



EduTrend Contents

EDUTECH · DESIGNING GAMIFIED LESSONS · HIGH SCHOOL

Design and Pilot a Gamified Lesson

Follow a six-step planning sequence and pilot a lesson with peers

Ages 15–18

Level: Advanced

90 minutes

Teams of 3

Activity 05

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 05 · AT A GLANCE

Design and Pilot a Gamified Lesson

Teams plan a 20-minute gamified lesson for younger students using six steps: define the objective and how you will know it is met; choose one core mechanic; set no more than three rules; decide what earns progress; plan feedback at every stage; build in reflection. They pilot it with peers, collect evidence and refine.

Learning outcomes

By the end of the session students can:

- write measurable objectives;
- choose a fitting mechanic;
- design progress, feedback and reflection;
- pilot and refine with evidence.

KEY WORDS

objective · mechanic · rules ·
progress · feedback · pilot

CURRICULUM LINKS

Education: lesson design.
Psychology: motivation and
feedback. English: clear
instructions.

1**GOAL**

What is the
learning goal?

2**CHALLENGE**

What is the task?

3**FEEDBACK**

How do players
know?

4**PROGRESS**

How is growth
shown?

5**RETRY**

Can they try again?

6**REFLECT**

Did it help
learning?

Materials (per team)

- Planning template
- Prototyping materials
- Feedback forms
- Worksheets 1, 2 and 3

Before the session

- Print templates.
- Gather materials.
- Plan peer pilot groups.
- Print worksheets.

SAFETY

No specific hazards. Keep feedback respectful.

ACTIVITY 05 · SESSION PLAN

Step by step

Most first designs have too many rules; cap them at three.

Time	What happens	Say or ask
0–15 min Objective	Write objective and evidence.	<i>“How will you know?”</i>
15–35 min Design	Mechanic, rules, progress, feedback.	<i>“What earns progress?”</i>
35–45 min Reflection	Plan the ending.	<i>“How does it link to learning?”</i>
45–75 min Pilot	Run with peers.	<i>“Did they meet the objective?”</i>
75–90 min Refine	Improve using evidence.	<i>“What will you change?”</i>

CHALLENGE CARD (print or copy onto the board)

Plan a gamified lesson with the six-step sequence, pilot it with peers and refine it using evidence of learning.

ACTIVITY 05 · FACILITATOR NOTES

The lesson design know-how in brief

Starting from the objective, then choosing one mechanic that fits it, keeps a gamified lesson focused on learning rather than on the game.

Rewarding effort, accuracy and correction rather than speed alone, and ending with reflection that links the game to learning, are hallmarks of effective gamified lessons.

Common ideas to listen for

- “More mechanics make it more fun.” One well-chosen mechanic is better.
- “Rules can be complex.” Keep three or fewer.
- “If they enjoyed it, it worked.” Check the objective.

Adapting the activity

Support

Provide a completed example plan.

Stretch

Plan a three-lesson gamified unit.

WORKSHEET 1

Six-step plan

Name: _____

Class: _____ Date: _____

Plan your lesson.

Six-step plan

Step	Our plan
Objective	
Mechanic	
Rules (max 3)	
Progress	
Feedback	
Reflection	

WORKSHEET 2

Pilot evidence

What happened?

Pilot evidence

Evidence	Objective met?	Notes
1		
2		
3		

WORKSHEET 3

Refinement

Improve the design.

Changes we will make and why

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Writes objectives	Designs coherently	Refines with evidence

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Design and Pilot a Gamified Lesson is a sample activity from the EduTrend Contents Edutech Designing Gamified Lessons programme (high school, level: advanced). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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