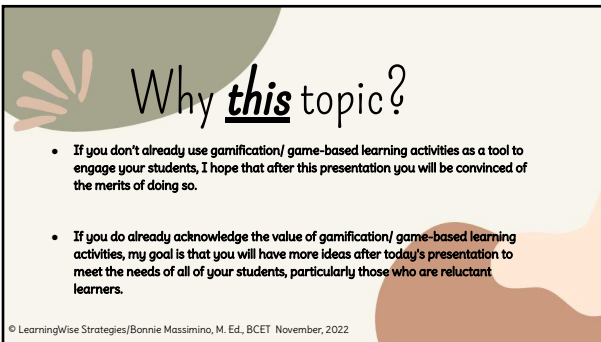


Shall We Play a Game?

Engaging Reluctant Learners through Gamification and Game-Based Learning Activities

4th National AET Conference, Nov. 4-6, 2022
Bonnie Massimino, BCET, M. Ed.
FBonnieM@gmail.com

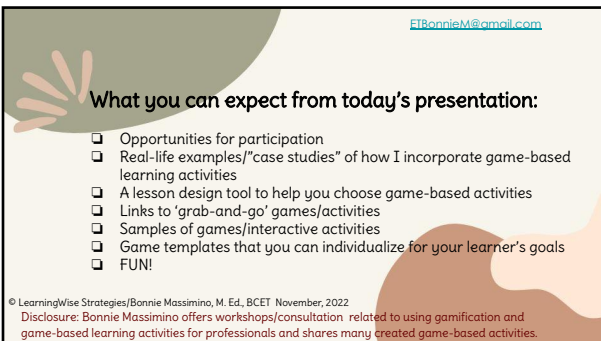
© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022



Why this topic?

- If you don't already use gamification/ game-based learning activities as a tool to engage your students, I hope that after this presentation you will be convinced of the merits of doing so.
- If you do already acknowledge the value of gamification/ game-based learning activities, my goal is that you will have more ideas after today's presentation to meet the needs of all of your students, particularly those who are reluctant learners.

© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022



FBonnieM@gmail.com

What you can expect from today's presentation:

- Opportunities for participation
- Real-life examples/"case studies" of how I incorporate game-based learning activities
- A lesson design tool to help you choose game-based activities
- Links to 'grab-and-go' games/activities
- Samples of games/interactive activities
- Game templates that you can individualize for your learner's goals
- FUN!

© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022
Disclosure: Bonnie Massimino offers workshops/consultation related to using gamification and game-based learning activities for professionals and shares many created game-based activities.

Let's start with some Queries...

- ❖ What do you think of when you hear the term "reluctant learner?"
- ❖ What behaviors do you see in your students/clients who are reluctant learners?
- ❖ What do you think are some reasons that students/clients might be reluctant learners?

© LearningWise Strategies/Bonnie Massimino, M.Ed., BCET November, 2022

A Challenge for You:

Think of one of your students who is a reluctant learner. Throughout this presentation, use that student as a starting point. Think about how you can apply what we talk about today to that student.

© LearningWise Strategies/Bonnie Massimino, M.Ed., BCET November, 2022

What can we learn about motivation from monkeys?



© LearningWise Strategies/Bonnie Massimino, M.Ed., BCET November, 2022




Motivation

is a prerequisite for learning

© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022

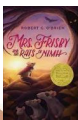
Motivation and Learning

Motivation is a prerequisite to learning. What does the research say about motivation?

-  Motivation is directly correlated with the effort and time a student spends engaging in learning .
-  Motivation is the thing that encourages us to complete goal-directed behaviors.
-  Motivation is among the most important predictors of student academic achievements.

© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022

All doors are hard to unlock until you have the key.



- Mrs. Frisby
Mrs. Frisby and the Rats of NIMH

© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022

Universal Categories of Motivators

- ❖ autonomy/independence/control/power
- ❖ affiliation/belonging
- ❖ mastery/progress/achievement
- ❖ praise/attention/status/approval from others
- ❖ purpose/making a difference
- ❖ tangible rewards
- ❖ interest & expression (intrinsic factors)



© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022

How does motivation relate to instructional design?



© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022

How does including game-play motivate students for goal-directed learning?



© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022

“gamification” vs. “game-based learning activities” vs. “playing games”

© LearningWise Strategies/Bonnie Massimino, M.Ed., BCET November, 2022

“gamification”

“Gamification” is the process of adding game-like elements to an environment or task that is not, in itself, a game

For example: classroom currency, toddler clean up game, “Loyalty programs” (i.e. Safeway’s Monopoly game, Starbucks rewards program), etc.

© LearningWise Strategies/Bonnie Massimino, M.Ed., BCET November, 2022

“game-based learning”

“Game-based learning refers to activities in which playing the game leads to learning outcomes, including academic information, critical thinking, and problem solving skills.

For example: Where in the World is Carmen Sandiego?, Oregon Trail, Boggle, 24 Game, SET, multiplication “go-fish,” using a board game, matching games, etc.

© LearningWise Strategies/Bonnie Massimino, M.Ed., BCET November, 2022

Hey Bonnie, Aren't you just playing games with your students?

Merely "playing games" does not imply any goal-directed learning targets. When used in a thoughtful, goal-directed way, most, if not all, games have merit. As Educational Therapists, our responsibility is to use games in a way that **enhances educational therapy outcomes** to benefit our clients.

© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022

Another Query...

- ❖ What is it that you like about the experience of playing games?
- ❖ What motivates you to want to continue playing?

© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022

Game Elements

- ❖ avatars/characters/personalized game pieces
- ❖ theme/story line
- ❖ engaging/personalized graphics
- ❖ quests/obvious goals
- ❖ immediate feedback
- ❖ expectation for opportunity to improve (ability for a "do-over")

© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022

Game Elements, cont.

- ❖ rewards/badges, something to show mastery of small goals
- ❖ points/levels, progress to reach goal
- ❖ an element of chance
- ❖ opportunity for choice & exploration
- ❖ elements of strategy
- ❖ a way to WIN - not necessarily against another player

© LearningWise Strategies/Bonnie Massimino, M.Ed., BCET November, 2022

Benefits of Incorporating Games

- ❖ games feel like a less/non-threatening environment → more willing to try, encourage experimentation, develop strategies, try new skills
- ❖ games have built-in motivation and engagement → more willing to begin and continue, feeling of accomplishment
- ❖ playing games builds relationship between ET and client → more willing to take chances with you (ET)

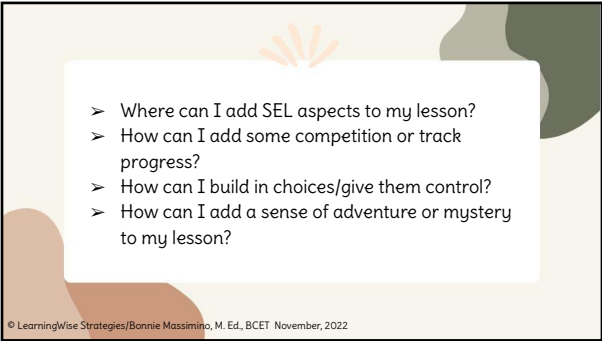
****Games are FUN!! When you are having fun, you want to do more.****

© LearningWise Strategies/Bonnie Massimino, M.Ed., BCET November, 2022

Take T.I.M.E. to think and plan:

- **T**ARGET: What is the learning goal?
- **I**NDIVIDUAL **I**NTEREST: what interests can be incorporated to activate/engage the student?
- **M**OTIVATIONAL **F**EATURES: what features will motivate the student to continue even when it is challenging?
- **E**nd **R**ESULT: what is this for? (practice, automaticity, or teaching something new?) How & when will progress be measured?

© LearningWise Strategies/Bonnie Massimino, M.Ed., BCET November, 2022



- > Where can I add SEL aspects to my lesson?
- > How can I add some competition or track progress?
- > How can I build in choices/give them control?
- > How can I add a sense of adventure or mystery to my lesson?

© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022



Shall We Play a Game?

Let's take a look at some games and how to incorporate them to enhance learning outcomes for your students.

Bonus Handout <https://bit.ly/3menZwS>

© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022



Bonnie's Top 10 Modifiable Game Templates

- ❖ "Don't Be Greedy" games
- ❖ "Find-It" ("elf on the shelf") games
- ❖ multi-use board games
- ❖ "Capture the..." (Cats/Cupcakes) games
- ❖ memory/matching games
- ❖ Quiz games
- ❖ "Uno"-like games
- ❖ "Build It" games
- ❖ "Roll & Color" games
- ❖ Connect 4/Tic-Tac-Toe/BINGO

© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022

Bonnie's Top 10 Games for Brain Breaks

- ❖ SET
- ❖ Spot It
- ❖ 20 Questions
- ❖ Mastermind
- ❖ Blink
- ❖ Cat Crimes
- ❖ Guess Who/Guess Where
- ❖ Stare/Stare Jr.
- ❖ Connect 4

© LearningWise Strategies/Bonnie Massimino, M.Ed., BCET November, 2022

Examples of ways to incorporate gamification

- ❖ (Fill-in-the-blank)-opoly
- ❖ Classcraft www.classcraft.com
- ❖ Koala www.teachwithkoala.com
(or <https://www.teachwithkoala.com/ref/11416D> for discounted Pro membership)
- ❖ Class Dojo www.classdojo.com
- ❖ Badges [templates](#)

© LearningWise Strategies/Bonnie Massimino, M.Ed., BCET November, 2022

Ways to Use Games

Task-Turn Games

benefit: lots of variety, can be used for anything, can use mass-produced games or create own

- Connect 4, Tic-Tac-Toe
- Dots
- Checkers
- generic board game/game board
- individualized "theme" board game/game board
- ready-made game boards

Virtual Game Templates (misc. styles)

- * <https://kahoot.com>
- * <https://wordwall.net>
- * <https://www.boomboodle.com>

Content Specific Games

benefit: specific skills, highly individualized, but take some time to get ready for individual students

- * "Find It" games
- * "Don't Be Greedy" games
- * Quiz games

Video Game Style Sites

- www.mstplayground.com
- www.ab-cva.com
- www.roomrecalls.com
- www.legendsoflearning.com
- www.toutheater.com

© LearningWise Strategies/Bonnie Massimino, M.Ed., BCET November, 2022



Thanks for Playing!

Bonus Handout <https://bit.ly/3menZwS>

44th National AET Conference, Nov. 4-6, 2022
Bonnie Massimino, BCET, M. Ed.
EBonnieM@gmail.com

© LearningWise Strategies/Bonnie Massimino, M. Ed., BCET November, 2022
