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5th LTTA- Gamification in the classroom
FUTURE CLASSROOMS' LEADERSHIP
2021-1-PL01-KA220-SCH- 000032614



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The training “ Gamification in the classroom” took place on 6-10 September 2023 in Poland. The training was hosted by Publiczna Szkoła Podstawowa Nr 4 z klasami sportowymi im. Ireny Szewińskiej w Pułtusku.

The training started with a warm welcome from the principal of the host school, warm up exercises and an introduction to the training programme. The practical workshops were led by our amazing trainer Anna Poplawska-Skibniewska. The first workshop referred to gamification theory and why it should be used in the classroom. The other parts of the workshop dealt with digital tools, useful apps and websites that support gamification. In addition, the Breakout Edu & Educational Escape workshop with ideas for game development concluded on the first day of the content-based training.

On the next training day in Pultusk, in addition to the topic of gamification, the use of artificial intelligence was also discussed. During this training day, all participants learned how to combine a powerful tool such as artificial intelligence with the concept of gamification to make learning more attractive and, above all, enjoyable.



How can artificial intelligence help personalise the learning process? How to gamify lessons using artificial intelligence? How to design an educational game using artificial intelligence? These and other questions were answered by trainer Beata Hejne, who conducted three inspiring workshops referring to artificial intelligence, the future of teaching and learning and the latest tools and trends in AI.

The third training day was also full of positive experiences and the acquisition of new skills. We started the day with a visit to the Municipal Office in Pultusk and a meeting with the Mayor. The training programme also included a visit to Irena Szewińska's Public Primary School No. 4 in Pultusk. An interesting and practical experience for the participants was a workshop entitled: "Educational Gamification and Game-Based Learning". Then the students showed the play "The Little Prince".

The next day of our LTTA training "Gamification in the classroom" started with a workshop: "Reflections on Kirkpatrick and Sweller's theory", led by Beata Hejne. The participants then travelled to Toruń, one of the most beautiful historical cities in Poland. The training programme finished by the certificate ceremony.





FUTURE CLASSROOMS` LEADERSHIP - 2021-1-PL01-KA220-SCH-000032614
 "GAMIFICATION IN THE CLASSROOM"
 LTTA - 6-10 SEPTEMBER 2023 POLAND

Time	Wednesday, 06 September	Time	Thursday, 07 September	Time	Friday, 08 September	Time	Saturday, 09 September	Time	Sunday, 10 September
09.15-09.30	Welcome speech (Headmaster K. Lachmansk/ Concert Hall in Polonia House)	9.30-10.30	Workshop -Artificial Intelligence and Gamification in Education- Artificial Intelligence and the future of teaching and learning- The latest tools and trends in AI (B.Hejne)	09.30-10.30	Departure from the hotel Meeting with the City Mayor	09.30-10.30	Workshop- Reflections on Kirkpatrick's and Sweller's theories. Best practices for using games in the classroom. Gamifying the science lab (Beata Hejne)	09.30-10.15	Workshop- Key elements for the effective gamification in the classroom - discussion (B.Hejne)
9.30-10.00	Presentation of the training programme Warm-up activities (Beata Hejne Council Chamber in Polonia House)	10.30-11.30	Workshop -Artificial Intelligence and Gamification in Education- AI Tools for Teachers and how to use them wisely –How to gamify your lessons with AI? AI and Gamification (B.Hejne)	10.30-11.00	School Visit-School Tour of Publiczna Szkoła Podstawowa Nr 4	10.30-20.00	Excursion to Toruń - visiting the historical sites of Toruń	10.15-11.00	Final reflections
10.00-11.00	Workshop-Theory of Gamification -Why use Gamification in the Classroom -Experiential Learning-The Kolb CycleinGames-Educational gamification versus Game-Based Learning -The Use of Badges in Education -Reward Programs, Gamification Tools- DifferentGamified Environments-Case studies andsuccessful gamification (Edunation trainer A. Popławska)	11.30-12.00	Coffee break	11.00-11.30	Coffee break			11.00-11.15	Coffee break
11.00-11.30	Coffee Break	12.00-13.30	Workshop- Artificial Intelligence and Gamification in Education -Designing an educational game using AI (B.Hejne)	11.50-12.35	Workshop-Educational Gamification versus Game-based learning - Observation of the lesson using gamification, modern technology and rewards from intrinsic and extrinsic motivation (D. Godlewska)			11:15-12:30	Feedback from trainers and trainees

11.30-13.30	Workshop Gamification and Digital Tools -Useful applications and websites that support gamification -New gamification tools, designing lesson plans-Using online and remote gamification- Gamification to enhance students' engagement and motivation (Education trainer A. Poplawska)	13.30-14.30	Lunch in Polonia House	13.00-13.30	Learn to develop a narrative or storytelling-the play: "The Little Prince" prepared by the students			12.30-13.30	Lunch
13.30-14.30	Lunch in Polonia House	14.30-15.00	Coordinators' meeting	13.30-14.30	Lunch in school offered by SP4			13:30-14:00	Closing ceremony (certificates and feedback)
14.30-15.45	Workshop- Breakout Edu & Educational Escape - What is breakout edu?-Ideas for creating games:learning how to create an escape room -Tips for creating challenging learning games (Education trainer A. Poplawska)	14.30-17.00	Free Time	14.30-17.00	Free Time				
15.45-18.30	Free Time	17.00-17.40	Gondola cruise on the Narew River	17.00-18.00	Guided city tour				

18.30	Welcome dinner offered by SP4 (Nightclub under the Deer in Polonia House)	17.40-20.00	Barbecue/fireplace in Tavern on the riverside offered by SP4	18.00	Free Time		Free Time	17.00-	Free Time
	Free Time		Free Time						

7 th Online Meeting

On 9th October 2023, was organized another online meeting with all our partners from the Future Classrooms Leadership team. During our virtual meeting, the participants went deep into the latest project updates and made some improvements to our Future Classrooms Leadership Guide. The partners also discussed undertaking final activities such as the translation of the guide by all partners into their own languages and the preparation of ISBN numbers to create the Guide. The organization responsible for these activities is Asociatia Edulifelong. The Guide is a resource that will shape the future of education! It's worth mentioning that the project activities will conclude in January 2024. Therefore, the Transnational Project Meeting organized by Tokat Milli Piyango Ihya Balak Fen Lisesi will be a great opportunity to take stock, guarantee the sustainability of the project, and ensure its effective dissemination. The meeting concluded with an inspiring exchange of insights and ideas on the celebration of Erasmus Days and Turkish Multiplier Events.





Date.: 09.10.23 Time: 06:00 PM
(CET)
<http://meet.google.com/rmx-sfpu-hgq>



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7th Online Meeting Agenda Future Classrooms' Leadership 2021-1-PL01-KA220-SCH-000032614

- I. Welcome speech - the Project Coordinator.
- II. Summary of the training course C5 in Poland.
- III. Review of actions taken on **R1/A4** - Adjustment and finalization of the Guide for Future Classroom (professional design and ISBN number) -TOKAT MILLI PIYANGO IHYA BALAK FEN LİSESI ,Asociatia Edulifelong
- IV. Discussion about **R1/A5** - Translation of the guide by all partners in their own languages and preparing ISBN numbers for their copies- Publiczna Szkoła Podstawowa Nr 4 z klasami sportowymi im. Ireny Szewinskiej w Pultusku
- V. Determining the details of TPM in Tokat and Multiplier events.
- VI. Activities undertaken and planned during Erasmus Days.
- VII. Monitor compliance and implementation of the project and obtain information critical analysis and evaluation - the Project Coordinator.

Erasmus Days

The project institutions participate in the annual celebration of Erasmus Days. This event is organized to encourage students to learn foreign languages, make the teaching process more attractive, and go beyond the pattern of traditional teaching. What is more, the core aim of Erasmus Days is to promote Erasmus + program and disseminate projects. With this in mind, teachers from the Erasmus+ project teams prepared a diverse schedule, which included interactive knowledge quizzes about European countries, classes with teachers on tolerance referring to the theme of cultural diversity, a STEAM booth with teaching aids, robots, and games purchased as part of the implementation of the projects and the opportunity to freely test them, an exhibition on the projects currently underway and promotional materials in the form of bookmarks. Students prepared multimedia presentations on partner countries: Italy, Turkey, Romania, Macedonia, and Bulgaria, as well as sweet refreshments. Eager students tested their knowledge in interactive games about European countries and took souvenir photos in a photo booth. Break time was filled with well-known and well-loved musical pieces from various European countries. We would like to thank all students for their active participation, joint learning, and fun!





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GAMIFICATION IN EDUCATION: ENGAGING STUDENTS THROUGH PLAYFUL LEARNING

In the world of education, teachers play a crucial role in shaping young minds and igniting a passion for learning. However, in today's fast-paced, technology-driven world, captivating students' attention and fostering a love of knowledge can be a challenge. Enter gamification - a game-changer in the realm of teaching.

Gamification is the art of incorporating game-like elements, such as points, badges, and leaderboards, into non-game contexts. In education, gamification transforms the traditional learning experience into an engaging and interactive adventure, making learning not just a chore but an exciting pursuit.



WHY SHOULD TEACHERS EMBRACE GAMIFICATION?



Gamification offers a plethora of benefits that can revolutionize the learning process:

- **Increased Engagement:** Gamified lessons captivate students' attention, making them active participants rather than passive listeners.
- **Enhanced Motivation:** The thrill of earning points, badges, and rewards fuels students' desire to learn and progress.
- **Improved Learning Outcomes:** By incorporating game-like elements, teachers can effectively reinforce concepts, promote deeper understanding, and enhance knowledge retention.
- **Fostered Collaboration:** Gamification encourages teamwork and collaboration, allowing students to learn from each other and develop essential social skills.
- **Promotes a Positive Learning Environment:** Gamification transforms the classroom into a fun and engaging space, fostering a positive learning environment where students feel comfortable taking risks and exploring new ideas.

The beauty of gamification lies in its versatility; it can be seamlessly integrated into any subject and grade level. Here are some simple yet effective ways to incorporate gamification into your teaching:

- **Points for Participation:** Reward students for active participation in class discussions, completing assignments, and demonstrating understanding.
- **Badges for Mastery:** Award badges to students for achieving specific milestones, such as mastering a concept or completing a project successfully.
- **Leaderboards for Motivation:** Create leaderboards to track students' progress and encourage healthy competition.
- **Levels for Progression:** Implement a leveling system where students progress through different levels as they advance in their learning journey.
- **Quests and Challenges:** Incorporate quests and challenges that require students to apply their knowledge in real-world scenarios, promoting critical thinking and problem-solving skills.

HOW CAN TEACHERS IMPLEMENT GAMIFICATION?



TIPS FOR SUCCESSFUL GAMIFICATION IMPLEMENTATION



Start Small: Begin by introducing gamification elements to a few lessons or activities, gradually expanding its use as you gain confidence and experience.

- **Align with Learning Objectives:** Ensure that gamification elements are aligned with specific learning objectives, enhancing rather than distracting from the learning process.
- **Seek Student Feedback:** Involve students in the gamification process, seeking their input and feedback to tailor the experience to their preferences and needs.
- **Balance Fun and Learning:** Maintain a balance between fun and learning, ensuring that the gamification elements serve as a tool to enhance, not replace, traditional teaching methods.

Gamification can be effectively integrated into different subjects and age groups, making learning enjoyable while achieving educational objectives. The examples of platforms illustrate the potential for increased engagement, motivation, and deeper learning experiences through gamified approaches in education.

>>> KAHOOT!

<https://kahoot.com/>

This platform allows teachers to create quizzes, discussions, and surveys using a game-based approach. Students compete individually or in teams, answering questions in real-time. It's been widely used to gamify learning and assess students' understanding across various subjects.

The Kahoot! logo features the word "Kahoot!" in a white, bold, sans-serif font, set against a dark purple rectangular background with a slight gradient and a shadow effect.

>>> CLASSCRAFT

<https://www.classcraft.com/>

It transforms the classroom into a role-playing game where students take on different characters with specific abilities. They earn points through positive behavior, teamwork, and academic achievements. Classcraft encourages collaboration and engagement among students.



>>> DUOLINGO

<https://www.duolingo.com/>

This language-learning app incorporates gamification elements such as streaks, points, and levels to motivate users to learn languages. It's intuitive and adapts to the user's pace, making language learning fun and engaging.





➤➤➤ MINECRAFT



<https://education.minecraft.net/>

Minecraft has an educational edition specifically designed for classroom use. Teachers create challenges related to various subjects, allowing students to collaborate, problem-solve, and explore concepts in a virtual world.

➤➤➤ PRODIGY



<https://www.prodigygame.com/main-en/prodigy/>

An online math game that adapts content to students' learning levels. It incorporates a role-playing game format where students solve math problems to progress in the game. It's effective in reinforcing math skills in an engaging manner.

➤➤➤ BREAKOUT EDU



<https://www.prodigygame.com/main-en/prodigy/>

An online math game that adapts content to students' learning levels. It incorporates a role-playing game format where students solve math problems to progress in the game. It's effective in reinforcing math skills in an engaging manner.

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1. Personalized Learning:

- Adaptive Learning Platforms: AI can analyze students' learning patterns and abilities, providing personalized learning paths and resources tailored to individual needs, pacing, and learning styles.

2. Intelligent Tutoring Systems:

- AI-Powered Tutors: These systems provide interactive and customized tutoring, offering real-time feedback, explanations, and guidance to students, supplementing traditional teaching methods.

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3. Automated Grading and Feedback:

- Efficient Assessment: AI automates grading for multiple-choice, short-answer, and essay questions, providing instant feedback to students and freeing up educators' time for more personalized interactions.

4. Content Creation and Curation:

- AI-Generated Content: AI assists in creating and curating educational content, generating lesson plans, quizzes, and exercises based on specific learning objectives and student needs.

HOW CAN AI BE USED IN EDUCATION?

Artificial intelligence (AI) is rapidly transforming the field of education, offering innovative tools and techniques that can enhance learning experiences and improve student outcomes. Here are some of the key ways AI is being used in education today.



5. Predictive Analysis and Early Intervention:

- Identifying Learning Gaps: AI analyzes student data to predict learning difficulties or potential dropouts, allowing educators to intervene early and provide targeted support.

6. Language Learning and Translation:

- Language Tools: AI-powered language apps help in language learning, pronunciation correction, and translation, making learning languages more accessible and effective.

7. Virtual Teaching Assistants:

- AI Chatbots: Virtual assistants or chatbots powered by AI provide instant support to students, answering questions, guiding through materials, and offering assistance 24/7.

8. Special Needs Education:

- Tailored Support: AI helps in providing personalized support for students with special needs by adapting materials and resources to suit individual learning requirements.

9. Smart Content Recommendation:

- Content Suggestions: AI analyzes learning patterns and preferences to recommend relevant and supplementary learning materials, enhancing students' comprehension and engagement.

10. Data-Driven Decision Making:

- Educational Insights: AI processes vast amounts of educational data to provide insights and recommendations for educators, aiding in decision-making to improve teaching methods and curriculum design.

11. Preventing Academic Dishonesty:

- Plagiarism Detection: AI tools can identify and flag instances of plagiarism in student submissions, maintaining academic integrity.

12. Continuous Improvement:

- Iterative Learning Solutions: AI systems continuously learn from interactions and data, allowing for iterative improvements in educational tools and methodologies.

AI in education offers the potential to create more adaptive, personalized, and