

Hogwarts Your Classroom

Gamification of Learning

The only reason I took Chemistry 20 was to be
Part of the Hogwarts Challenge - Student



**“It's Wingardium LevioSA, not
LevioSAR.”**

-Hermione Granger

This presentation is on my speaker page with CCTCA

THE SPEAKER?

Jason Zackowski-

Teacher at LTCHS in RDPSD

The Host of

The Science Pawdcast



You can find Bunsen, Beaker, Bernoulli, and Brix on social media! We have 800,000 followers across all platforms!

bunsenberner.bmd  

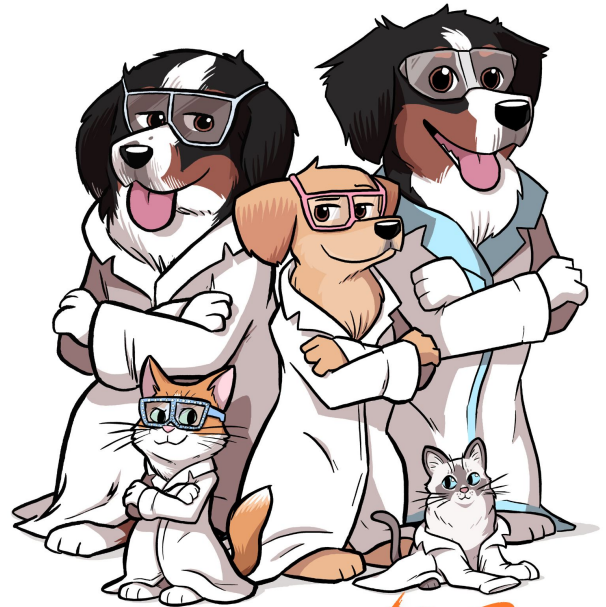
Bunsen, Beaker, Bernoulli & Brix

7,836 posts 269K followers 2,207 following

Digital creator

Follow us for a daily dose of laughter and science.
(And a huge helping of heart and hope in this world)

Science  ... more





Ok. Before we begin.....

DID YOU SEE HARRY POTTER IN THE THEATRE?

HAVE YOU BEEN TO UNIVERSAL?

HAVE YOU READ THE BOOKS?

DO YOU KNOW WHAT HOUSE YOU ARE IN?

Let's have some fun and see who the super fans are

There will be a prize.

The SetUp

This activity could be easily swapped for ANY class and ANY subject, but for the presentation's purpose I will be using examples from my classroom and subject I use it in.

The scale of this activity could at any level - you could do it for a week or a month , or all year!

Don't expect it to go super smooth the first time you run it though - and expect there to be mistakes along the way just like with normal teaching.

WHY DO THIS

There is growing evidence that gamification of teaching engages students in their learning.

Some students love friendly competition. I'll prove it.

Some students REALLY identify with Harry Potter. (still!)

AND the new TV show coming up will supercharge it!

This activity teaches teamwork and working with students in the class not part of their friend group.

Heroes and Villains you didn't expect will emerge. This is amazing and the students live for it.

WHY YOU SHOULDN'T DO THIS

Your classroom climate isn't there yet for teamwork based learning.

Where you are in the world finds the books problematic.

You are still learning your curriculum - don't put too much stuff on your plate to start with!

Overview

For one unit of Chemistry the students are sorted into the four houses of Hogwarts. Over the unit they will be in constant competition with each other for house points. Teamwork is encouraged within each house. The House Cup is awarded at the end of the unit to the house with the most points.

I usually do something “special” for the winner, but getting points and the fun competition is reward enough.

WHAT IS HARRY POTTER'S FIRST
BROOMSTICK CALLED?

NIMBUS 2000



Hogwarts Set up

I have three ways students earn points for their house and because of this, the teams must be balanced carefully.

If you don't have balanced houses, one team can run away with the points quickly which makes the game WAY less fun and all your hard work into organizing this useless.

You CANNOT let kids pick their house. Sure, some kids might wind up with their friends but I make it very clear that the sorting hat will sort you and it doesn't care about who your friends are.

THE SORTING HAT SCAPEGOAT

How to Balance the Houses

Points will be earned by **being strong academically and improving!**

Points will be earned by **being a good leader or teammate**

Points will be earned by **having initiative outside of your class.**

(yes you can have kids that are amazing at all three or terrible at all three)

So, Yes I rank my students

	Academics	Leadership	Initiative	Total Score
Jill Jillson	2	1	1	4
Steve Steveson	3	3	3	9
Janet Janetson	1	1	3	5

WAIT- How can I figure some of this stuff out about my students

I ask them in a google form!

Sample Form: <https://forms.gle/AozNFjAD4hP9WdoK7>

The Weasleys win a bunch of money, where do the Weasleys go on holiday with their winnings?

Egypt

Some Questions:

Would you check GOOGLE classroom/Brightspace/Online Learning Platform for challenge updates that happen randomly throughout the day?

1 being- "What's a Google Classroom" 5- being- I would be checking that thing with notifications turned on like Donkey Kong.

(This gives you an idea about initiative)

How motivated would you be to do weekend challenges?

With 1 being not motivated at all as you are too busy collecting bottle caps and binge watching The Office on Netflix with 5 being you live for weekend challenges and you would arrange transportation to pick up your housemates to dominate and bathe in the blood of the other houses.

Is there a house you **STRONGLY** identify with- like it would be a **CRUSHING LOSS** to not be in this house?

Those questions are important to determine which student has the initiative for outside the classroom challenges.

You don't want an entire team of kids who may be balanced academically, but lose tons of points to the initiative challenges - all high leadership and initiative scores means those kids will pull along their teammates.

Obviously keep the ranking private

Ok, but why rank them?

While it may be rude to rank your students, you should have an idea how strong they are academically, how good of a leader they are in the class, and if they are involved in things outside of the classroom.

If you don't do this, you risk stacking a team.

Now start building your Houses

Balance the houses with your highest ranked students first. Make sure each house has an equal number of strong academic students who are also leaders and have good initiative. These kids tend to DOMINATE getting points. Balance your all-star kids.

Gryffindor	Slytherin	Ravenclaw	Hufflepuff

The Sorting Ceremony

Once you have balanced houses (keep it totally private) you can announce when you will have the sorting ceremony.

Kids get super excited about this.

Yes some kids REALLY REALLY REALLY want to be in a certain house, and if you know them well enough and you can keep the house totally balanced, you can put those kids into their preferred houses.

Obviously get yourself a sorting hat and play music.

With your master list, invite the kids up and shout out their house!!!!

OK- Now that we have HOUSES WHAT DO YOU DO?

1. Make the game a BIG DEAL. Put a leaderboard at the FRONT of the classroom. I put up posters of the four houses with paper below to constantly add points to the totals.
2. Wait, I have multiple sections of the same subject or 3 groups of grade 9's or 7's or something - what do I do then? I have two sections of Chemistry usually and the block 3 Chem kids in Hufflepuff will be on the same team as the Block 5 kids in Hufflepuff.
3. You can have multiple separate games, but I LOVE LETTING the kids not in the same class having to work together!

So I have a Block 3 and 5 Class of Chemistry 20

Kids on Hufflepuff in Block 3 are on the same team as the kids in Block 5!

Block 5 rushes in to see how their team did the previous class and visa versa or curses their idiot teammates in the previous class for not getting any points.

Academic POINT GAMES

1. Kahoot or Kahoot Type Games (have the kids make THEIR name a version of their house name). They can compete individually OR in groups. It's SUPER easy to see which house came out on top. I usually give 3 points the winning team and 2 points to second.
2. Quick Quiz in which the highest average gets 5 points
3. Trivia - where every correct answer gets 1 point
4. Mark improvement - marks going into a unit test vs what the kid scored. Every kid who beat their mark gets their house 1 point or something
5. There are endless possibilities!
6. Reward academics but also reward improvements! Rewarding improvements is super engaging for those kids!

Always look for academic improvements!

I love doing the “did you beat your last quiz/unit test”.

You can do a highest average on the quiz/test but you can also do the average improvement.

(I’ve had kids who have bombed a test, pull their socks up and get a 30% improvement - this really helps their team)

They are proud of their improvement and they get cheered on if they are comfortable to disclose how much they improved.

House Quizzes!

Ok I have one or two House Quizzes (not for marks) where the highest average gets points

Each house has a special power they can use on the quiz

Gryffindor (being about teamwork) can do the quiz in pairs!

Ravenclaw (being studious) can see the quiz the day before!

Slytherin (being sneaky) can bring a one page cheat sheet!

Hufflepuff has their two lowest marks removed.

Leadership Points (our school has REACH)

Some ways I give points:

See a student doing something that is part of classroom rules or procedures (first) give that team a point.

See a student clean up garbage or have a snack without making a mess, give that team a point.

Cleaned up glassware/area of work after a lab without being asked (or having the cleanest area)

House Team you feel are being the most inclusive maybe.

It's way to randomly give out points and keep the game close as well or just reward that kid who goes the extra mile.

Initiative points

These are the MOST fun for me.

These are challenges where the kids from each house must work together to solve.

This is where things REALLY get bananas.

Find the Philosopher's Stone

Each day, each class (if you have multiple classes), will get a clue about where you have hid the stone. (this requires you to hide the stone somewhere).

It can be anything, not just a rock. Though a rock is fun!

I hide it in plain sight (usually in a classroom).

Each day the hint gets more and more specific so that after about 4-5 classes there should be enough hints to find it.

Give the house that finds it and brings it to you 20 points or so.

Give each class a different hint so they have to work together!

Rules

Set VERY specific parameters when kids can look for the stone. You don't want to cause disruptions.

Obviously some kids are going to go gung ho to find the thing that they will just randomly scour the school for it and may find it if it is indeed a rock.

Therefore in current years I don't SHOW the kids what it is, just that it's a stone. It's made it way harder to find by accident.

One time I hid it in a fishtank which was awesome. It could also be a picture.

Find the DEATH EATERS

Get 2-3 teachers who will play along.

Clues will be given about who the death eater teacher is. Students must dress up in a robe, with wand, and Expelliarmus them before being killed.

Each Death Eater is like 10-20 points or something.

Video evidence is needed.

Loophole fixes

What stops a team from going class to class and yelling expelliarmus at each teacher until they find the death eater?

Well if a team picks wrong, the teacher will ask who are and what house they are from, then email you and that house will lose a small amount of points.

Obviously kids could lie who they are or blame other houses, but so far that haven't happened.

Deatheater Issues Continued

Students get SUPER clever at this and form elaborate battle plans to lure the teacher away into a zone they can be filmed in and expelliarmus'ed.

Obviously give the students CLEAR expectations about when they can hunt for the Death Eaters.

You need two to three teachers who are always at school to make this work. Don't pick someone who is part time. ;-)

Find the CHAMBER of SECRETS

The chamber of secrets is a classroom in the school. You will give clues over the course of 4-5 days.

Once a house thinks they know which classroom it is, they will write down which room they think it is.

Then mafia style, have the slide the paper over to you for dramatic effect.

Give them some points if they are right, take away a very small amount of points if they are wrong.

Scavenger Hunt, GHOSTS OF RED DEER, MUSIC PLAY,
GHOST SCARE, HOUSE COLOR DRESSUP DAY

Every weekend I try to think of one weekend challenge that earns a bit of points.

Students submit photos to google classroom.

Dueling Class

During one lunch we had each house pick two champions and then I ran a single elimination tournament of paper rock scissors (but I made different spells)

Expelliarmus (paper)

Stupify (rock)

Bombardo (scissors)

Expelliarmus (paper)

(wand must make a small U in front of the body!)

Stupify (rock)

(wand must be flicked at opponent!)

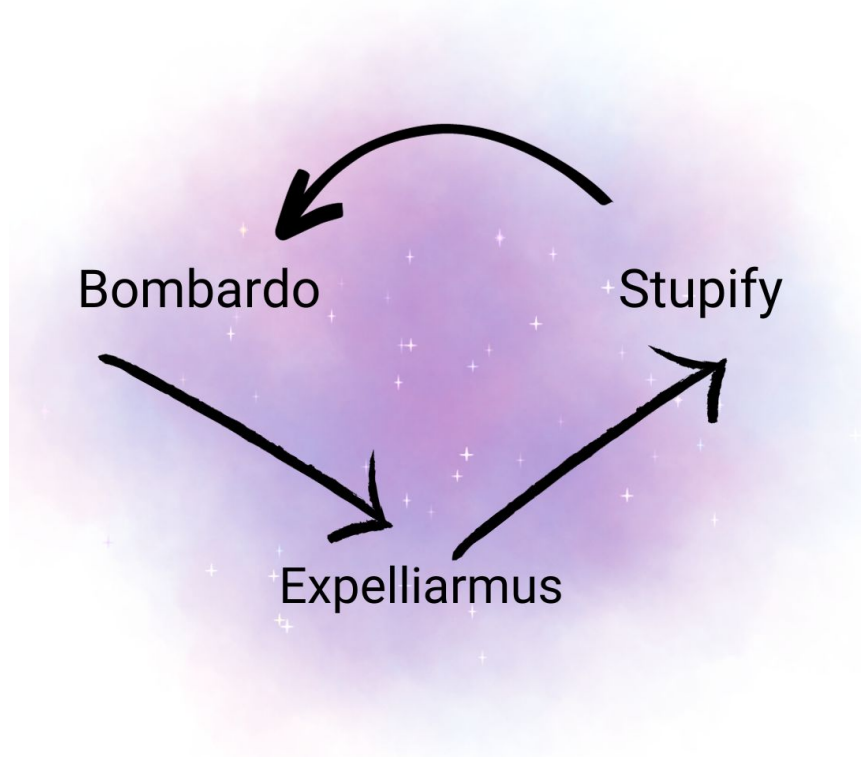
Bombardo (scissors)

(big looping circle)

Bombardo

Stupify

Expelliarmus



Pros of this gamification

Most kids get really into the game if the competition stays somewhat close for the whole game.

Collaboration between classes is super fun to see occur.

Heroes on teams will emerge who submit the perfect photo, find the death eater or take one for the team during a battle.

Villians will emerge as students trick other houses with tricks.

CONS of this Gamification

If a house gets TOO far ahead, call the game and end it. I didn't one year and the rest of the houses gave up. It was one of my first attempts and the houses were not balanced.

If you have a bunch of kids start to cheat or switch houses on you, it can wreck the game. (it's happened to me) It was super frustrating, and after I couldn't get through to the kids to stop switching houses I just stopped the game. Kids were mad for a day and then they moved on.

Depending on your class climate and makeup you may have few if any kids who know what Harry Potter or Hogwarts is.

Questions

The Speaker?

Jason Zackowski-

Science Department Lead and Teacher at LTCHS in RDPSPD

@zedscience

The Host of

The Science Pawdcast

