



EduTrend Contents

EDUTECH · GAMIFICATION TOOLS AND PLATFORMS · HIGH SCHOOL

Data Behind the Points

Audit what gamified platforms collect and design a responsible policy

Ages 15–18

Level: Advanced

75 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

Data Behind the Points

Teams study privacy information for gamified learning platforms (provided extracts or real policies). They map what data is collected, such as scores, time on task and behaviour points, who can see it, where it is stored and how long it is kept. Teams identify risks, such as public rankings or behaviour data shared widely, and draft a policy.

Learning outcomes

By the end of the session students can:

- identify data collected by platforms;
- map data flows and access;
- assess risks to learners;
- draft a responsible policy.

KEY WORDS

data protection · privacy policy ·
data flow · retention · consent · risk

CURRICULUM LINKS

Law: data protection. Ethics:
surveillance and fairness.
Computing: information systems.

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)

- Privacy policy extracts
- Data flow template
- Policy template
- Worksheets 1, 2 and 3

Before the session

- Collect policy extracts.
- Print templates.
- Plan teams.
- Print worksheets.

SAFETY

Use extracts; do not create accounts or enter
real pupil data.

ACTIVITY 05 · SESSION PLAN

Step by step

Behaviour points shared with families can help or harm; discuss both sides carefully.

Time	What happens	Say or ask
0–10 min Hook	What data does a points system create?	<i>"Who can see it?"</i>
10–30 min Audit	Map data collected.	<i>"Is it necessary?"</i>
30–45 min Flows	Map storage and access.	<i>"Where does it go?"</i>
45–60 min Risks	Assess risks.	<i>"Who could be harmed?"</i>
60–75 min Policy	Draft rules.	<i>"What would you require?"</i>

CHALLENGE CARD (print or copy onto the board)

Audit the data behind a gamified platform, map who can access it and draft a responsible school use policy.

ACTIVITY 05 · FACILITATOR NOTES

The tools know-how in brief

Gamified platforms collect data such as scores, response times and behaviour points. Data protection principles include collecting only what is needed, keeping it secure and being clear about how it is used.

Public rankings and widely shared behaviour data can affect how learners are seen. A responsible policy limits visibility, sets retention periods and checks that tools meet the school's data obligations.

Common ideas to listen for

- “It is only game data.” It is personal data.
- “If it is legal, it is fine.” Consider fairness too.
- “Families should see everything.” Consider pupils’ views.

Adapting the activity

Support

Provide a completed example flow.

Stretch

Compare policies of two platforms.

WORKSHEET 1

Data audit

Name: _____

Class: _____ Date: _____

What is collected?

Data audit

Data	Why collected	Necessary?
1		
2		
3		
4		
5		

WORKSHEET 2

Data flow

Who sees it?

Data flow

Data	Stored where	Who can access	Kept how long
1			
2			
3			

WORKSHEET 3

Policy draft

Your rules.

Our responsible use policy

FOR THE TEACHER

Assessment checklist

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

Student	Audits data	Maps flows	Drafts policy

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

ABOUT THIS ACTIVITY

Data Behind the Points is a sample activity from the EduTrend Contents Edutech Gamification Tools and Platforms 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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