



**FOR ALL**

# Gamification

## Power Up // Ages 9-12 Session Plan

### Gamification Techniques



#### Goals

By setting a clear and achievable goal, you can encourage your players to take ownership of their learning.



#### Competition

Whether it's beating a personal best or topping a league table, competition can help to motivate your team.



#### Teamwork

By encouraging players to work together, you can promote a sense of shared achievement.



#### Instant Feedback

Feedback gives players the chance to learn from experience – try to include it in all your practices.



#### Repetition

'Try again' gives players the chance to assess their current performance and adjust their behaviour accordingly.



#### Levels

Good games are made up of progressive challenges, which encourage players to continually develop their skills.



#### Rules

Applying different rules, such as a time limit, will help to add both variety and focus to your practices.



#### Reward

Simple, regular and measurable reward is an important motivator – why not allocate points or a surprise bonus?

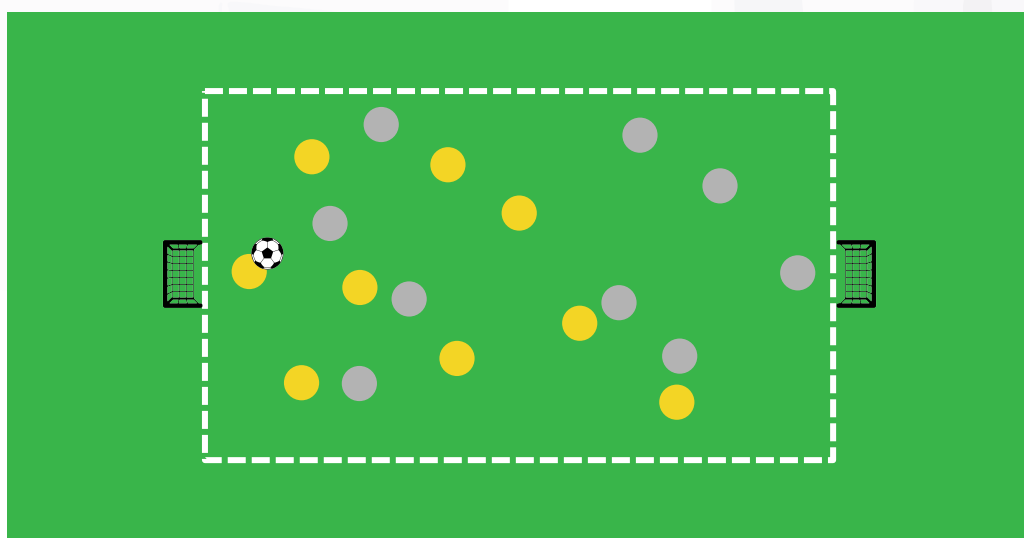


**FOR ALL**

# Power Up // Ages 9-12



**Aim of the Game:** To score goals, steal players and collect points // **Max 9v9**



Ball



Players



Goals

## The basics



Create a match with your players split in to two teams



When a team scores during normal play, they get to steal a player from the opposition for a two-minute 'power up'



During the power up, if either team score, they are awarded a point



Teams return to equal numbers at the end of the power up or when a goal is scored (whichever comes first)



The winning side is the team with the most points at the end of the match

## Level progression



During a power up, if the outnumbered team scores they win two points – or even more



Following a goal in normal time, allow both teams a time-out to discuss tactics before the power up starts