

# **Gamifying the FCS Classroom**

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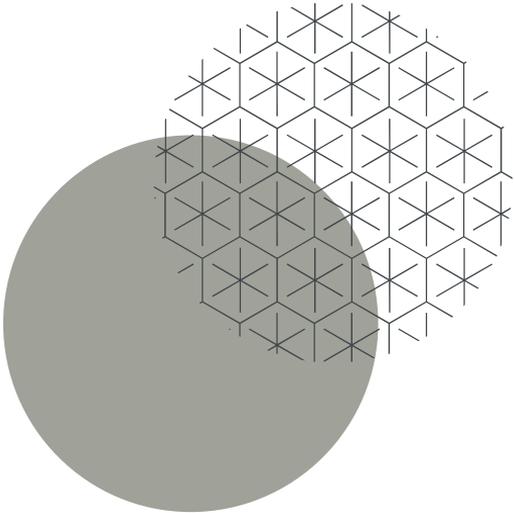
# Gamification

In education, gamification is intended to transform traditional lessons into enhanced learning experiences that require creativity, collaboration and play. From Jenga to escape rooms, Blooket to puzzles, there are numerous ways to bring games and game playing into the FCS classroom to promote learning and deepen student understanding of curricular content.



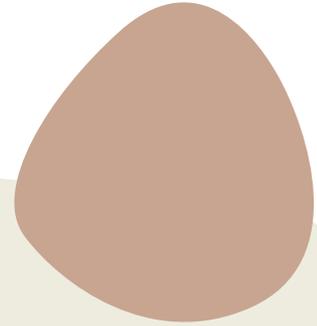
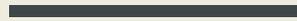
## GAMIFICATION CONCEPT

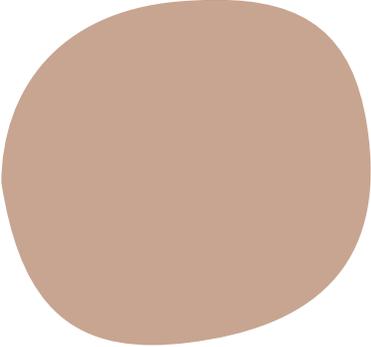




01

# Breakouts





# Creating Breakout Challenges

Breakout Challenges bring the escape room concept into the classroom challenging students to work together, think conceptually, and utilize prior knowledge for deeper comprehension.

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# Digital Breakouts

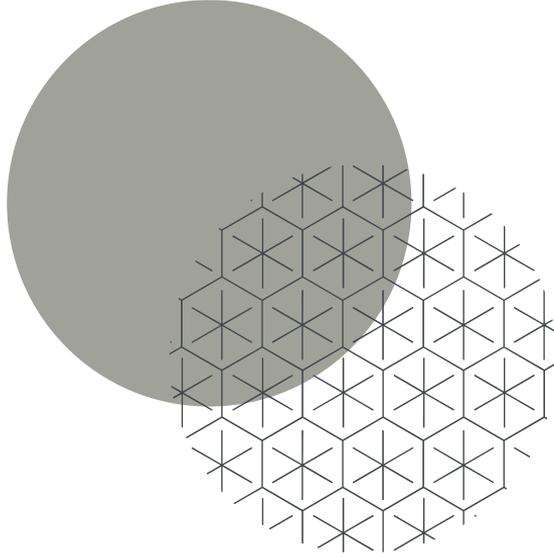
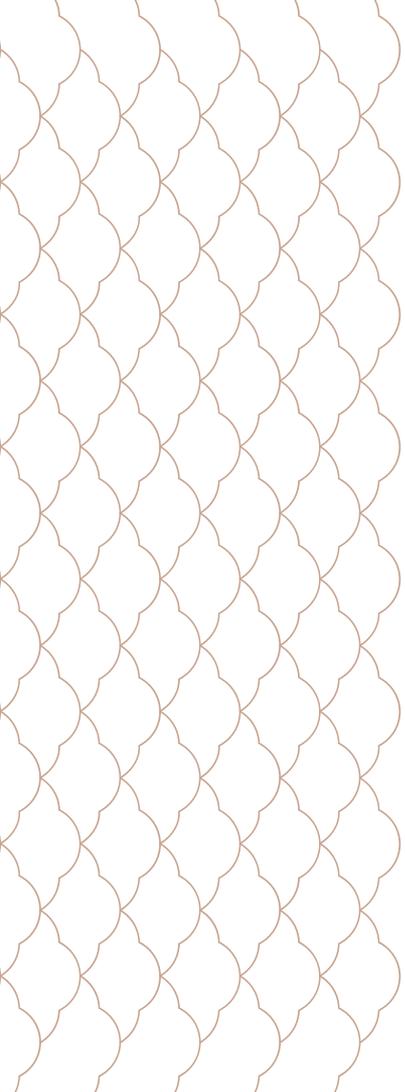
Ts can use Google Apps to create your own from scratch

- Digital Breakout Experience or the edtech platforms, [Breakout EDU](#) or [Flippity](#).

- The goal for Ss is to solve the “locks” digitally...great for 1:1 or FIDs!

Resource: [Gamifying FCS Facebook Group](#)

Example: [Water Digital Breakout](#)



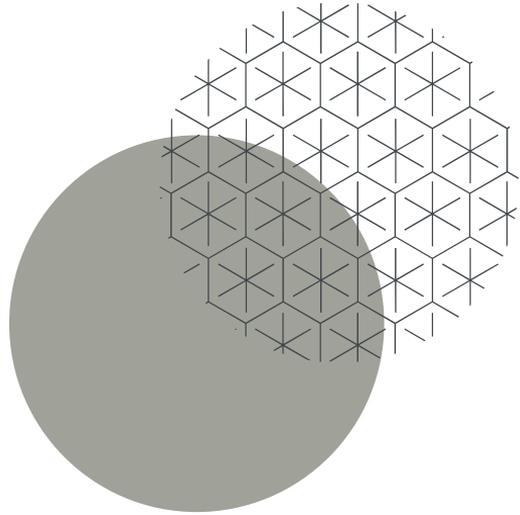
## Physical Breakouts

Physical Breakouts require the purchase of lock boxes & kits. Ts can DIY or purchase kits through BreakoutEDU.

The goal for students is to solve a series of challenges to unlock each of the physical locks provided.

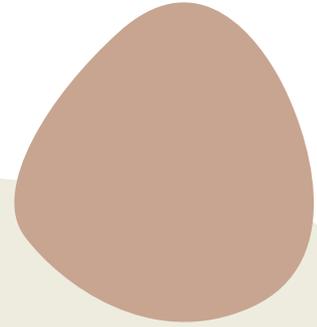
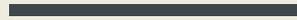
Example: [Safety & Sanitation Breakout](#)





02

**Flippity**



# About Flippity

Flippity is a free website for Ts that allows them to turn Google spreadsheets into interactive digital manipulatives, activities, and tools.

The logo for Flippity, featuring the word "flippity" in a white, lowercase, rounded font centered within a solid blue circle. The background of the slide includes abstract shapes: a light green oval at the top left, a grey shape at the bottom left, a brown shape at the bottom right, and a pattern of overlapping white circles on a light brown background behind the logo.

flippity



03

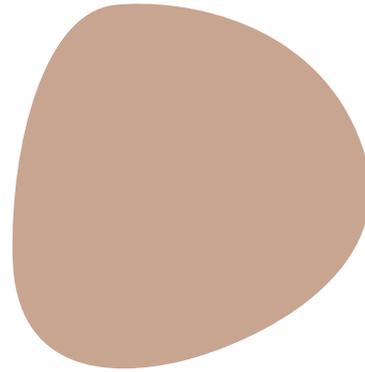
**Seek & Find  
Challenges**

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## Creating Seek & Find Challenges

Ss genuinely love learning when there is a challenge associated with the content, even if it is simply a seek & find activity.

Ts can utilize this strategy for direct instruction or for reviewing content before an assessment.



# Seek & Find Example Activities

## Jenga

Students roll a colored dice to see what color block they have to pull; then they have to use their text to answer the number on the block and in their notes. Knock the tower over? No problem, build it again and if you pull the same number, simply review it with your group.

@fcswithdrc.



## Easter Egg Hunts

Students find an egg. Open the egg and answer the question & record the answer. First group to find all the eggs & answer the questions correctly wins. This works best when you have a designated color egg for each group.



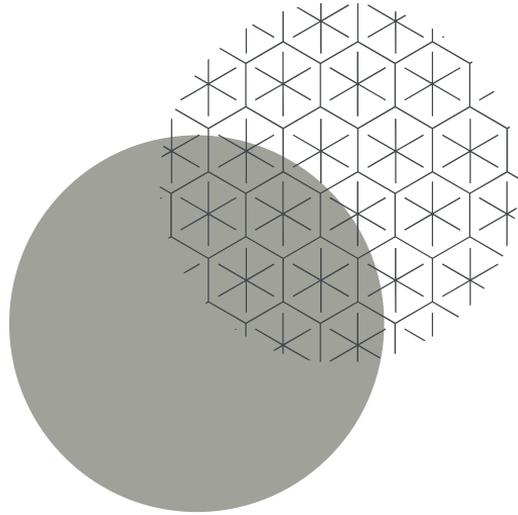
## QR Codes

Using an e-device, students scan a QR code that corresponds to a review question. QR Codes are hidden throughout the room. Students are challenged to seek & find all the QR Codes and answer the questions correctly before other groups.

### QR Code Review Quest: Question 13



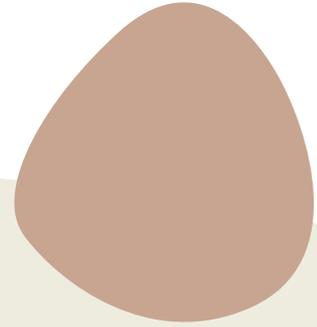
What is the term associated with foods that provide you energy from calories; however, they have little to no nutritional value from other macronutrients or micronutrients?

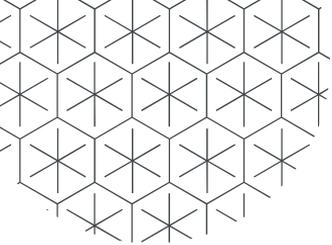


04

# Digital Game Templates

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# SlidesMania

SlidesMania offers several free fun games using customizable templates for Google Slides or PPT to maximize your students enjoyment and engagement through gamification and to inspire them to continue learning.

Because these are free, Ss can create their own games to play as well!

This article from *Ditch that Textbook* also has a few more Digital Game Templates!





# Questions for or Ideas from your CR?

Please share in the chat!

