

I.I.S LUCREZIA DELLA VALLE



Gamification-Gimkit

LIVE LEARNING GAME SHOW

Ice breaking activities

Quiz: «Erasmus-Italy»



Quiz: ((Sums))



What is Gamification?



It is the application of typical elements of game playing such as:

- point scoring
- achieving higher levels
- winning awards or gifts in a non-game context.

Gamification is mainly used in marketing.

Shops and supermarkets offer loyalty cards to collect points when customers purchase items



Why is Gamification used in schools?

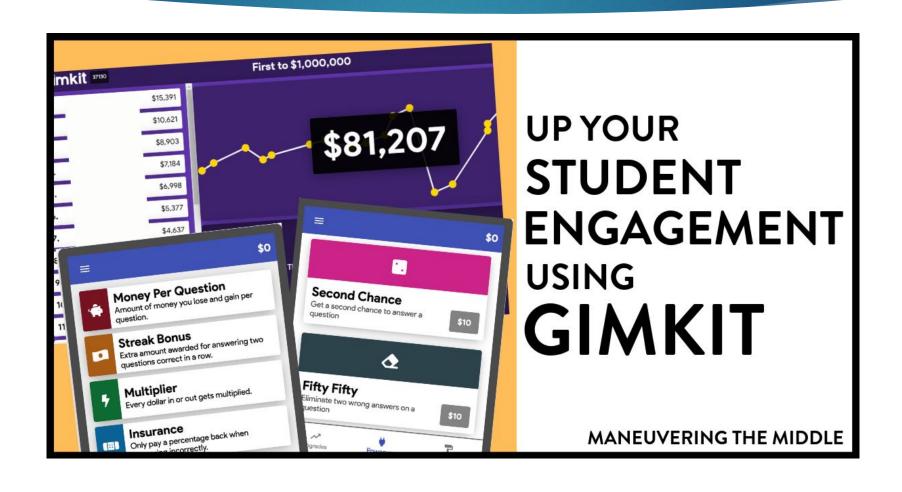
Gamification is one of the most effective strategies to increase student engagement.

It helps to:

- review content
- remember information



Gimkit



What is Gimkit?





- A former High school project turned to an international educational tool
- A tool to study and review topics in a competitive game format

How does Gimkit work?





- Teachers create a kit and then a login code is given to students
- Students can use any device to access https://www.aimkit.com/join.an/
 - https://www.gimkit.com/join and type in the code
- From there, students can participate in the scheduled game

How does Gimkit work?



- Students earn virtual money that can be used during the game for various things (music, extra points, etc.)
- If a question is answered incorrectly, students will be returned to the question
- Questions can be answered many times, as the game just repeats itself

Educational Benefits for Teachers



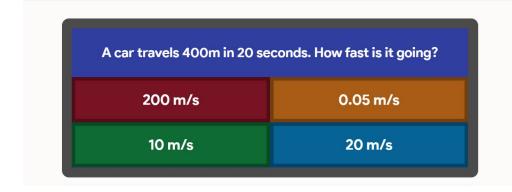
- Engaging technology for learning
- Repeats questions and offers continuous review
- Creates a «fun» learning environment for students

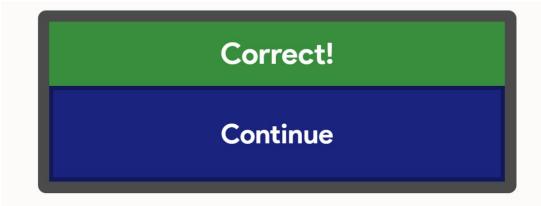
Resources for Teachers



- Easily adaptable for all content areas
- Great tool to use as a test/quiz review in class
- Kits (learning games, quizzes that can be turned into different games) can be uniquely created or existing kits can be used
- If personally created, kits can be made from other tech tools

Educational Benefits for Students



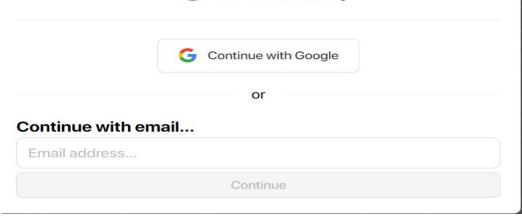


- Continuous review
- Incentives are given as questions are answered correctly
- Repeats questions that have been answered incorrectly

Start up Guide



Gimkit



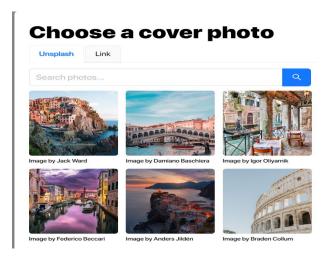
- Go to Gimkit.com
- Click Educator sign up
- Create a username and login

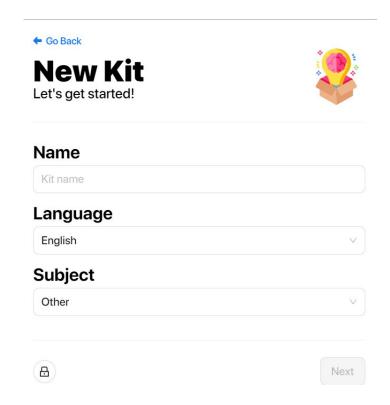


How to create a Kit

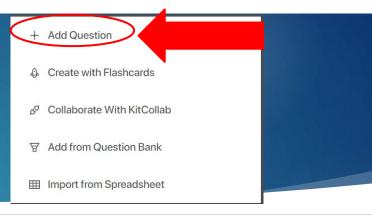


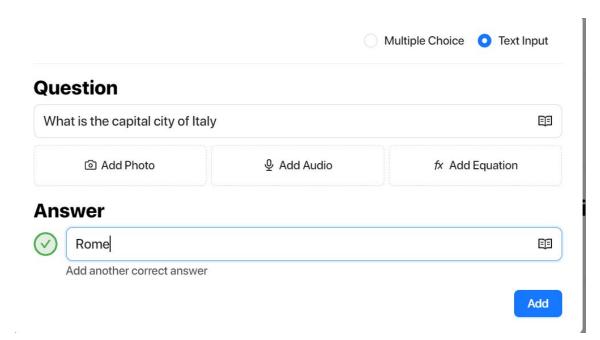
- Click New Kit
- Give a name
- Select the Language and the Subject
- Choose a Cover

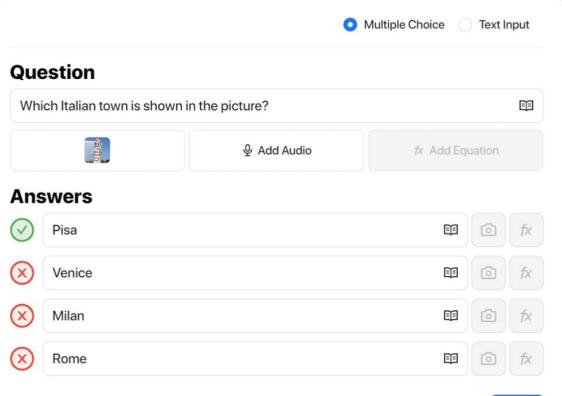




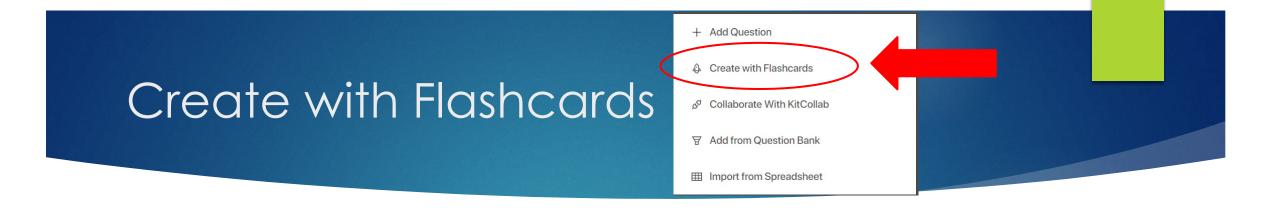
Add Question





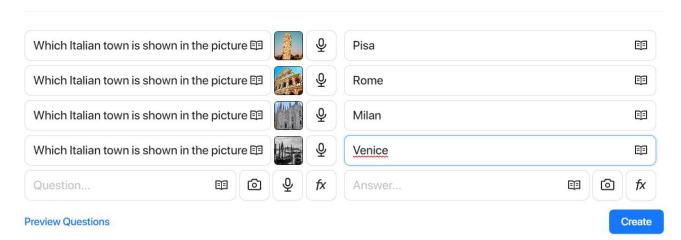


Save



Create Flashcards

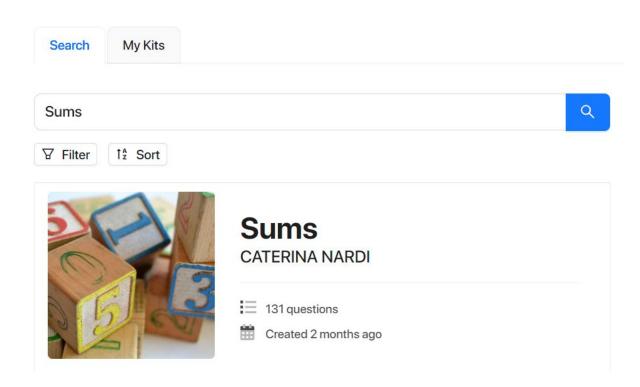
Save some time by entering a question and answer. We'll generate the incorrect answers for you!



Flashcards speed up the process, because Gimkit will autogenerate incorrect answers for you.

Add from Question Bank



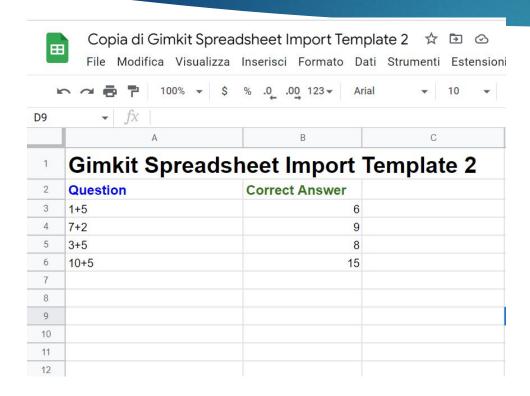


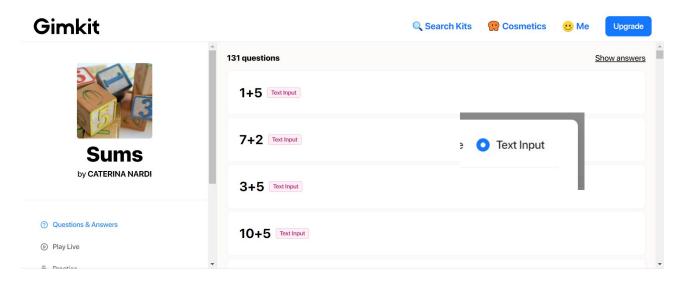
You don't have to write the questions



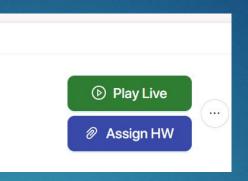
Import from a Spreadsheet



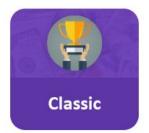


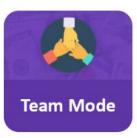


Play live



You can choose from several different games



















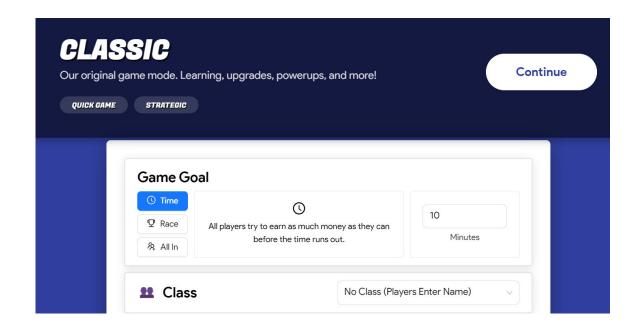


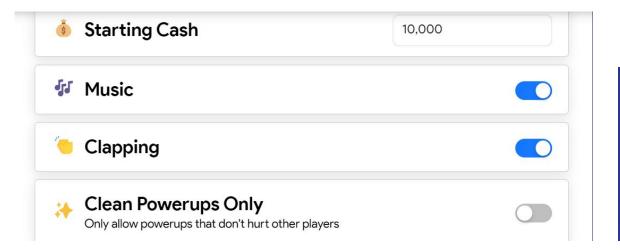


Click the button for a Gimkit tutorial

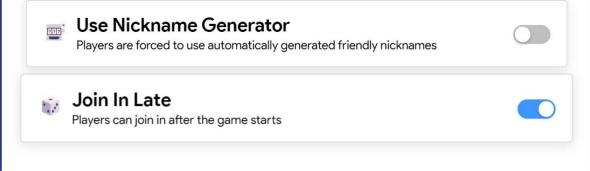




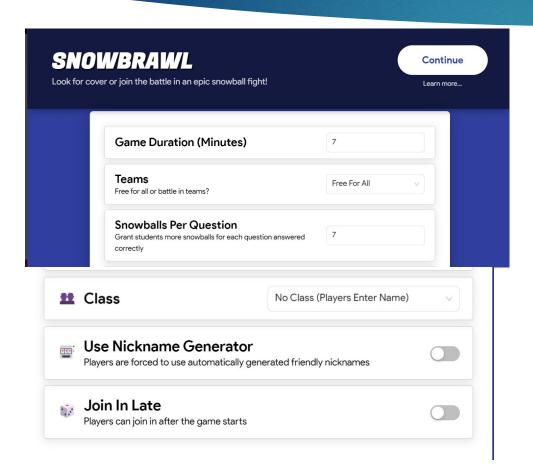


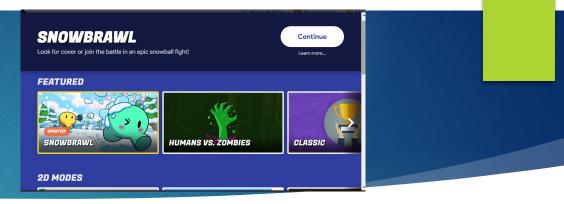






SNOWBRAWL



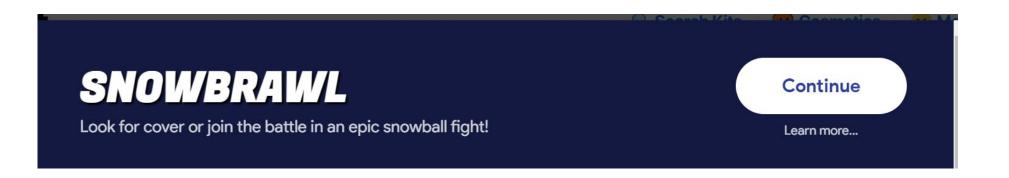


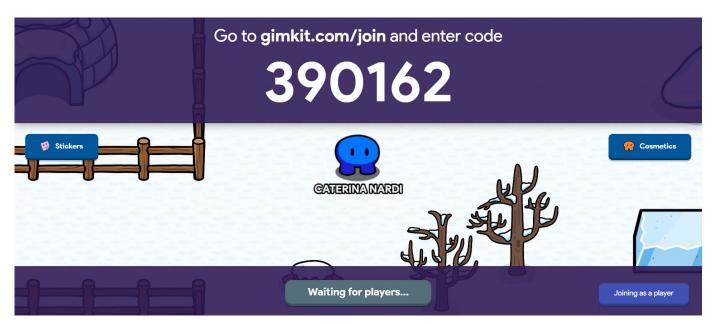
Welcome to **Snowbrawl!**

Your only goal is to knock out as many other players as you can.

Answer questions to earn snowballs, then launch those snowballs at other players. Oh, and try not to get hit yourself — everyone else will be trying to pelt you too!

The player with the most knockouts at the end of the game wins.

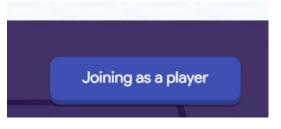




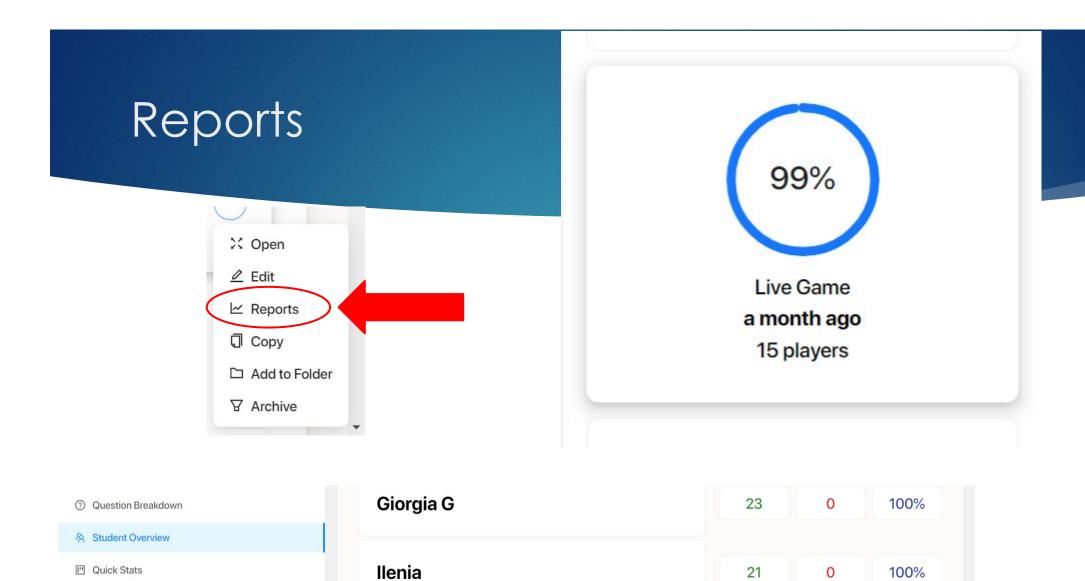
Students can join the game by going to

https://www.gimkit.com/join

Teachers can choose:



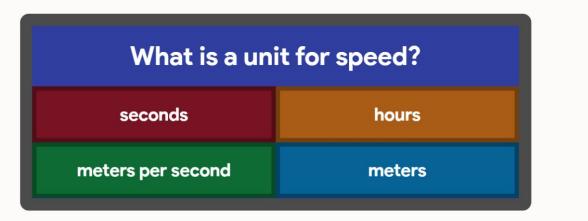
Joining as a spectator

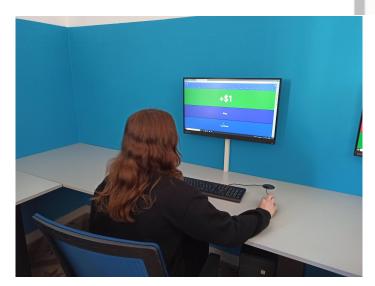


We used Gimkit in a third year class to revise concepts about speed.



speed
by CATERINA NARDI















Students had a lot of fun!

They were concentrated and motivated while trying to answering correctly



Gimkit is a great tool to be used in:

- reviewing
- teaching
- and rendering learning fun

