

# GAMIRIGHT

The right gamification for tackling early school leaving and disadvantage



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## Gamification

*"Children learn as they play. Most importantly, in play children learn how to learn."*

*O. Fred Donaldson*

In the last months the schools of our consortium have been implementing the gamification strategy and narrative created and the different levels of difficulty, as following:

- **Module A** was implemented in the Greek schools, where the pupils got to experience the strategy in an offline manner, having their avatars printed and on some posters.
- **Module B** was implemented in the Romanian schools, mixing online and offline elements, using Class Dojo, but also printed materials, such as cards.
- **Module C** was implemented in the Spanish school, where pupils emerged completely in the narrative of the School of Mythological being, having their school decorated and using My class games to keep track of their points and experiencing "duels and battles" among their avatars.

Both teachers and pupils are enjoying this gamification experience and are learning and developing their creativity at the same time. Below you can read some testimonials:

### Pupil:

*I love gamification. The battles are very exciting, the stories are very creative and I love the avatars. You can buy a lot of useful things in the play shop. My favourite is the "bewitched whisper". The gamification makes me want to study even more, because I earn points. I also love the "lectometer" and the weekly challenge. All of that makes the class very entertaining for me. Before, my classmates were not very good, but gamification seems to have woken them up. Without a doubt, my experience has been very good and I also love the decoration of the door and the corridor: it has been fantastic!*



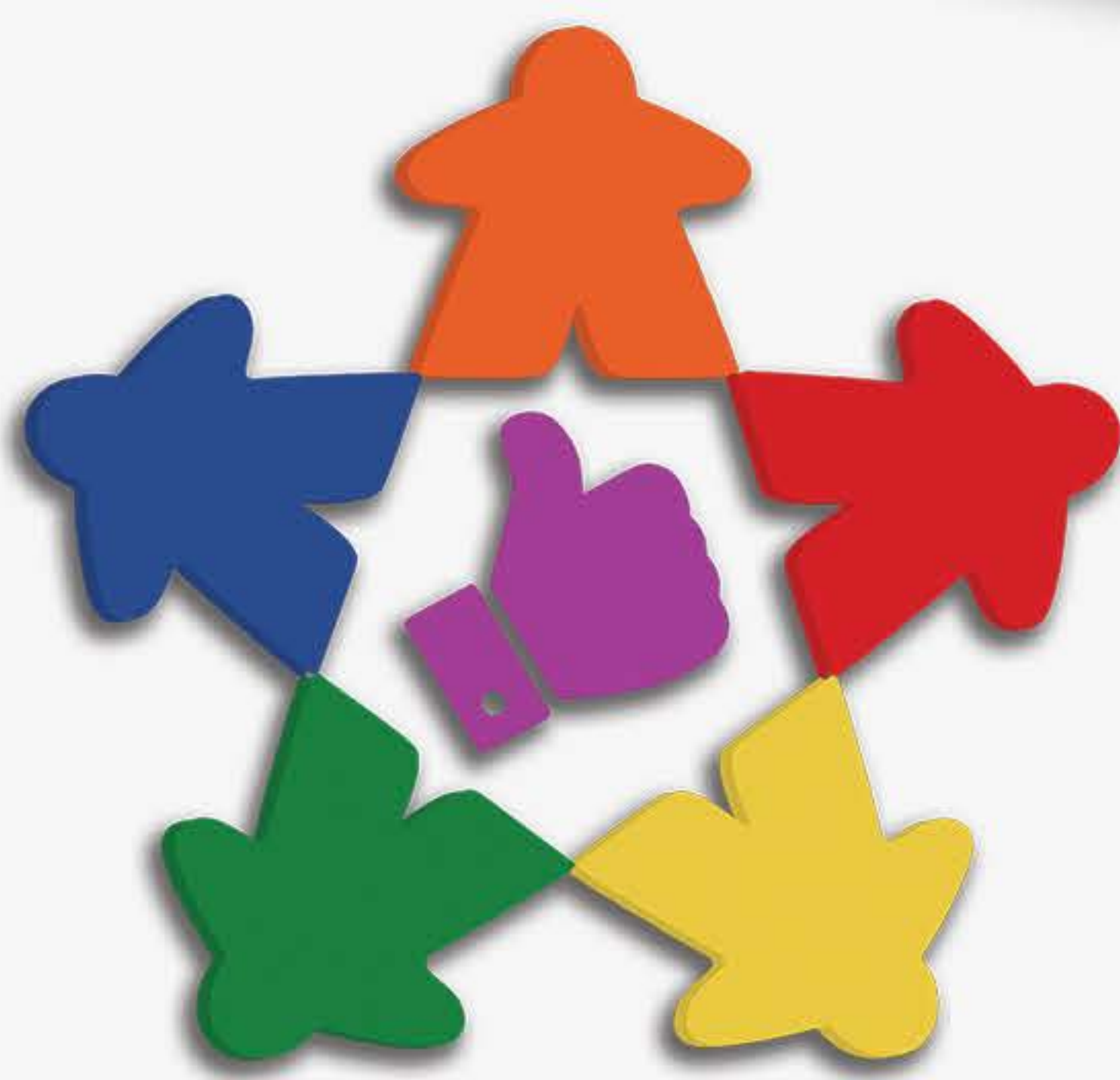


**Teacher:**

*"The gamification strategy that I used with my 5th and 6th grades proved to be very useful in class management. There are students who refuse to follow the rules and they disturb others too. But since they've discovered that the world of digital games is right in the classroom, they have been a lot easier to work with. This is due to the fact that Class Dojo helps develop the students' competitive skills and it helps the teacher draw their attention quickly and efficiently. "*

**Next steps:**

- Until the end of the school year we will continue piloting the gamification strategy;
- In June we will meet in Spain to analyse the impact of the gamification strategy in pupils and teachers
- During the summer we will prepare the final version of the strategy, according to the teachers and pupils feedback.



**GAMIRIGHT project's website**

Visit our project website at:

[www.gamiright.eu](http://www.gamiright.eu)

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[www.facebook.com/Gamiright](http://www.facebook.com/Gamiright)

**The partnership**

The European partnership is made up of the following organizations:



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