# At the Olympic Games

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Level: 3º of Primary
Subject: English

## NEEDS

After observing our 3rd grade students during a certain period of time, we realized they are quite undermotivated towards the English subject. *

On the other hand, many learners show great interest towards sports, and most of them use to practice and play them after school. We will take advantage of this aspect using sports as our "excuse" to gamify our class. *

## OBJECTIVES:

* To increase motivation towards the English subject.
  To promote cooperative learning.
* To encourage social skills such as tolerance and respect.
  To increase learner's autonomy.
* To create a pleasant classroom atmosphere.

## MECHANICS

Our gamification project basically consists in an Olympic stadium *(picture 1)* with five tracks, where students in five groups will participate in a "race". They will progress in the race after obtaining a certain amount of points for their projects, activities and behaviours.
Each group will get a reward *(picture 2)* when it makes a progress in the race, reaching certain amount of points.
Each group is represented by an avatar, which are mascots of different countries where Olympic Games where celebrated *(picture 3)*.

## DYNAMICS

- REWARDS: we will use a reward chart with group and whole class rewards (picture 2). In this way, we were encouraging competition as well as cooperation.
- STATUS: each pupil will have a particular role within their group in projects and activities, which will serve to progress in the gamification system.
  - SELF EXPRESSION: players, in groups, will be represented by avatars (picture 3).

## AESTHETICS

As we have mentioned, sport is the chosen topic, based on our students' interest. The use of an Olympic stadium board and mascots as avatars will allow us to introduce certain historical aspects of Olympic Games as well as to show a variety of sports students probably didn't know. In short, to create an sport environment to increase motivation.

## NARRATIVE

Each student will become a professional athlete of a certain country (same country for all group members). They were selected as the best sportsmen/women of the world, and they will compete in a final race in which the most relevant aspect is not to win, but to participate as a real team.

"Are you ready to play in the most important Olympic race of all times? As a relay race, a team can only progress if all group members collaborate and work together to reach the common objective. So, if you are not ready to work as a team, it will be very hard for you and your partners to progress.

From now and so on, the game starts! Good luck to everyone."

## RULES

* As I have mentioned before, in the race will participate 5 groups. These groups will start with 0 points in the starting line (picture 1).
* One way to win points and advance is with a peer evaluation rubric of oral presentation (picture 4) of different projects carried out by the teams during the school year.
* Another way to get points is with daily correct behaviours and actions (picture 5). We will use the ClassDojo app to reinforce these behaviours and as a point management system.
* Teams will achieve a team reward when they get 25, 50, 75, 100, 125 and 150 points.
* The whole class will get a reward when they get 125, 250, 275, 500, 625 and 750 points (adding all teams punctuation) (picture 2).

## EVALUATION

Periodically, we should carry out an assessment of our gamification project to check if we are reaching the objectives previously mentioned, modifying it if necessary. Some changes we can carry out:

- Form new groups each certain time.
- Reset the punctuation.
- Give more or less point for certain behaviours or actions.
- Add new ways of winning points.
- Modify some rewards.
- Add extra rewards.
- A competition between different classrooms or even courses.
- And so on...

## RESOURCES

- A board game of the Olympic Stadium (picture 1)
- A reward chart (picture 2)
- Olympic mascots as avatars (picture 3)
- A rubric to obtain points (picture 4)
- A behaviour chart (picture 5)
- ClassDojo.

## DIFFUSION

Our school virtual classroom will inform everyone interested in our gamification system.
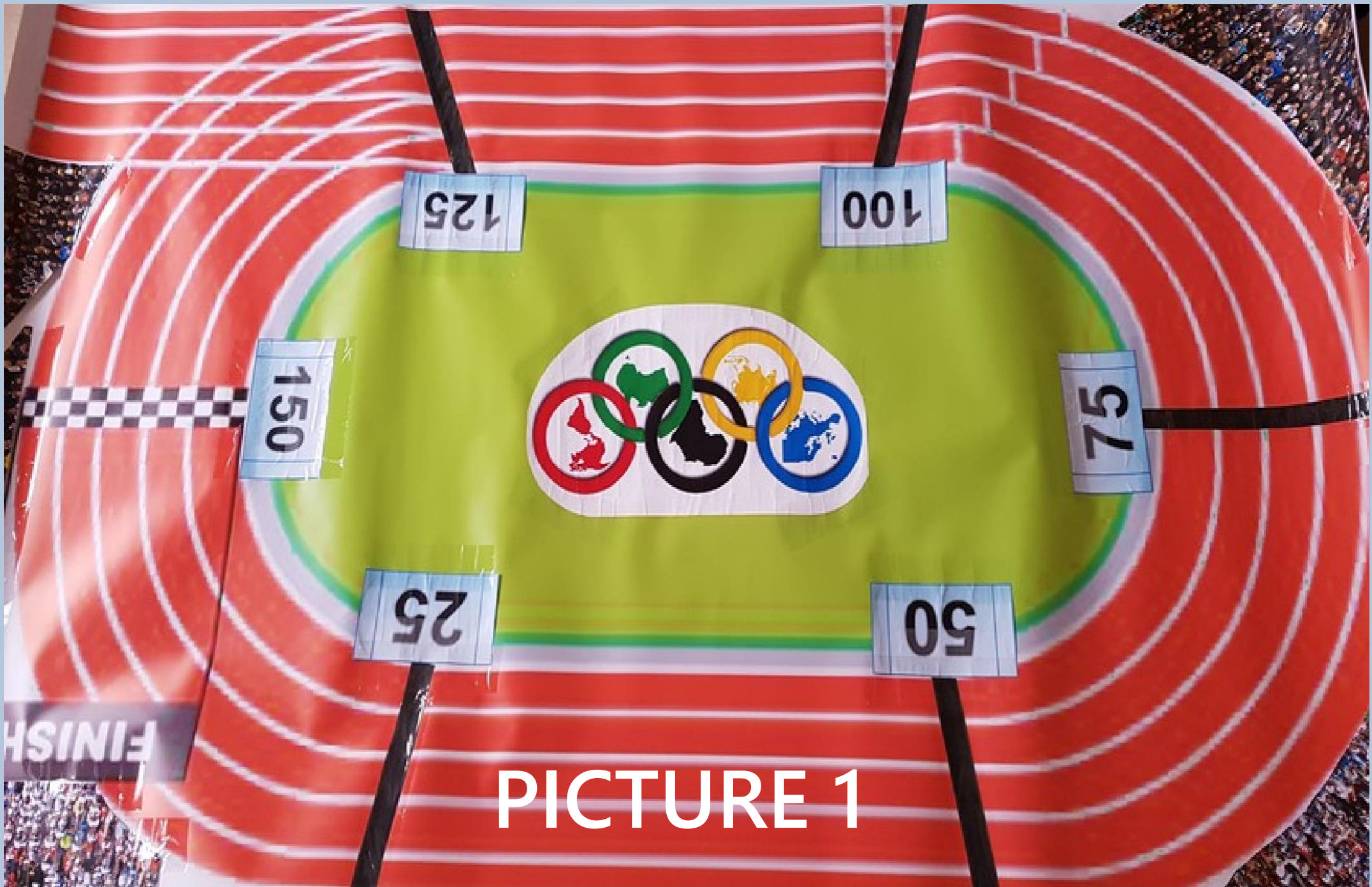
PICTURE 1

## CLASSROOM REWARDS CHART

| GROUP REWARDS | POINTS | WHOLE CLASS REWARDS | POINTS |
|---|---|---|---|
| Sit by a friend for a day | 25 | Select the next activity | 125 |
| Use the teacher's chair | 50 | 5 min. extra break | 250 |
| Choose a song at the end of the class | 75 | No homework for a week | 375 |
| Sit by a friend for a week | 100 | Popcorn for everyone | 500 |
| Choose a game at the end of the lesson | 125 | Watch a movie | 625 |
| Surprise gift! | 150 | No class! Play time! | 750 |

PICTURE 2

PICTURE 3

| Pupil: _____ | | | | Grade: |
|---|---|---|---|---|
| **SKILLS** | WOW, ALWAYS!<br><br>(4 points) | YES, MOSTLY!<br><br>(3 points) | YES, BUT SOMETIMES<br><br>(2 points) | NO, NO YET...<br><br>(1 point) |
| Speak out loud | | | | |
| Say words and sentences clearly | | | | |
| Remember what to say | | | | |
| Speak not too fast or slow | | | | |
| Use gestures and facial expressions | | | | |
| Look at the audience | | | | |
| | 😁 | 🙂 | 😐 | 🙁 |
| **Total Score:** | | | | |
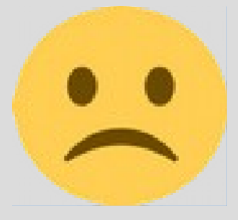
# PICTURE 4

PICTURE 5