GAMIFY YOUR CLASSROOM

A 9-POINT PLAN
PRESS START

CHOOSE A STRATEGY

1 **START SIMPLE.** Get the basic mechanics down first, and elaborate as you go. Mix in some twists and turns to keep everyone engaged.

2 **SET THE STAGE.** Pick a theme or storyline. Pirates, aliens, zombies... the possibilities are endless!

3 **CREATE CHARACTERS.** Have students design their own avatars. They will love seeing their characters progress.

4 **TAG TEAM.** Group students together in teams. Let them share their power-ups and rewards.

5 **USE A POINT SYSTEM.** Count experience points (XP) rather than assigning letter grades. Students can "level up" as they accumulate points for homework, classparticipation, tests, and other activities.

6 **TRACK PROGRESS.** Create a leaderboard or progress chart so students can see their progress. Anything from poster paper to digital displays will work.

7 **BESTOW BADGES.** Give badges for each new ability, achievement, or assignment. Be sure to include some random ones for the element of surprise.

8 **PLAN REWARDS.** Tie game performance to tangible rewards: extra credit, and extension on a deadline, a class pizza party, etc.

9 **BE ENTHUSIASTIC!** Get into it and have fun! Your students will follow your lead.

PRESS A TO CONTINUE

WGU Hey Teach!