



3 ways to bring gamification and game-based learning into the classroom

The following activities are examples of ways educators can conduct gamification and game-based learning exercises with students, and how SMART's digital whiteboard can help.

Fill in the Blank

Students drag words or numbers into blank spaces in the content.

REMEMBER	UNDERSTAND	APPLY	ANALYZE	EVALUATE	CREATE
Learning target		Solve the equation		Make it make sense!	
Reinforce a standard or learning target where students identify what they will be learning.		Students solve equations and demonstrate their learning by filling in the missing information in the equations.		Add words that students can use to construct a quote or statement then justify their quote or statement.	

Game Show

Students review lessons and information through a game show format that presents questions and requires students to select the answer.

REMEMBER	UNDERSTAND	APPLY	ANALYZE	EVALUATE	CREATE
Show what you know		Discuss and decide		Correct and defend	
Students recall details about a topic.		In groups, students discuss questions and apply their knowledge to provide answers.		Teacher creates a quiz with a few wrong answers selected. Students defend their answers and explain why the teacher's answers are incorrect.	



Speedup

Students recall knowledge and demonstrate skills by answering questions in order to progress in the game.

REMEMBER	UNDERSTAND	APPLY	ANALYZE	EVALUATE	CREATE
Test your knowledge		Sentence skills		Word problems	
Students recall information from a unit of study. They play Speed Up on their own device or team up with peers and have a friendly competition.		Students demonstrate their learning by choosing the best modification for the sentence.		Students evaluate the word problem and choose the best answer. In partners or teams, students justify why they chose their answers.	

Educators have many options when conducting game-based learning activities with students, but finding a group of learning opportunities that aligns with your school or district's unique goals can be challenging. And it's hard to find resources online that you can trust in today's era of heightened data security. Accessing content on a platform like Lumio makes it easy for educators to quickly find, customize, and use what they need.

Explore more game-based learning resources:

- [Gamification and Game-Based Learning](#) from the University of Waterloo
- [Game-Based Learning](#) from Edutopia

Explore more resources from SMART:

