

Gamification in the EFL Classroom

March 2019



Escola de Formação de Educadores do Recife
Professor Paulo Freire



RECIFE
PREFEITURA DA CIDADE

PRESENTATION

Estimadas (os) professoras (es) da Rede Municipal de Ensino do Recife:

Nesta formação, abordaremos o Ciclo Aprofundado de Temáticas, cujo o tema do 1º Encontro a ser vivenciado “Gamification in the EFL Classroom”, no intuito de promover uma discussão, traçando estratégias de ensino para garantir os Direitos de Aprendizagem dos/as estudantes.

Este estudo está fundamentado na Matriz Curricular da nossa Política de Ensino.

Objectives of the Training Session

- Present to teachers how gamification and games as a support tool can contribute to teaching and learning the English language
- Motivate students to actively participate in classes regardless of a classical classroom education or a teaching e-learning style.
- Use, in practice, elements of games and games to make teaching and learning English more engaging, engaging, fun and effective.

OBJETIVO DA FORMAÇÃO:
1. Apresentar aos professores como a gamificação e os jogos como ferramenta de apoio podem contribuir para a motivação e a aprendizagem dos alunos;
2. Motivar os alunos a participarem ativamente das aulas, independentemente da metodologia utilizada em sala de aula e/ou em um ambiente de ensino e aprendizagem;
3. Usar os jogos eletrônicos de apoio à aprendizagem de línguas estrangeiras para tornar o ensino de línguas estrangeiras mais desafiador, envolvente e eficaz.

GUIDELINES

1. WELCOME

2. CLASS CONTRACT

**3. Theme presentation:
GAMIFICATION**

4. OPENING ACTIVITY

**5. Reflection on teacher's
practice**

6. Video activity

**7. Video discussion on
concepts such as
Gamification x Game
Based Learning**

8. Coffee break

9. Reading Activity

10. Post-Reading Activity

11. Hands-on activity

**12. Final reflections upon the
session**

CLASS CONTRACT

- **Vamos fazer alguns combinados para aproveitar melhor esse momento de estudo?**
- **Deixe o celular no silencioso, atender/ responder ligação/whatsapp fora da sala;**
- **Compartilhe, no grande grupo, as conversas com as/os nossas/os colegas que nos ladeiam;**
- **Cumpra os horários desse estudo. Pensamos nele com muito carinho, para vocês;**
- **Ouçã as exposições de nosso/a colega;**
- **Lembre de assinar a frequência e pegar a declaração;**
- **Este item foi reservado para acrescentar suas sugestões para fechar nossos combinados. O que vocês sugerem incluir?**

OPENING ACTIVITY: LEAD IN – GUESSING GAME

- **Work in pairs**
- **Write 5 numbers and 5 words about you in a piece of paper**
- **Change papers with your partner**
- **Try to guess what those numbers and words mean relating to your partner.**
- **For each correct answer, a point is scored.**

LEAD IN – STORY TELLING

- **Having the correct information about your partner, create a story about him / her**
- **Tell the story to the group.**
- **The best story (chosen by the group) , will get a medal / badge.**

REFLECTING ON TEACHER'S PRACTICE

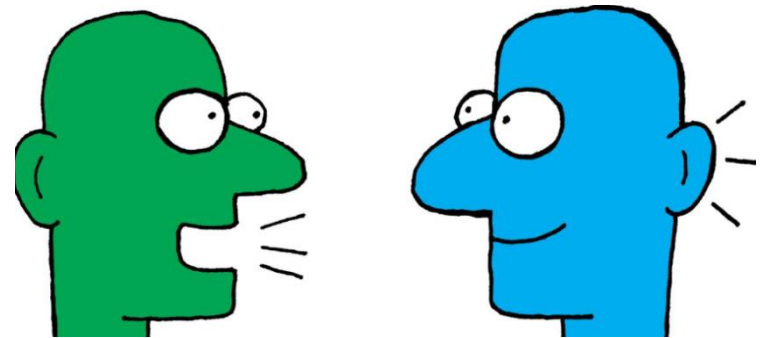
**What criteria do you use to
choose activities for your
lesson?**

1. Choice:

**What? How ? When
Purpose?**

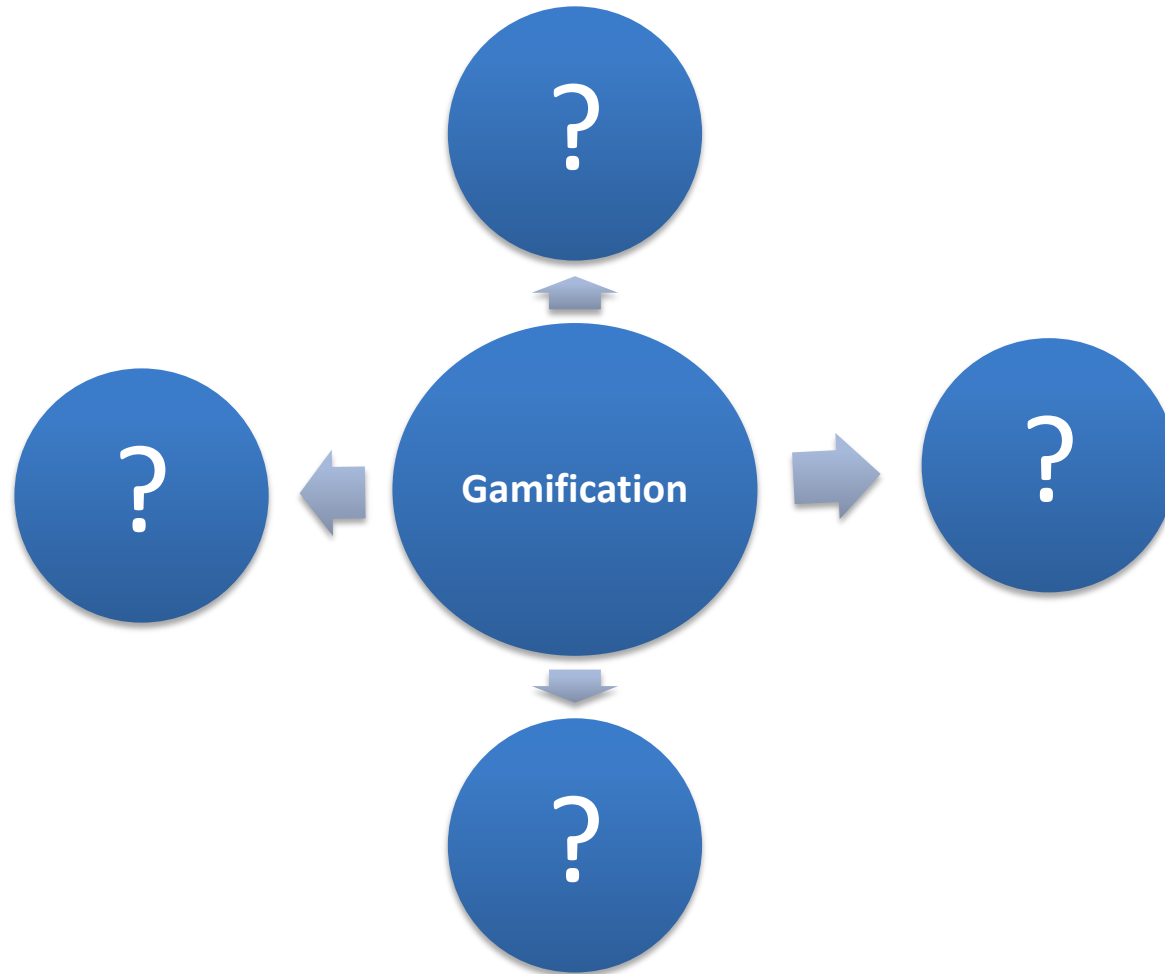
2. Sequence

3. Use



<https://www.google.com/search?>

GAMIFICATION



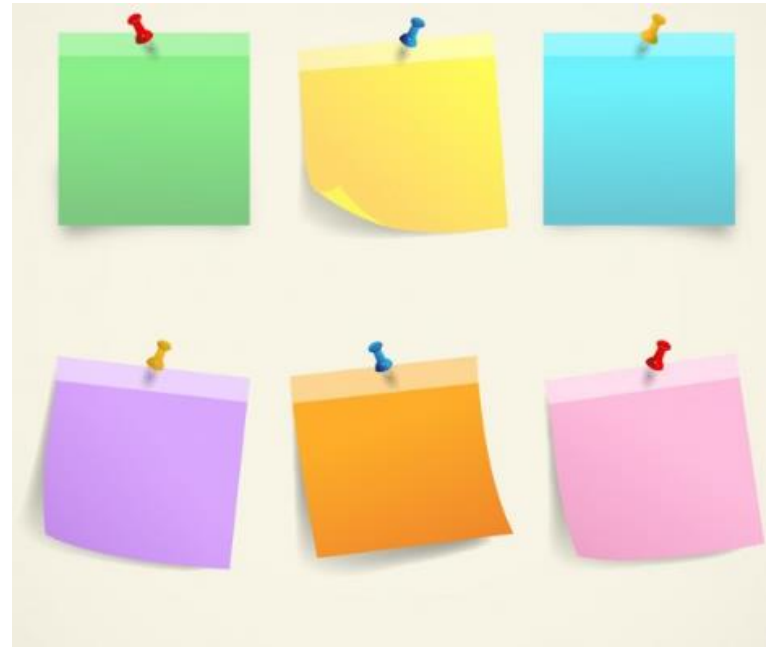
GAMIFICATION IS

An approach of adding game elements such as storytelling, problem solving, aesthetics, rules, collaboration, competition, reward systems, feedback, and learning through trial and error into non-game situations

WHY GAMIFICATION ?

In your opinion what are the benefits of Gamification?

<https://padlet.com/rfserra/a62wtg8ejqdu>



WHY GAMIFICATION



https://www.google.com.br/search?q=why+gamification+pictures&source=lnms&tbm=isch&sa=X&ved=0ahUKEwitIs_9vf3gAhVVGrkGHcIpBSEQ_AUIDigB&biw=1366&bih=654#imgrc=ZmqJBCCJcTZOM:

WHY GAMIFICATION?

- **Games are great at resolving several common classroom issues such as:**
 - **student participation**
 - **Students' talk time,**
 - **student engagement,**
 - **differentiation,**
 - **data tracking,**
 - **Increase collaboration and competition**
 - **and increasing student achievement.**

GAMEFYING YOUR LESSONS (SOME EXAMPLES)

1. When students cite details from a text and evidence for conclusions in class discussions:

Answers without evidence are now worth 1 point, a correct answer with 1 piece of evidence is worth 2 points, a correct answer + 2 pieces of evidence = 3 points.

2. When you need to solve a classroom issue such as shortening the time it takes to check homework: All students who have their homework out ready to be checked before being prompted by the teacher now receive 2 points.

GAMEFYING YOUR LESSONS (SOME EXAMPLES)

➤ 3. Teacher vs. Class:

- Students must follow a rule that the teacher sets.
 - Anytime a student follows the rule, the Class gets a point.
 - Anytime a student does not follow a rule, the teacher gets a point.
- This is particularly great for introducing procedures and behavioral expectations. If the Class wins, use a sustainable reward, such as a 1-minute dance party, extended recess time, or fewer homework problems

GAMEFYING YOUR LESSONS

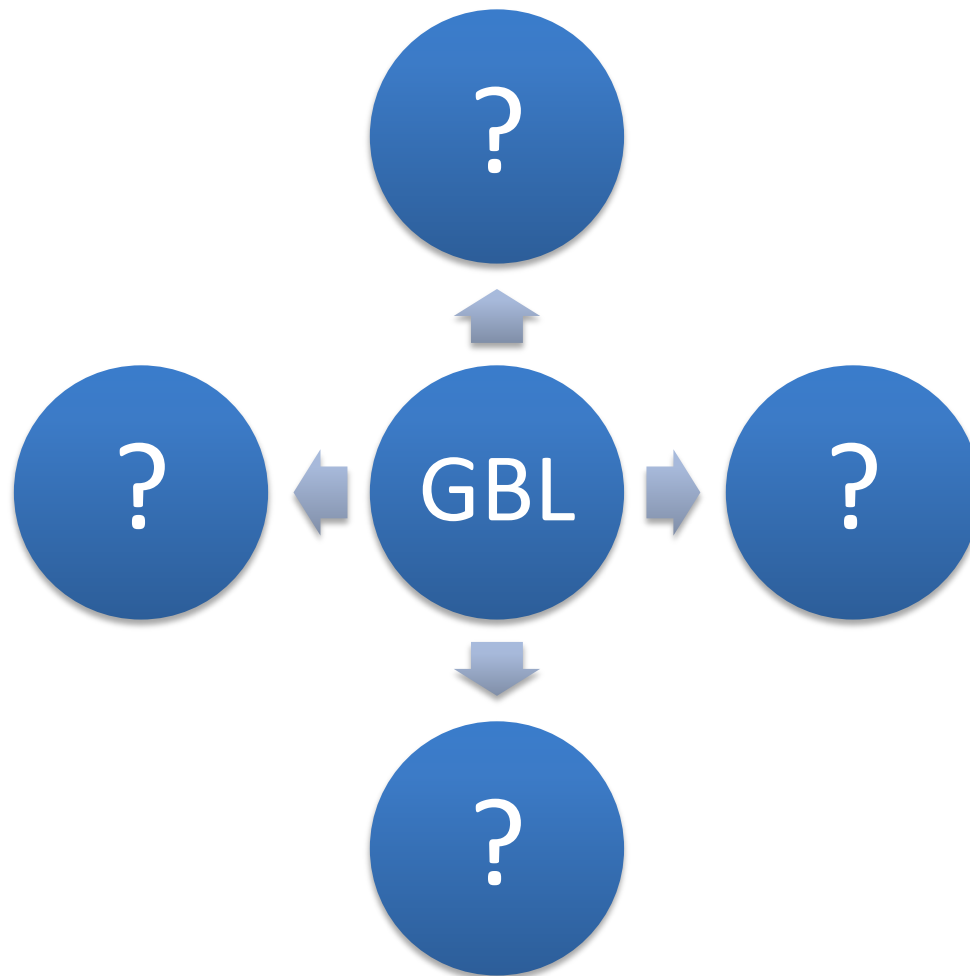
- **Grade backwards—start grading at 0 instead of 100. Every assignment, demonstrated mastery, or desired behavior earns points for them towards 100/letter grade/certificate, or whatever reward you'd like to provide.**
- **Create challenges with more than one way to be solved.**
- **Give learning badges instead of points or grades.**
- **Let students set their own goals, then track their own progress in a fun/visual way.**



SERIOUS GAMES

Serious games or digital simulations are different from gamification. They use traditional game techniques around serious business concepts. Serious games can be fun, but they have to be aligned to learning goals. The idea is to use gameplay to create a better understanding of a particular concept. Serious games can be used for reinforcing, but avoid using them as stand-alone e-learning activities.

GAMIFICATION X GBL



15 MINUTES



https://www.google.com.br/search?q=coffee+break+pictures&source=lnms&tbn=isch&sa=X&ved=0ahUKEwi8uuS9vv3gAhV9lIkGHAS6B5UQ_AUIDigB&biw=1366&bih=654#imgrc=jBesMKhLRM30cM:

02/04/2019



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READING ACTIVITY

K (KNOW)	E (EXPECT)	L (LEARN)

HANDS-ON ACTIVITIES

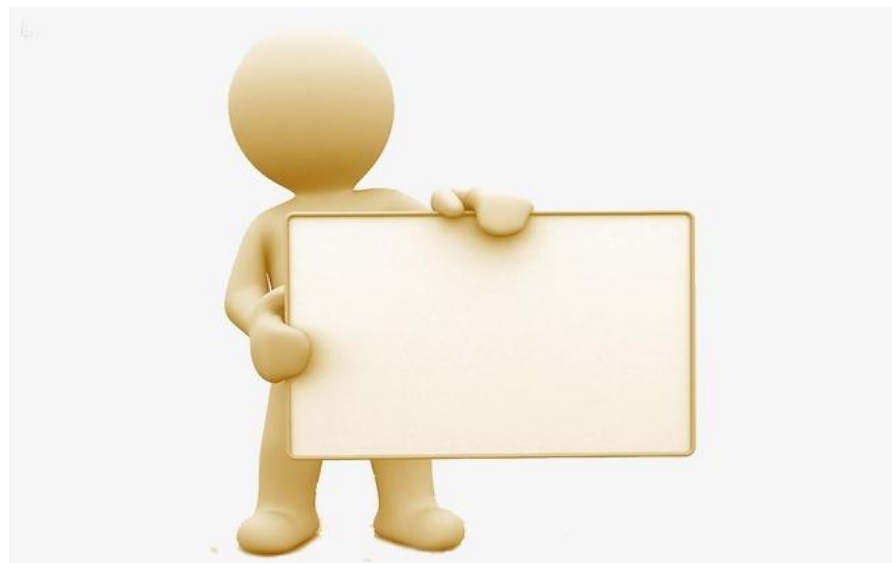
1. Teachers create a game - Instructions (Study stack)

<https://www.studystack.com/flashcard-2994199>

2. Feedback to the group - Simulation

AS FOR THE NEXT MEETING...

- For our next meeting, we hope you socialize some experiences based on our discussions and suggestions lived in the classroom with your students.



https://pngtree.com/freepng/3d-little-people_1703957.html

Thanks

for coming

POLÍTICA DE ENSINO DA RMR



CLIQUE NO LINK ABAIXO
PARA FAZER O DOWNLOAD.

<http://www.recife.pe.gov.br/efaerpaulofreire/politica-de-ensino>

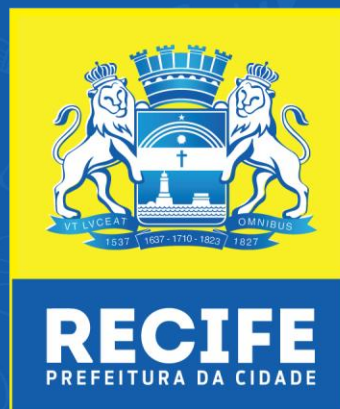
REFERÊNCIAS

RECIFE. Secretaria de Educação. Política de Ensino da Rede Municipal do Recife: subsídios para atualização da organização curricular. / Élia de Fátima Lopes Maçaira (Org.), Katia Marcelina de Souza (Org.), Marcia Maria Del Guerra (Org.). 2 ed. Recife: Secretaria de Educação, 2014.

<https://youtu.be/qb3TUh5ZCXI> eltsandbox.weebly.com



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“A pessoa conscientizada tem uma compreensão diferente da história e de seu papel. Recusa acomodar-se, mobiliza-se, organiza-se para o mundo”

(Paulo Freire)

PREFEITURA DO RECIFE
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