

#### **HOMEWORK**

"GAMIFICATION IN CLASS - challenges and rewards"

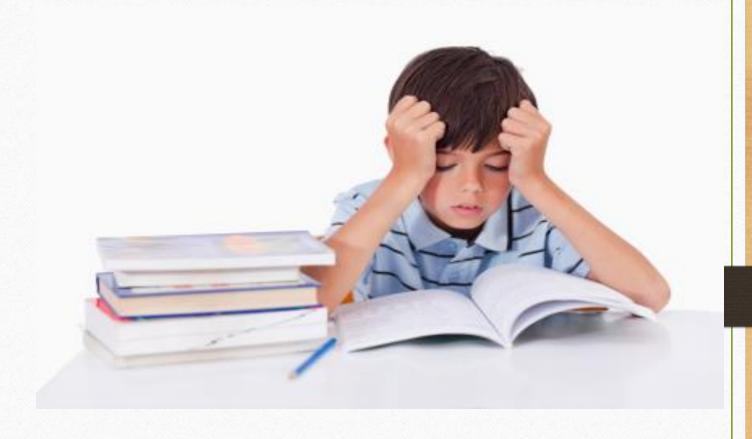
To reduce the number of students who fail to do their homework by at least 15%

2020 - 2022 Erasmus +

Partner schools: 2º Circolo didattico Ruggero Settimo, Italy



GAMIFICATION IN CLASS - challenges and rewards



## I HAVE A PROBLEM GETTING THE STUDENTS DO THEIR HOMEWORK

## 1- I can't do my homework... get a TOKEN (temporary pass)

#### What is the Token Economy?

In order to encourage the student to do their homework we use the Token Economy.

It is a technique known among the behavioral scientists and adopted by the teachers to correct children's poor behavior.

It consists of an agreement whereas the student get a "point" each time homework is done as expected.

By accumulating enough points the student can get an "award".

#### How does it work?

- 1. Create a board
- 2.Decide what the "award" will be
- 3.Establish the rules and a POINT system.
- 4. Sign a contract (agreement)
- 5. GIVE THE STUDENT THE AWARD ONCE THE TARGET HAS BEEN REACHED



You can decide to make a single board for each child, like the one above



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Traige In Seven Sealin	8					
Cuido no motorial excelor.	0					
TOTAL	0					

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Otherwise, create a board with all the children's names and a weekly schedule with all the subjects. Each time the student does his homework as expected, he will receive a "Green smiley"". If the student fails to do the homework, he will receive a "red angry face". If he fails to provide well done HW and the reasons are lawful, no negative mark will be given.

At the end of the week, the students who have received six green smilies in total will get the promised award which can be:

- 1- To be part of a team during a game.
- 2- To be able to go to the garden to paint.
- 3- To use the PC to play games or watch a video.

Each student is required to sign an agreement which establishes the student's duties (homework). He/she will receive a prize for the good work.





### I HAVE A PROBLEM GETTING THE STUDENTS DO THEIR HOMEWORK:

USE THE JOKER SYSTEM

IT CONSISTS OF GIVING EACH STUDENT AT THE BEGINNING OF THE SCHOOL YEAR 4 JOKERS THAT CAN BE USED TO NOT GET STUCK WITH A POOR MARK, IF AN ASSIGNMENT CAN'T BE DONE.

EXAMPLE: THE STUDENT MISSES THE HOMEWORK FOR ANY REASONS (I.E. A FRIEND'S PARTY, FEELING TIRED OR BORED, OR JUST HE WOULD RATHER GO OUT TO PLAY.)

AT THIS TIME THE STUDENT CAN USE THE JOKER TO AVOID LOW MARKS.

# Thanks for your attention!