**An introduction to incorporating games into lesson plans.**

**[Dan Ireton (K-State Libraries).](http://www.lib.k-state.edu/staff/staff.php?eid=dli6873)**

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A gamified lesson is really just an engaged lesson with points awarded for participation.

One method I've used in a fifty minute classroom for library instruction is the use of 'achievements' for participation.  In this, there's first a short explanatory portion of the lesson setting up the goals and objectives of the class - here I give out a 'survived the tutorial' achievement.  This one goes to all students present in the class - this ensures that everyone present leaves with at least some points and a small sense of accomplishment.

During the tutorial portion, individual achievement points can be awarded for asking questions and/or demonstrating resources (such as catalog searches, databases, etc.) While the rest of the achievements are designed for library instruction they can be fairly easily modified for other content.

Following the tutorial, students divide into groups and develop a topic statement for their research, hopefully a narrow subject within the larger framework of the research objectives for a class assignment.  Students present their group topics in turn and vote on the best research question/topic proposed (groups cannot vote for themselves, keeping them honest).  Students return to their groups to generate keywords they would use to start research on their topic.  As before, the best keyword set is elected the winner, and achievement points are awarded to the group.  Students then work individually to find an article supporting either the group's presented topic or one related to their own research.  The best piece of evidence wins several bonus points.  The student with the most points at the end of the class/lesson wins an additional achievement.

I've attached a number of sample achievement cards.  I've successfully implemented this gamified lesson several times in the last semester in technology rich classrooms (one computer per student with an additional computer and projector) in 50 minute sessions for approximately 20 students.

Achievement Unlocked: N’arrowed the Topic!

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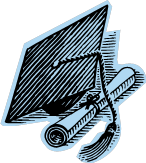
Achievement Unlocked: N’arrowed the Topic!



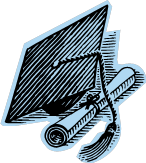
Achievement Unlocked: Survived the Tutorial

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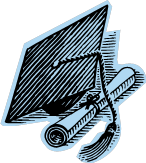
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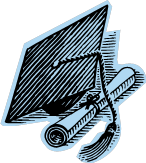
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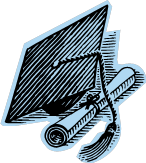
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Achievement Unlocked: Crushed a Resource!



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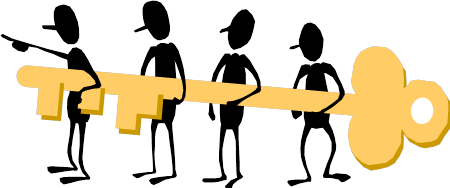
Achievement Unlocked: Crushed a Resource!



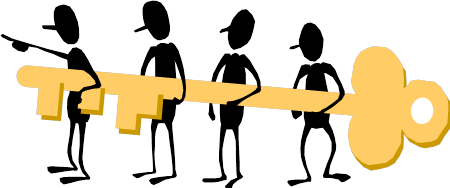
Achievement Unlocked: Best Keyword Set!

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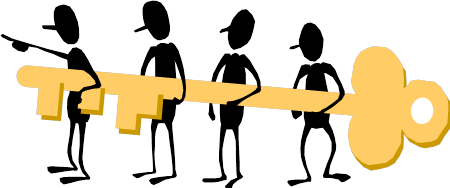
Achievement Unlocked: Best Keyword Set!



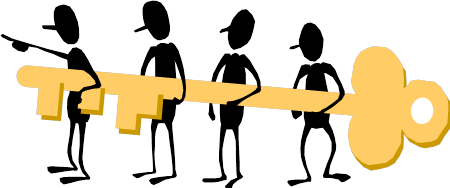
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