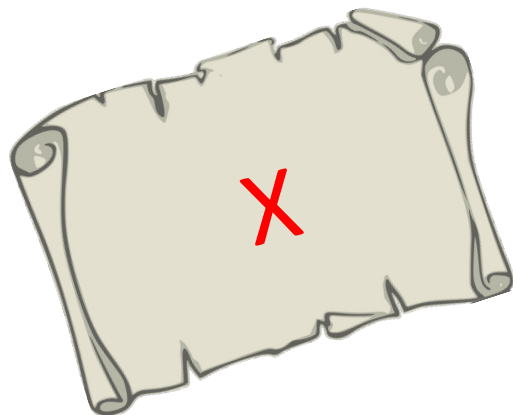
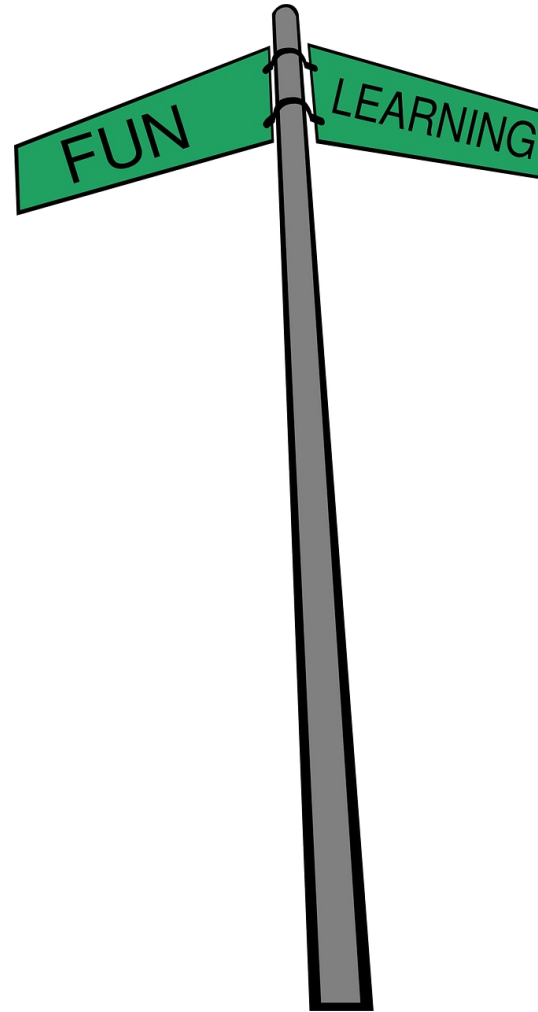
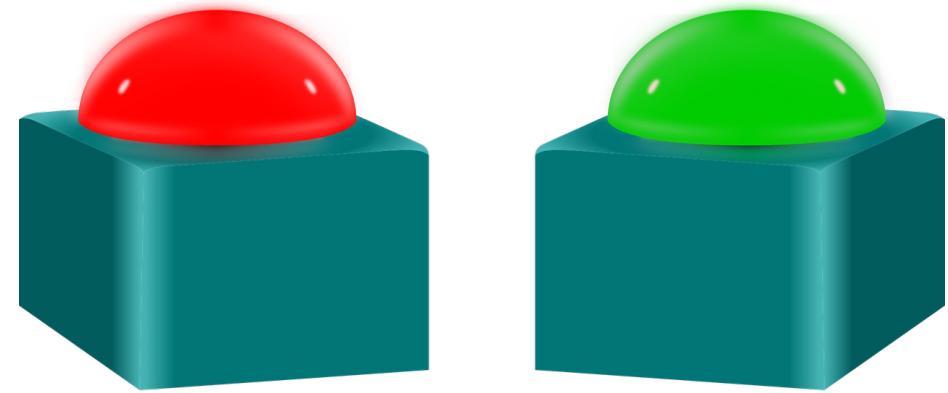
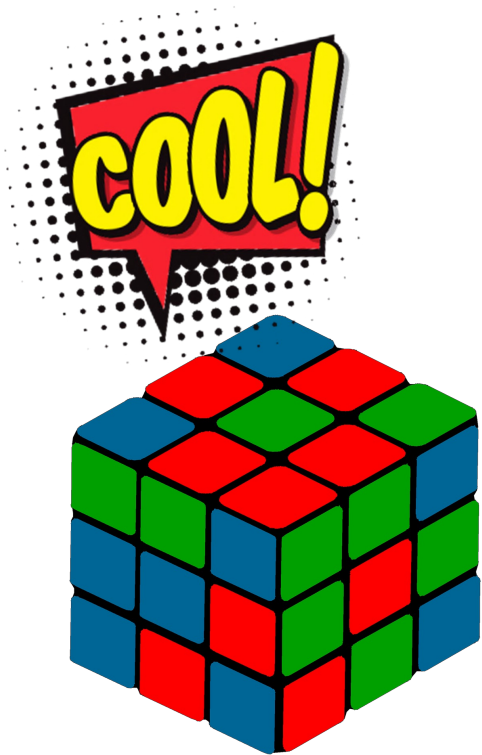




Marks the Spot



Gamification in classes



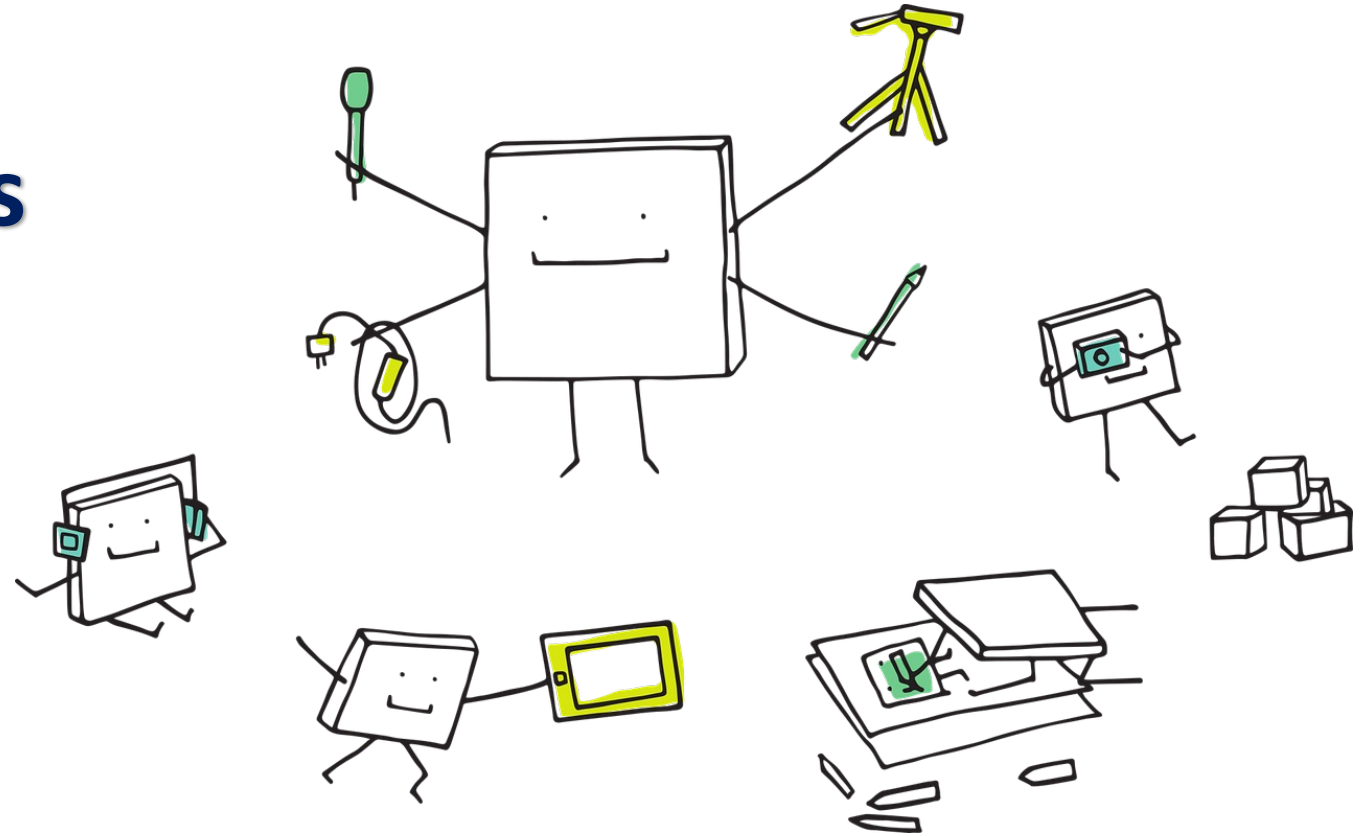
A well-designed game?

Gamification in classes

1 requires a neat lesson plan

2 clear learning outcomes

3 teaching working conditions



Gamification in classes

PROS

- Boosts Learner's Engagement
- Instant Feedback
- Learner's motivation
- Team work

CONS

- Expensive To Develop
- Fast outdated games
- Poorly created games
- Organizational issues

Scavenger hunt



- timeless to play
- flexible
- time challenging-highly competitive
- team work
- cross-curricular implementation
- logical thinking
- media literacy

Scavenger hunt



- if it is played outside-physically challenging
- winning concentrating-less time to enjoy the area

Scavenger hunt

bit.ly/RLHUPE22



Thank you for your attention!



Sources:

Audio material: Jeronima Kursar, prof.

Visual material: personal photo gallery and Pixabay

Facts/Information: Internet sources