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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: 2° Circolo didattico Ruggero Settimo, Italy



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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



La mia tabella dei premi

Mi chiamo _____



lunedì										
martedì										
mercoledì										
giovedì										
venerdì										

ink saving

Eco

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

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!