



Erasmus VET



IIS Lucrezia Della Valle - Cosenza - Italy

Gamification: evergreen games

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How have we been experiencing Gamification in Education?

During the first and second term, we have been using it as a revision activity in digital and traditional contexts:



a. GIMKIT in digital context

b. Cards and Quiz games in traditional context



Why did we use digital and evergreen approaches?

We used digital and evergreen approaches in order to give pupils the possibility to choose the most suitable one.



The different types of
evergreen games we used:

Memory

Quiz game

Card games
and
role playing

Memory

At the beginning of the game, all the cards are mixed up and laid in cols and rows, face down on the table.



- Player 1 starts and turns over two cards:
- If the two cards do not match, they are flipped back down,
 - otherwise they are considered a pair and the player has the right to continue.

The game is over, when all the pairs have been found.

The player who has the most cards wins!

OBVIOUSLY....

The teacher can
choose two images



Or... a picture and a
phrase



*With or
without
you*

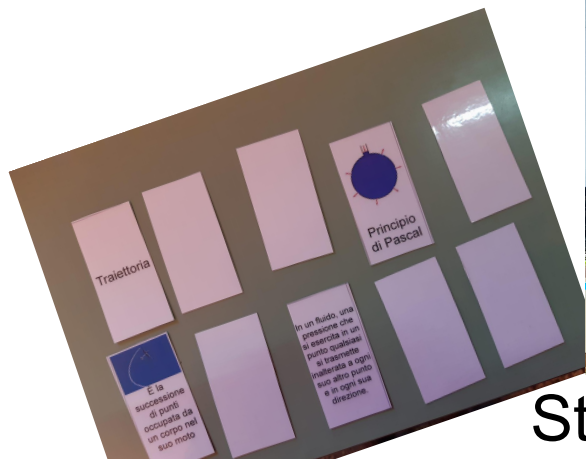
And why not.... two
phrases

**Pride and
Prejudice**

**Jane
Austen**

IVD LES: Experience and Observations

During the activity the teacher can observe each player's strategy. There is no standard school behaviour.



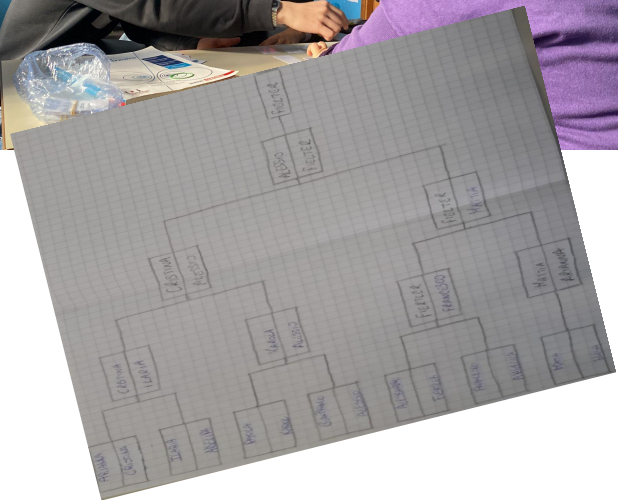
Strategy



Serenity



Just for fun



Let's play!

Card games and role playing

First step:

play cards and fill-in the form

Second step:

each team corrects the sheet of the other group

Third step:

the teacher checks the activity, uses the Whiteboard and generates a discussion with the students.

Card games and role playing

First step: play cards and fill - in the sheet

Each pupil has three cards

One player at time, clockwise, selects one card with a question. The player on right has to answer the question.

If the player gives a correct answer, it is written on the sheet and the card is left on the table.

If the student gives a wrong answer, all the cards on the table must be collected, while the other players have to explain the right answer, writing it down on the sheet.

The winner is the pupil who collected the least number of cards.

Card games and role playing

Second step:

each team corrects the other group's answer sheet with a red pen (role playing)



Card games and role playing

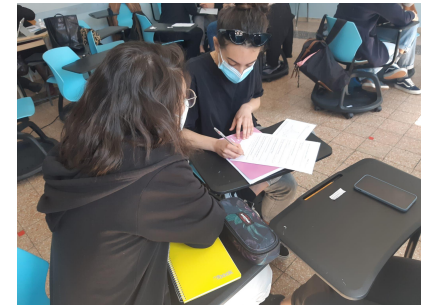
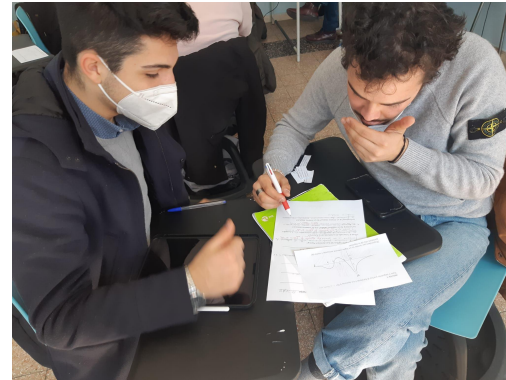
Third step:

the teacher corrects the activity, uses the whiteboard and generates a discussion with the students.



VBM: Experience and Observations

They loved the second part of the game more than playing cards. They really enjoyed using a red pen!



The third part was added during the activity, it is fundamental because several wrong answers and corrections required further adjustment. So, the teacher, as a mediator, guides the students in order to give them a clear view of their ideas.

Let's play!



Quiz game 1

Divide the class into groups and ask a question.

The groups work in teams to solve a problem writing the answer on a sheet.

The group leader runs to the Whiteboard and gives the sheet with the written answer to the teacher.

If the answer is right the group scores a point, otherwise it loses a point.

Students adored running around the class!

Example of question

Data la funzione $y = \frac{x^3 - x^2 - 2x}{x^2 - 4x + 4}$ determinarne come prima cosa il dominio (da condividere con gli altri), poi, dopo esservi organizzati in due gruppi, calcolare:

a. Zeri

b. Intersezione con l'asse y

c. Segno

d. Limiti agli estremi del dominio

e. Dedurre il codominio

Rappresentare tutte le informazioni in un unico grafico

Let's play!

Quiz game 2

Pupils line up

The teacher asks a question to the first student in line

If the pupil provides a correct answer, he ends up at the end of the line.

The second in line becomes the first one and has to answer a new question.

If the pupil provides a wrong answer, he must get out of the line. The second in line becomes the first one and has to answer the same question



The winner is the last one standing in line

If the students have studied well, the teacher risks finishing all the questions and there are ...still... many of them standing in line

Let's play!

Thanks for your
attention and
collaboration