

# Play on: Gamification as Differentiation

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# Greetings!



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# Game Based Learning vs Gamification



**Game Based Learning:** games are used to *enhance* the learning experience by **practicing** content and skills

Benefits: increased engagement and motivation

B I N G O

			<i>p</i>	
<i>p</i>				
		<i>f</i>		
			<i>f</i>	

## Music Jeopardy

Music Theory	Guess the Note	Musical Instruments	Composers	Music Symbols
100	100	100	100	100
200	200	200	200	200
300	300	300	300	300
400	400	400	400	400
500	500	500	500	500

## Music Sudoku

Fill-in the blank spaces with the available musical symbols so that each row, column, and 3x3 box contains all 9 symbols.


Available Symbols



# Game Based Learning vs Gamification



**Gamification**: video game design and game elements are *woven* into the structure of the learning process and the **delivery** of content

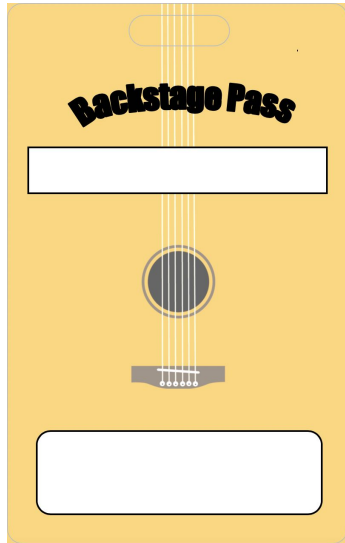
Benefits: Increased engagement, increase in motivation, allow students to access content at their own speed, builds student investment through choice



# Game Based Learning vs Gamification



## Instrument Karate



<i>Belt</i>	<i>Song</i>	<i>Page/Book</i>	<i>Skill</i>
White	Au clair de la lune	Comp. Rec. Book 1 p. 6	BAG notes
Yellow	Skin and Bones	Comp. Rec. Book 1 p. 10	E, slur, 3/4 time
Orange	My Paddle	Comp. Rec. Book 1 p. 12	D, syncopation
Green	Hush Little Baby	Comp. Rec. Book 1 p. 13	High C, paired eighths
Purple	Ode to Joy	Comp. Rec. Book 1 p. 16	High D
Red	Renaissance Round	Comp. Rec. Book 1 p. 16	Duet with partner
Blue	From the New World	Comp. Rec. Book 1 p. 17	F, Dotted quarter note
Brown	Jolly Old St. Nicholas	Comp. Rec. Book 1 p. 19	Play both parts w/partner
Black	Camptown Races	Comp. Rec. Book 1 p. 20	C scale, Dotted quarter note

### “Just Right” Color Codes

(Independent Level)

	Oct.	Nov.	Dec.	Jan.	Feb.	Mar.	Apr.	May
Spencer								
Rija								
Anna								
Olivia								
Anthony								
Robert								





# Game Based Learning vs Gamification



## Currency

### Recommended Goals

Reward student success with "Beethoven Bucks." Below you'll find recommended tasks for earning bucks. Use these, or create you own. Then, talk with students/parents to select a prize to work towards.

- Bring Your Books to Your Lesson - \$1
- Drill Note Names with Flash Cards - \$1
- Complete Note Name Worksheet - \$1
- Complete "It All Adds Up" Rhythm Worksheet - \$1



## Houses/Teams

House of Jazz  
House of Classical  
House of Rock and Roll  
House of Bach  
House of Mozart  
House of Beethoven  
House of Billy Holiday  
House of Nina Simone  
House of Frank Sinatra  
House of Buddy Rich  
House of Travis Barker

House of Ringo Starr  
House of Sound Technician  
House of Composer  
House of Session Recorder  
House of Rolling Stones  
House of Kiss  
House of Ramones  
House of Cats  
House of West Side Story  
House of Guys and Dolls





# Video Game Elements in the Classroom

Some video game elements that can be incorporated into a gameful classroom:

**Avatars**

**Points**

**Badges**

**Levels**

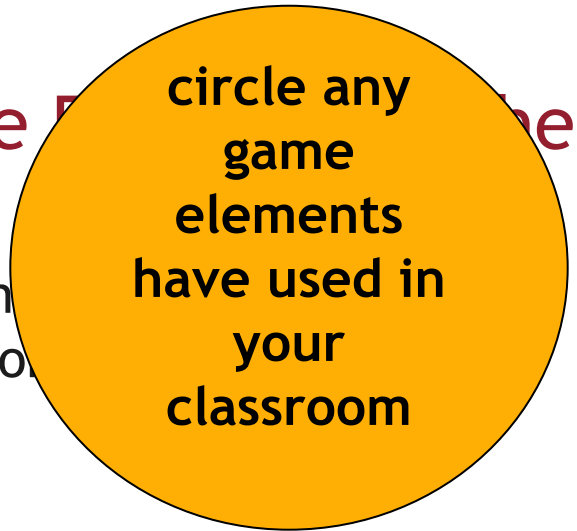
**Leaderboards**

**Unlock/Special  
Challenges**



# Video Game Elements in the Classroom

Some video game elements have been incorporated into a gameful classroom.



**Avatars**

**Points**

**Badges**

**Levels**

**Leaderboards**

**Unlock/Special Challenges**

Students, draw anywhere on this slide!



# Video Game Elements in the Classroom



## AVATARS

An avatar is a graphical representation of a user or the user's alter ego or character.

Draw your avatar!



Students, draw anywhere on this slide!



# Video Game Elements in the Classroom

## **BADGES**

Badges can be used to recognize student achievement on a specific assignment or their excellence more broadly in your course. Badges are flexible: you decide how they're awarded, and how they relate to student progress.



# Video Game Elements in the Classroom

**BADGES** Get ready to keep track of your XP!

Give yourself 1000XP per year in education

**10+ YEARS**

When you  
earn the  
10+ Years  
badge, you  
earn a  
bonus  
1000XP!

# Video Game Elements in the Classroom

## BADGES



# Video Game Elements in the Classroom

## BADGES



# Video Game Elements in the Classroom



**ANDREA DAVIS**  
**12250XP**





# Level Up!

I will play the theme from a video game.  
Select the game that matches the music.  
There will be 5 themes played.



# Level Up!

## Theme 1



Students choose an option

 Audio Included

Pear Deck Interactive Slide  
Do not remove this bar

# Level Up!

## Theme 2



Students choose an option

 Audio Included

Pear Deck Interactive Slide  
Do not remove this bar

# Level Up!

## Theme 3



Students choose an option

 Audio Included

Pear Deck Interactive Slide  
Do not remove this bar

# Level Up!

## Theme 4



Students choose an option

 Audio Included

Pear Deck Interactive Slide  
Do not remove this bar

# Level Up!

## Theme 5



Students choose an option

 Audio Included

Pear Deck Interactive Slide  
Do not remove this bar



# Level Up!

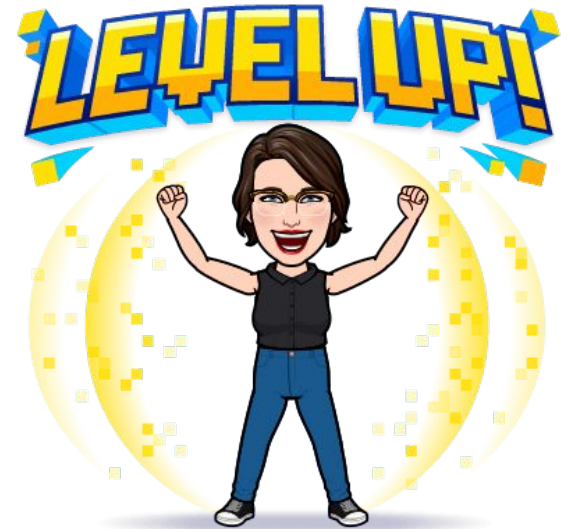


# Level Up!



You've completed Level 1: Intro to Gamification- + 500XP!

If you got 3 or more themes correct- bonus -50XP!



# The Three Keys of Gamification



## CHOICE

Supporting autonomy means students have some choice over their learning environment. This creates a feeling of ownership over their education. Rubrics are your friends!

Classroom example: This semester, we're going to learn the recorder. With your recorder, you'll get our recorder packet, which has all the music we'll be learning this semester. Each class, we'll learn and practice new skills, and you'll have the opportunity to practice independently. Each class will also have time for you to demonstrate your learning to level up, when you're ready. Each level is harder than the one before, and you'll be able to track your progress with your recorder colored belts!

The Framework of "Recorder Karate" can be applied to many concepts, instruments, and grade levels.

# The Three Keys of Gamification

## **FREEDOM TO FAIL**



You can set up learning opportunities in a way that minimizes risks for students so that they'll be more likely to choose assignments outside their comfort zone and expand their skill set, and less likely to stick with assignments where they know they'll do well.

Class example 1- Whole class

Class example 1- Individual differentiation

This is a great opportunity for students with any learning differences to demonstrate what they have learned and to encourage strengthening skills that are areas of growth. If you have a students who always chooses written demonstration of learning, you can make completion of an aural assignment a powerup or bonus. Instead of “You’re not allowed to do the written assignment because you always do it” it becomes “This assignment type is more difficult, so it is worth more points”

# The Three Keys of Gamification



## BUILD UP

In traditional grading systems, students start with the best grade they will ever get. On day 1 they have 100% and lose points as they complete assessments throughout the course. In a gameful system students start at 0 points and earn their way toward their goal in a way that suits their unique situations. You all started the day with 0XP, and have been gaining more as we go along! Just like knowledge, students can't lose XP or badges they've earned, that belongs to them. Maybe some days/assignments they earn *less* points than before, but what they have learned and earned is theirs.

