Gamification in RE

Gamification is adding game mechanics into nongame environments, like a website, online community, learning management system or business' intranet to increase participation and engagement.

Game Mechanics: Rules which govern game play, badges, scoring, leaderboards, levels, challenges

In learning... It is about transforming the classroom environment and regular activities into a dynamic learning space or a game. It requires creativity, collaboration and play.

Ultimately it is using elements of gaming mechanics to engage student interest, promote learning and deepen student understanding of subject matter.

Australian Professional Standards for Teachers:
3. Plan for and implement effective teaching and learning.

Routine Gameplay Mode:

- Regular use of online games such as Kahoot, Quizlet live and Jeopardy Labs are great ways to refresh key words, definitions, and concepts.
- Quizlet Live- is highly interactive, promotes excellent collaboration skills and can be tailored to your unit focus.
- If used regularly and with prizes, game play can be used to revise your week's learning and maintain classroom management.

Whole Program: (Quest/Mission Mode)

- Whole unit of work is rewritten as one long mission the students need to complete.
- Learning Outcomes, key knowledge and skills are carefully tested and assessed through numerous quizzes, Secret Missions, Puzzles, Group Tasks, Double Agent tasks, Secret Identities etc.
- The learning becomes more about earning points, supporting your group and passing the mission than just learning content in RE.
- A large prize incentive is a must.

Tips:

- Pick a unit which is a good blend of historical/scripture and faith based exploration. New Testament was perfect.
- Be sure to know your class. Consider group dynamics carefully.
- The big incentive is the key.
- Interdispersase Key learning lessons and mission lessons.
- .Not all lessons need to be gamified, but
- Start the year with a Gamified unit- hook them in to learning for the year.
- The crazier the ideas the better.
- Give anything a try- don't be restricted to online games.

Further Reading:

- *Australian Curriculum Website has more articles and case studies.*
- *7 Benefits of Bringing Gamification Into Your Classroom*
- *5 elements of a gamified approach to use in education*

Great Options to start with:

- *Jeopardy Labs*
- *Puzzlemaker*
- *Quizlet Live*

Damien Keady
keadyd@ww.catholic.edu.au

XAVIER HIGH SCHOOL ALBURY
150 Years in Catholic Secondary Education