Gamification and history teaching

Make history in your class

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TESOL Spain: 40th Annual Convention

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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.
**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.

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**FEEDBACK**

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.

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**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.
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
Contact information

BLOG

Follow the development of our adventure at:

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

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