

Student Games Handout

Complete items 1-4 individually and 5-7 as a team.

1. What games have you played in the last year for fun? (Think of video games, board games, or just a game made up with a friend.)
2. Of these games, which are your favorite?
3. What is it you like about your favorite games? (Be specific.)
4. Thinking of your favorite games and what you have skimmed, what are some ideas you have for making a learning game out of this unit?

Gamification: This is when you take something familiar and make a game from it.

Is there a way to make a game out of this unit? (Think leaderboards, badges, or points for correct answers.)

Game-based learning: Adapt a familiar game by determining what makes it engaging and apply those mechanics to class content.

Is there a game you enjoy playing that could be modified to suit this unit?

Game play: Use an existing game as a way to learn content.

Is there a game you know of that would help you learn material for this unit if you and others played it?

5. Share your responses with your team. As a team, you will develop a game for this unit using elements of gamification, game-based learning, game play, or all three. The game you come up with will be used by the class in one fashion or another.

6. As a team, determine five different ideas and strategies for a game your team could use for this unit.

7. Of these ideas, which were your favorite? What made them your favorite? Do parts of one idea connect to other ideas?

8. Work to develop a consensus on the game that you will develop and share with the class.

Source: Adapted from Matera (Westside Personalized, 2018).

Reference

Westside Personalized. (2018, June). *A conversation with Michael Matera, author of "Explore like a pirate" (ep. 65)* [Audio podcast]. Accessed at <https://podcasts.apple.com/us/podcast/conversation-michael-matera-author-explore-like-pirate/id1328946316?i=1000437633612&l=es> on August 12, 2021.