

Course title	Gamified learning: tools and techniques for teachers
Course code	092
Course category	STEM and digital education
Course purpose and overview	<p>The "Gamified learning: tools and techniques for teachers" course is an innovative course designed to empower educators with the skills to transform their teaching through gamification. In an ever-changing educational landscape, traditional methods often fall short of engaging students. This course leverages the power of gamification to create dynamic, interactive, and effective learning environments.</p> <p>The course emphasises active learning, collaboration, and the creation of meaningful educational experiences. Participants will explore game design principles, learning how to integrate these into their classrooms to foster critical thinking, problem-solving, and teamwork.</p> <p>While focused on tools and techniques, this course critically examines the pedagogical principles of gamification to ensure they support teaching environments that encourage exploration, inquiry, and discovery. Through hands-on activities and collaborative projects, teachers will learn to design gamified lessons that promote intrinsic motivation and cater to diverse learning needs. Participants will examine how to effectively manage the dynamics of reward systems, achievements, progress tracking, and potential classroom competition, aiming to promote meaningful student engagement.</p> <p>By the end of the course, participants will be equipped to create student-centered learning experiences that inspire and motivate their students.</p>
Course structure and content	The course will explore the fundamentals of gamification, its theoretical underpinnings, and practical applications in education. Teachers will learn how to design and integrate digital gamified elements into their curriculum to enhance student engagement and motivation. The course will cover essential topics such as game mechanics, student-centred learning strategies, and digital tools for creating a gamified classroom environment. Participants will engage in hands-on activities, case studies, and collaborative projects to develop actionable gamification plans tailored to their teaching contexts.
Duration	One week
Daily programme example	<p>Here is an example of the programme:</p> <p>Day 0 (usually Sunday) Arrival date</p> <p>Day 1 Welcome and introduction Ice breakers and team-building exercises What is gamification and what are the benefits in the classroom Cultural and social activities Feedback day 1</p> <p>Day 2 Game-based quizzes</p>

	<p>The digital board games</p> <p>Day 3 Creation of a simple escape game Cultural and social activities</p> <p>Day 4 The Metaverse Cultural and social activities</p> <p>Day 5 Debriefing and project presentation Discussion of future cooperation and planning follow-up activities / Brainstorming dissemination ideas Final feedback Validation of learning outcomes and a certification ceremony</p> <p>Day 6 Full-day trip</p> <p>Day 7 Departure date</p> <p>Programme details may be subject to amendment based on trainer, participant needs and other factors such public holidays. Changes might be needed to make up for time lost due to unforeseen or changing circumstances which might be out of the reasonable control of the hosting organisation.</p>
<p>Learning objectives</p>	<ul style="list-style-type: none"> - Understand the fundamental principles of gamification and its application in education. - Identify and analyse the benefits and challenges of implementing gamification in the classroom. - Design instructional strategies to facilitate self-directed and experiential learning and promote reflection - Design and develop gamified lesson plans and activities tailored to diverse learning needs. - Utilise various digital tools and platforms to enhance the gamification experience. - Foster a classroom culture that encourages collaboration, creativity, and critical thinking through gamification
<p>Learning outcomes</p>	<ul style="list-style-type: none"> - Define the key principles and terminology of gamification in an educational context. - Assess the advantages and potential obstacles of implementing gamification in various classroom settings. - Learn how to promote active, self-directed learning where students build knowledge through experience and reflection - Create lesson plans that incorporate game mechanics to enhance student engagement and foster a deeper understanding of content - Demonstrate proficiency in using digital platforms to create engaging educational experiences. - Effectively integrate gamification techniques into classroom management and instructional practices.

	- Create a classroom environment that promotes teamwork, inclusivity, and positive competition through gamification.
Assessment and validation of learning outcomes	The learning outcomes will be assessed and validated through various methods during the course: group discussions, lesson plans and teaching demonstrations, group projects and a written pre and final assessment.
Target audience	Teachers of any subject, educators, and school administrative staff
Admission requirements for participants	Basic computer and internet skills
Language of delivery	English
Language level requirements for participants	B1 or more
Maximum number of participants	15

Please note that the course outlined is intended as an example only and may not necessarily be fully executed in accordance with all of its details. Our need analysis is primarily based on enrolment information, information shared at kick-off meetings, and pre-evaluation of competencies. As such, it is possible that the programme may be adjusted to better accommodate the diverse needs of participants.