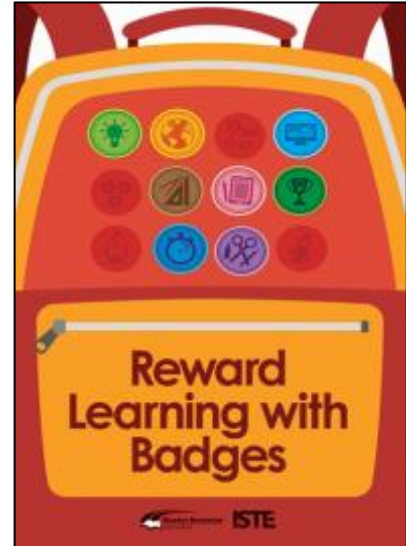


Reward Learning with Badges: Spark Student Achievement

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Summary

As a primary technology teacher, author Brad Flickinger observed that his students had little motivation to use the devices surrounding them for anything other than gameplay and entertainment. His solution was to rethink his teaching, adding elements of gamification, challenge-based learning, design thinking and other approaches to learning. With this, the badge system was born. By incorporating badges, students are motivated by using the familiar challenges of gameplay as they earn visual indicators of progress and complete challenges. At the same time, they are mastering skills and progressing academically.

In this book, teachers of all subjects and year levels will learn why badges work and the secrets to designing challenges that enable students to fully engage with and take control of their own learning. Complete with step-by-step planning advice, tips on implementation and technology, and support from examples and success stories, this book will get you thinking differently about motivation and achievement and will prepare to you to embark on your own badging initiative.

Other Resources

- *Level Up Your Classroom: The Quest to Gamify Your Lessons and Engage Your Students* (116007)
- *Game On: Using Digital Games to Transform Teaching, Learning, and Assessment* (SOT1321)
- *17,000 Classroom Visits Can't Be Wrong: Strategies that Engage Students, Promote Active Learning, and Boost Achievement* (115010)
- *How to Create a Culture of Achievement in Your School and Classroom* (111014)