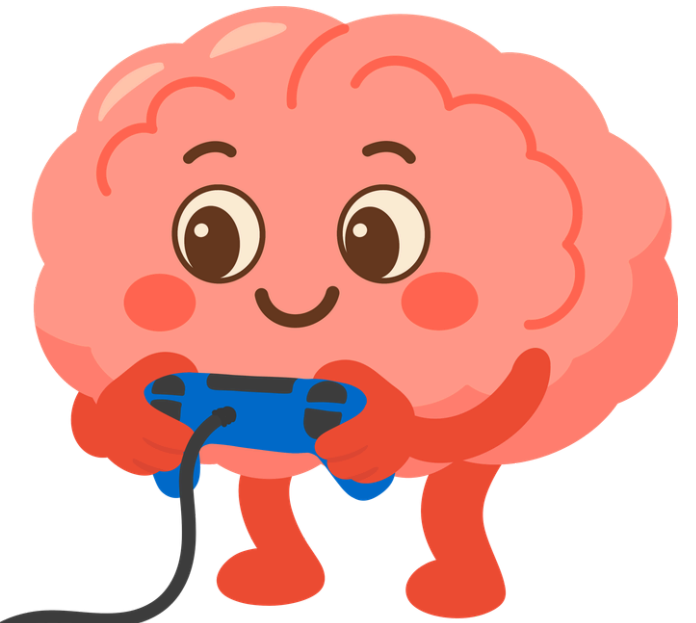
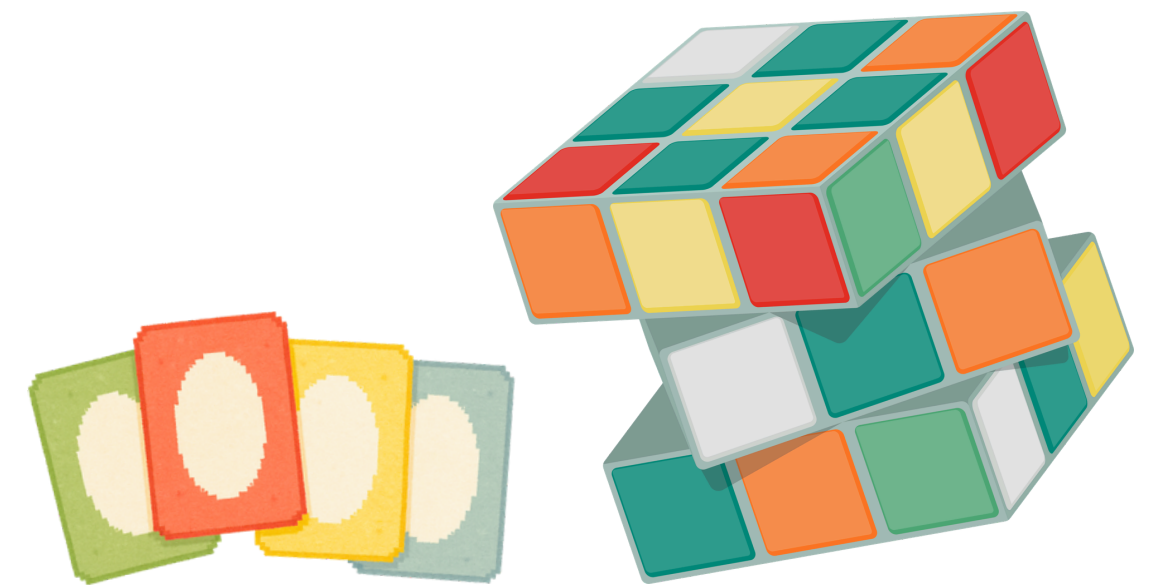
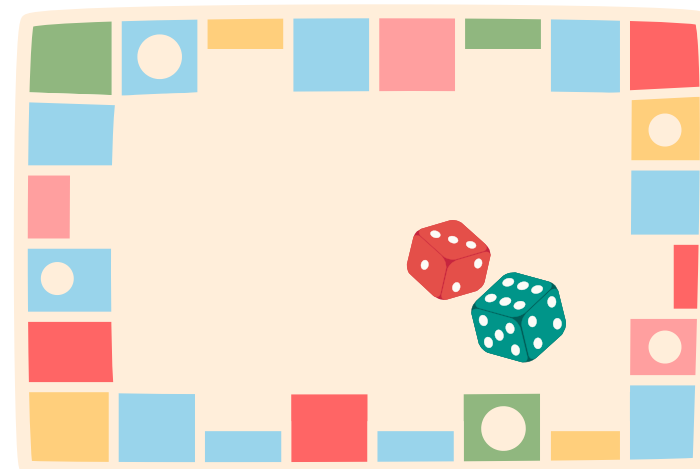


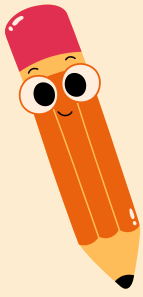
BRAINS BUILT FOR PLAY: GAMIFIED LEARNING



A Professional Development Session
(Created by Lisa Green)



TAKE
NOTE!



WE MAY NOT LIKE “TESTS” BUT WE ACTUALLY LIKE TO BE TESTED



Engagement:

Brain teasers and games tap into our natural love for problem-solving.

Intrinsic motivation:

The feeling of accomplishment drives us to try more.

Low-stakes environment:

Failure is part of the fun, fostering a growth mindset.

Social comparison:

We are motivated to measure ourselves against others, which can increase effort, engagement, and persistence.

DELIBERATE PLAY



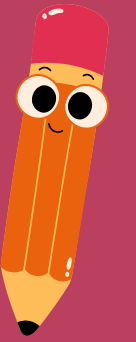
Deliberate play refers to purposeful, student-centred activities that feel like games but are designed to promote learning through exploration and experimentation.

Unlike gamification, the activity itself is a game, often collaborative or imaginative, and allows students to try out ideas, make mistakes, and problem-solve in a low-pressure environment.

For example, students might engage in role-playing scenarios, trivia games, or building challenges where they practice and apply skills in a playful, hands-on way.



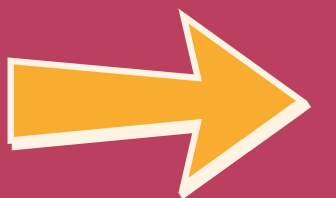
TAKE
NOTE!



Increased Dopamine:

Fun activities trigger the release of dopamine, the "feel-good" neurotransmitter.

Dopamine not only enhances mood but also plays a key role in memory formation and retention.

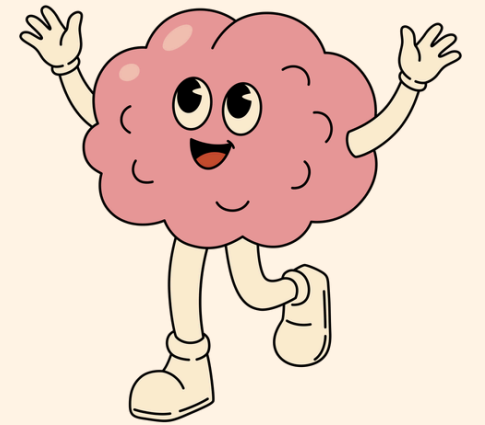


WHY USE GAME-BASED ACTIVITIES IN THE CLASSROOM?

TAKE NOTE!



Playing games taps into key psychological needs that drive motivation ~ **Self-Determination Theory (SDT)**.



This theory highlights **THREE CORE** needs:

AUTONOMY: Gamification empowers learners by giving them choices and control over their learning journey.

COMPETENCE: Games provide challenges that help students build and showcase their skills.

RELATEDNESS: Collaborative activities within games foster social connections and a sense of belonging.



TIME FOR A KNOWLEDGE GAME!

FIRST UP ~ WHERE IN THE WORLD?

**USE YOUR NOTES SHEET
TO WRITE YOUR ANSWERS.**

CLASS GAME DAYS



Boosts Engagement:

Game days make learning fun, increasing student participation and focus.

Reinforces Learning:

Games provide a hands-on way to practice and solidify concepts.

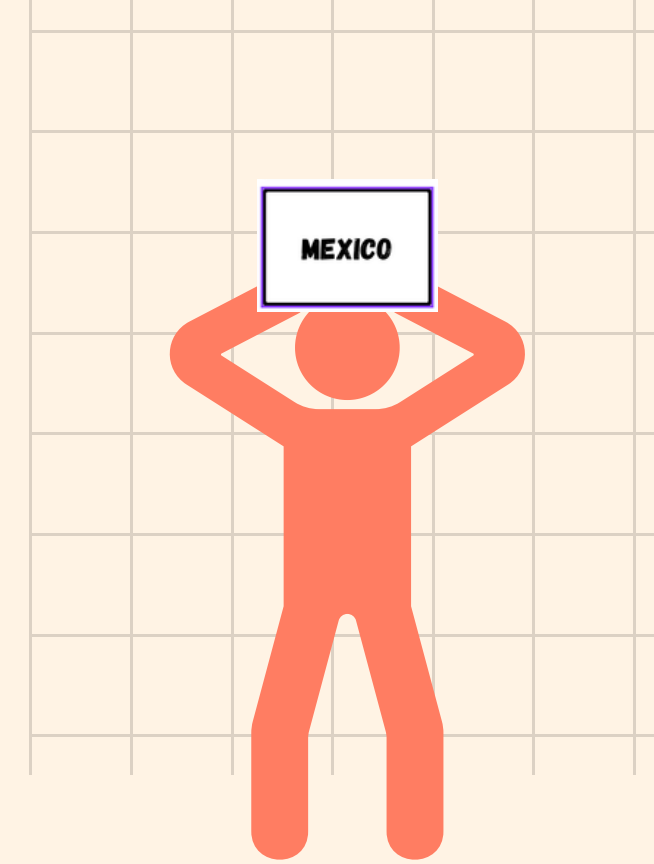
Habit-Forming Routine:

A weekly game day gives students something to look forward to, creating consistency and excitement in the classroom.

Builds Skills:

Encourages memory building, critical thinking and problem-solving in a low-pressure environment.

LET'S TRY HEADS UP!

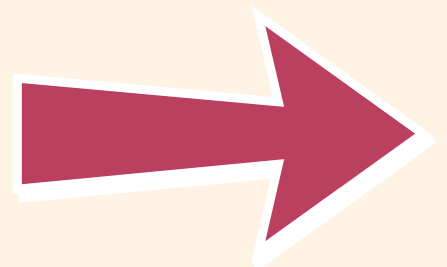


Pair up with someone in the room.

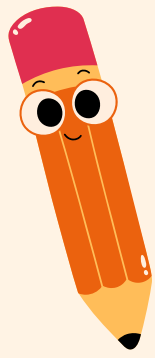
Face each other - with one person facing the screen and the other facing away.

The one facing the screen needs to get their partner to say the word/concept without saying the word.

You will switch after 3 cards.



TAKE
NOTE!



GAMIFIED SKILL BUILDING



Key motivators for learning APPS like DUOLINGO

- **Streaks** → build consistency and routine
- **Points & Rewards** → immediate feedback and satisfaction
- **Levels** → show visible progress and growth
- **Challenges** → create achievable goals
- **Competition (self or others)** → increase motivation
- **Progress Tracking** → makes improvement visible
 - Makes effort feel rewarding, not tedious
 - Shifts focus from perfection → progress

LET'S TRY THIS WITH WRITING AS THE SKILL.

