD = positive result

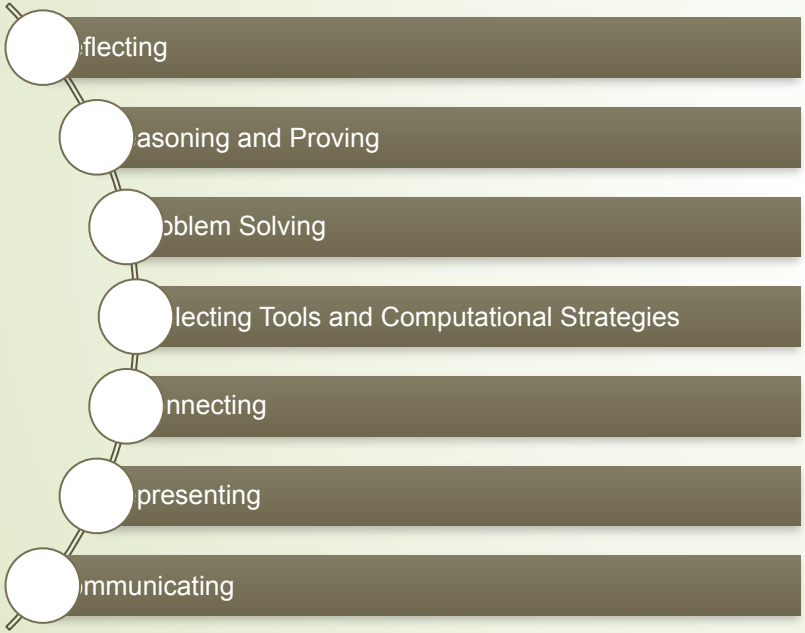
0% of all studies that had PD = negative result

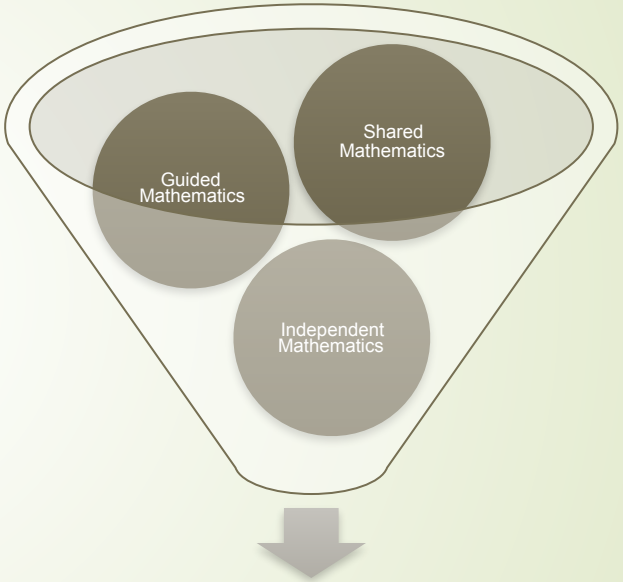
Your Turn

- Submit your email (only used to send you a copy of the form once we are done)
- Get to know your group members, they are your PLC for this workshop. Exchange contact information; they may be a good person to keep in contact with for the future.
- Complete Stage 1 on the google form!

Stage 2: Think Pedagogy First

Mathematical Processes



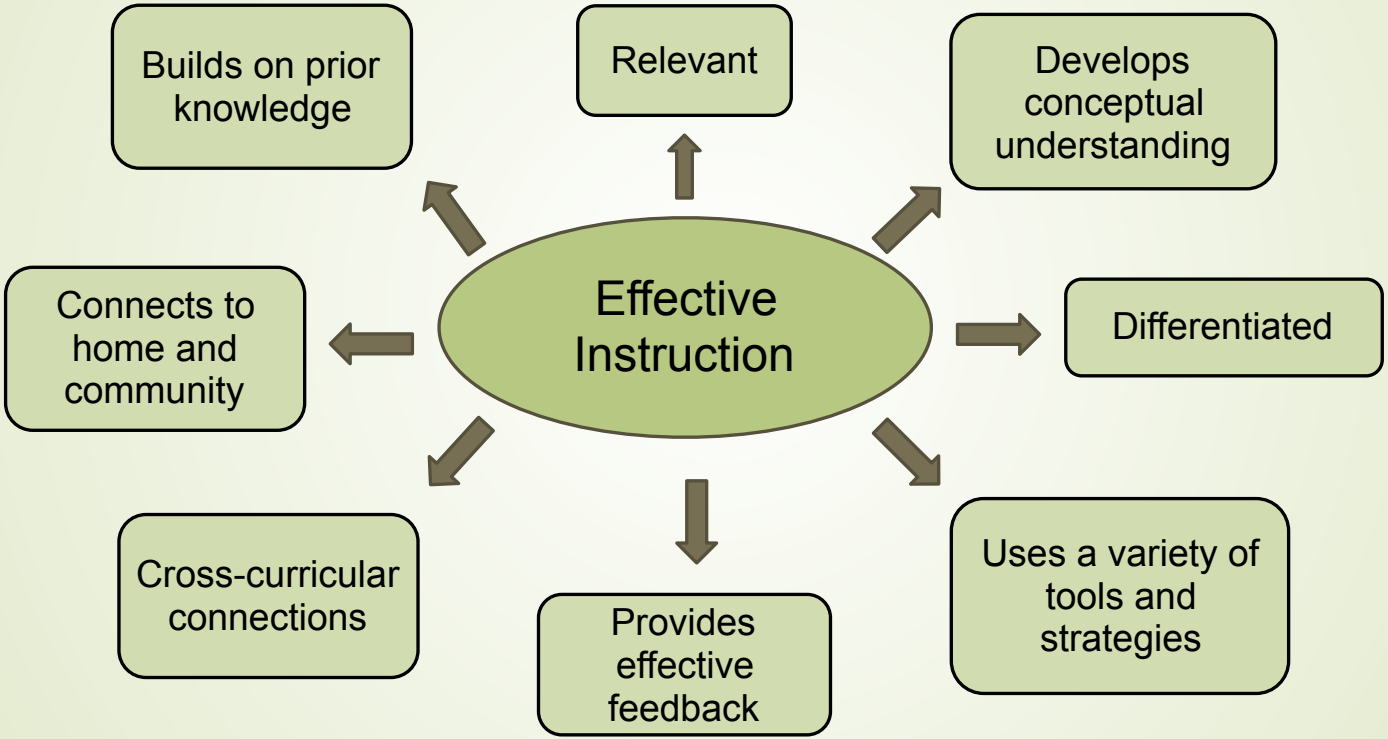


Instructional Approaches

Ontario Mathematics Curriculum Document pg. 11

Guide to Effective Instruction in Mathematics pg. 65

Stage 2: Think Pedagogy First



Stage 2: Think Pedagogy First

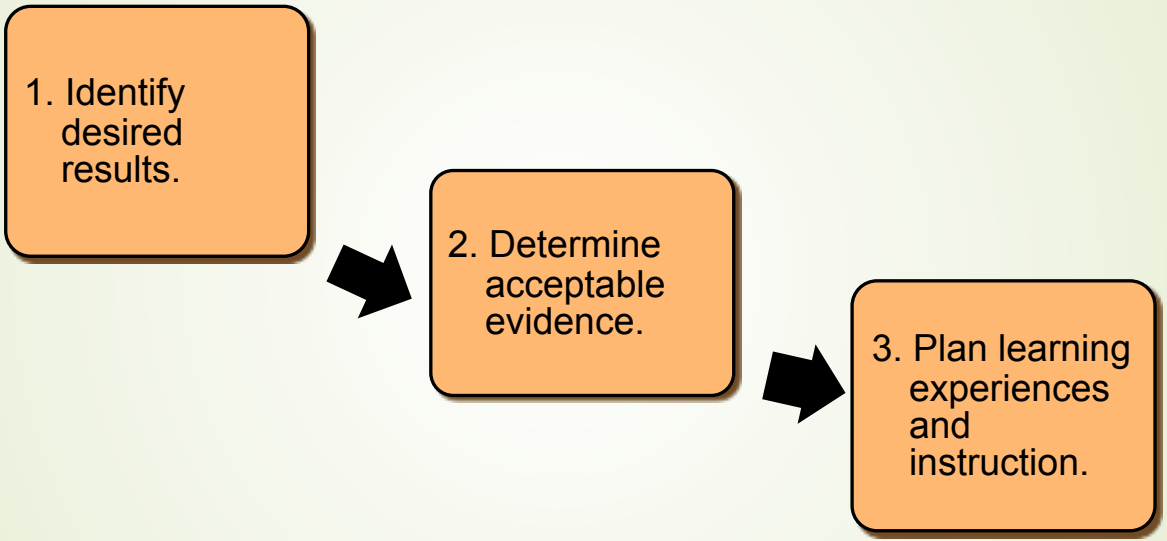
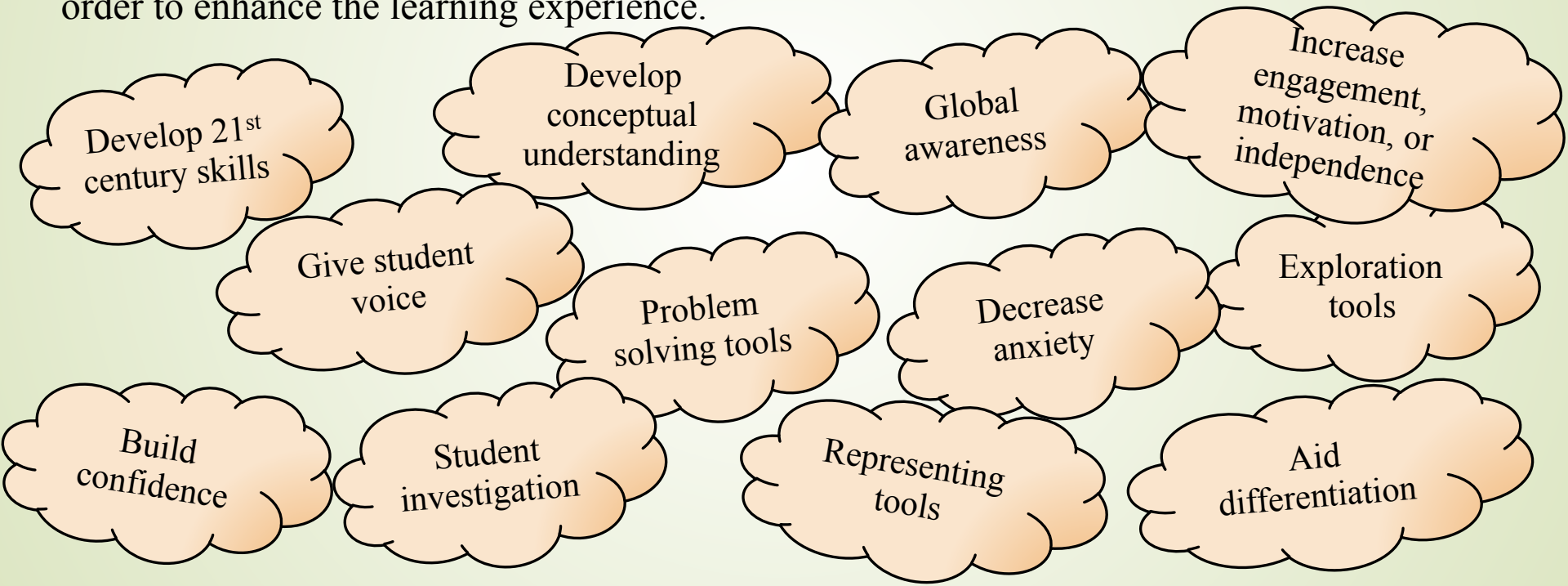


Figure 3 Stages of Backwards Design taken from Wiggins and McTighe (2006).

Complete Stage 2 of the google form!

Stage 3: Determine the Purpose

Digital tools should be used in a meaningful way and at carefully determined times in order to enhance the learning experience.



Complete Stage 3 of the google form!

Stage 4 Determine Functionality

- What functions does the digital tool have to have in order to help you achieve the desired results?

- What functions does the digital tool have to have in order to help you achieve your purpose?

Complete Stage 4 of the google form!

Stage 5: Search, Find, Evaluate

Evaluation 1: Can this digital tool be used in my school and classroom appropriately?

Evaluation 2: Will it help my students and I achieve the curriculum standards, learning goals, or purpose?

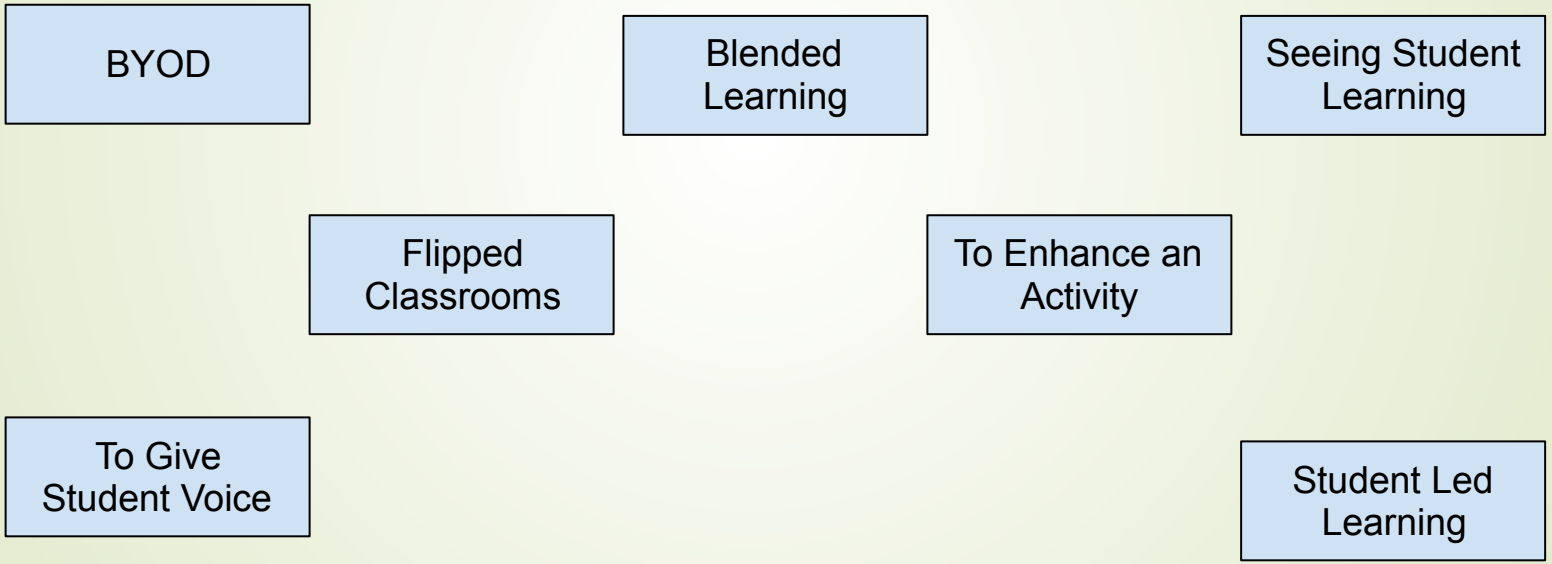
Your Turn

- Complete Stage 5 of the google form!

- You can skip the steps that require the students to test it out for now (don't forget to do them when you go home)

Stage 6: Plan Integration

- The use of technology should not take away from the pedagogical decisions you make!



Complete Stage 6 of the google form!

Stage 7: Go For It

- Test it out!
- Be the researcher! Check in with your PLC
- Now go for it!
- Meet with your PLC
- Share! Blog, Tweet, etc

Image by mrsdkrebs

Your Turn

- Complete Stage 7 of the google form when you get home.
- For now click next and submit the form so that you have a copy of your answers.

Thank - you

I hope you found this workshop beneficial and I hope you enjoy my book! I would love any feedback you may have for me. Go to http://bit.ly/bunzfetc

Twitter: @rbunz08
Blog: www.integratingedutech.ca

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