



Gamification and history teaching

Make history in your class

ALEJANDRO FOLCH- CEIP "EL JUSTICIA DE ARAGÓN". ALCORISA (TERUEL)
LUISA MARÍA PALACIOS MAROTO. IES PABLO SERRANO. ANDORRA (TERUEL)

TESOL Spain: 40th Annual Convention

afolch@educa.aragon.es
lpalacios@educa.aragon.es



Gamification

What is gamification?

Gamification is the introduction of game concepts and/or mechanics to the classroom in an effort to increase motivation, promote good behavior or accomplish another positive classroom goal or goals

WHAT ELEMENTS TO INCLUDE?

- setting
- rules
- feedback
- tasks
- scoring
- surprise element

SETTING

An agency of detectives who must travel through time investigating about the past.

1



History

2

RULES

They describe what behaviours are acceptable or not within the game. They set the time transport, the time frame in which the game is reflected.

FEEDBACK

3

All students know what to expect in each of the tasks. They know the correction rubrics before doing the task and the results after the correction. This helps them to decide which task they are going to repeat at the end of the game.

4

TASKS

Used to work on different aspects of the historical moment. After the feedback of the first year, we decided to divide them into individual and group ones.

Individual

- Questionnaire
- Reading
- Yesterday news
- Yesterday's picture
- Biography
- Diary

Group

- Timeline
- Stage or library
- Science, technology and inventions.

5 SCORING

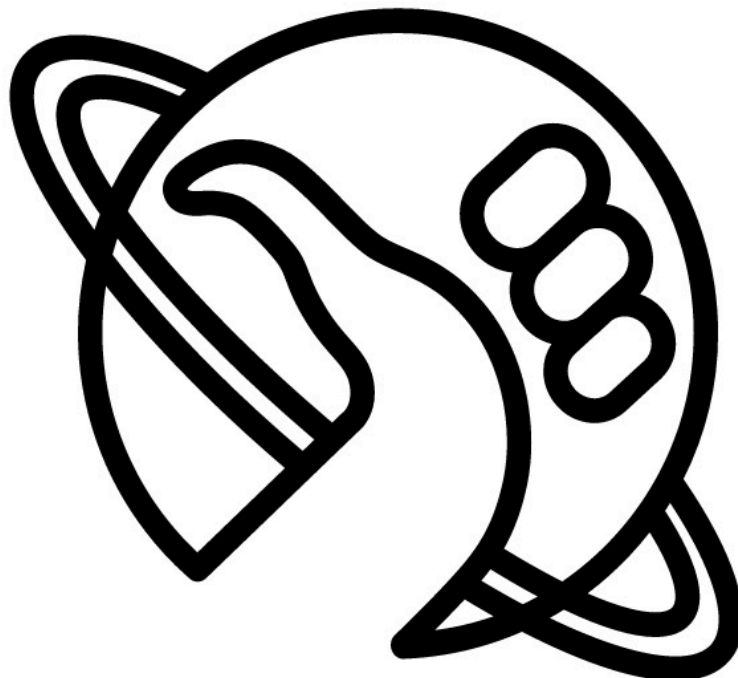
The Gold Seconds are both the currency and the element to order the ranking of the students.

SURPRISE ELEMENT

It helps to increase motivation as it helps to maintain the flow in the game. The surprise cards can be positive, negative, include extra tasks, increase time...

*Those who don't know history
are doomed to repeat it*

Edmund Burke



T.I.M.E. Agency

Contact information

BLOG

Follow the development of our adventure at:

<http://timedetectiveagency.blogspot.com.es/>

afolch@educa.aragon.es

Impalacios@educa.aragon.es