

Rebooting the Classroom

Leveling up Motivation, Collaboration, and Learning with Gameful Pedagogy

with Amanda Pratt and Tim Saunders

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University of Wisconsin-Madison

Rebooting the Classroom: Leveling up Motivation, Collaboration, and Learning with Gameful Pedagogy is professional development for classroom teachers and coaches ready to harness an interest in games and digital media with student-centered, differentiated, and project-based learning. The only specialized PD workshop at GLSES 2013 facilitated by and for classroom teachers (facilitators Amanda Pratt and Tim Saunders teach high school social studies and elementary general studies, respectively), participants are invited to create their own gameful pedagogies by “rebooting” their classroom teaching through design, play, and assessment. Participants will: design games aligned with content-specific learning goals applicable to digital, hybrid, and analog environments; explore the features of various games and gameful pedagogies as they support powerful learning outcomes; and create debrief and reflection structures that provide formative assessment opportunities across grade levels and disciplines. While previous experience teaching with games and digital media is not necessary, participants should be passionate about education innovation, and are required bring a laptop computer and curricular materials (e.g. scope and sequence, lesson plans) for a unit they are interested in rebooting.

The Games+Learning+Society 9.0 Conference begins Tuesday, June 11, 2013 at the University of Wisconsin-Madison’s Memorial Union with Educators Symposium programming featuring innovation, inquiry, and imagination in games-based learning. The GLS Educators Symposium promotes professional development opportunities to celebrate and deepen educators’ use of games in various educational settings, and foster collaboration among teachers, designers, researchers and others throughout the elementary to higher education continuum.

For a second year, the GLS Educators Symposium is excited to offer participants day-long specialized professional development opportunities. GLSES attendees accepted to participate in a specialized PD track, such as the workshop outlined below, will learn from an experienced facilitation team and work alongside a small group of colleagues throughout the entire GLSES event. After attending the morning keynote, participants in specialized PD tracks will meet from 10:00 AM to 4:45 PM (sharing the same lunch hour as general GLSES attendees).

General questions about GLSES and this year’s specialized professional development tracks may be directed to GLSES Chair Remi Holden. Questions about the Rebooting the Classroom workshop may be sent to Amanda Pratt at amanda.c.pratt@gmail.com, or Tim Saunders at tim.saunders41@gmail.com. Complete an application here: <http://bit.ly/11OwssV>

Overview of Workshop/Schedule

Keynote Danielle Herro	9:00 AM – 10:00 AM
Morning Workshop Participants will engage in a handful of games designed to demonstrate multiple features of gameful pedagogy, connect elements of gameful learning with best teaching practices, and begin gamifying a lesson or unit of their own.	10:00 AM -12:15 PM
Lunch Provided on-site	12:15 PM - 1:45 PM
Afternoon Workshop Following the lunch break, participants will continue to work with Tim and Amanda to gamify their lesson or unit of study, learn new games that can be used in any classroom or grade level, and share out what they've created during the day.	1:45 PM - 4:30 PM
Happy Hour Reception Provided on-site	4:30 PM - 6:00 PM

Learning Objectives

After completing *Rebooting the Classroom*, teachers will leave with a general understanding of gameful pedagogies, experiences linking assessment to game debriefing, and a game ready to play in their classroom.

Technical Requirements/Needs

Participants are encouraged to bring along a wireless device (laptop, tablet, netbook, etc.), relevant materials for a gamifying a lesson or unit, such as lesson plans or curricular maps, and a playful spirit.

Workshop Facilitators

Tim Saunders is a 4th grade teacher at Wealthy Elementary in East Grand Rapids Public Schools, in Grand Rapids, Michigan. Along with Amanda Pratt, Tim is the co-founder of the Coalition for Gameful Learning, a professional organization dedicated to action research related to gameful learning. Some of the gameful experiences he's used in classroom include Matter Quest, Wealthy Reality, Intergalactic Jury, and Floor Math. Tim, a graduate of Grand Valley State University, earned his Masters in Technology in Education through the Global Program at the University of Michigan-Flint. Currently Tim is contributing towards a chapter for the International Journal of Learning Technology, as well as collaborating with Amanda for a book entitled *Beyond the Leaderboard*, a professional development text geared towards developing teacher researchers in the field of gameful learning.

Amanda Pratt is a middle college instructor in North Carolina, working with students in social studies and science. Along with Tim Saunders, Amanda is the co-founder of the Coalition for Gameful Learning, a professional organization dedicated to action research related to gameful learning. Amanda has successfully launched a middle ages unit and Earth Science class unit as gameful learning experiences in her classroom. A graduate of Appalachian State University, Amanda earned her Masters in Technology in Education through the Global Program at the University of Michigan-Flint. Like Tim, Amanda is contributing towards a chapter for the International Journal of Learning Technology, as well as collaborating on *Beyond the Leaderboard*.