



EduTrend Contents

EDUTECH · CASE STUDIES AND SUCCESS STORIES · MIDDLE SCHOOL

Story or Evidence?

Sort statements from gamification success stories into claims and evidence

Ages 12–14

Level: Intermediate

45 minutes

Groups of 3–4 · up to 30

Activity 03

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

ACTIVITY 03 · AT A GLANCE

Story or Evidence?

Groups receive statement cards taken from illustrative gamification success stories written for this activity. They sort each card into claim, evidence or opinion, then identify what is missing: a baseline, a comparison group, a learning measure or a check on whether effects lasted. Each group rewrites one story so that it would convince a sceptical head teacher.

Learning outcomes

By the end of the session students can:

- tell a claim from evidence;
- identify missing information;
- explain why a baseline matters;
- rewrite a story with evidence.

KEY WORDS

claim · evidence · opinion · baseline
· comparison · sceptical

CURRICULUM LINKS

English: persuasive and non-fiction texts. Science: fair testing. PSHE: media literacy.

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 group)

- Statement cards from three illustrative stories
- Sorting mat: claim, evidence, opinion
- Worksheets 1, 2 and 3

Before the session

- Print and cut statement cards.
- Label them as illustrative examples.
- Print sorting mats.
- Prepare one model sort.

SAFETY

Stories are illustrative, not real schools. Discuss claims respectfully.

ACTIVITY 03 · SESSION PLAN

Step by step

Emphasise that the stories are invented for practice.

Time	What happens	Say or ask
0–5 min Launch	Read one bold claim aloud.	<i>“Would you believe it? Why?”</i>
5–20 min Sort	Groups sort cards.	<i>“Is this a fact or a feeling?”</i>
20–30 min Gaps	Identify missing information.	<i>“What would you need to know?”</i>
30–40 min Rewrite	Rewrite one story with evidence.	<i>“Would a sceptic accept it?”</i>
40–45 min Share	Share rewrites.	<i>“What changed?”</i>

CHALLENGE CARD (print or copy onto the board)

Turn a vague success story into one that a sceptical reader would accept, by adding the right kind of evidence.

ACTIVITY 03 · FACILITATOR NOTES

The evaluation know-how in brief

A claim says something happened; evidence shows it, ideally compared with a baseline or similar group.

Reviews of gamification research find that effects vary by context and design, so single success stories need careful checking.

Common ideas to listen for

- “Pupils loved it, so it worked.” Enjoyment is not learning.
- “Scores went up, so the game caused it.” Other things may explain it.
- “One class is enough.” Results can vary.

Adapting the activity

Support

Give sentence starters for each category.

Stretch

Design a comparison group for one story.

WORKSHEET 1

Card sort

Name: _____

Class: _____ Date: _____

Record each card.

Card sort

Card	Claim / evidence / opinion	Why

WORKSHEET 2

What is missing?

Check each story.

What is missing?

Story	Baseline?	Comparison?	Learning measure?	Lasting?
1				
2				
3				

WORKSHEET 3

Our rewrite

Rewrite one story with evidence.

Our improved success story

FOR THE TEACHER

Assessment checklist

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

Student	Separates claim and evidence	Identifies gaps	Rewrites convincingly

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

ABOUT THIS ACTIVITY

Story or Evidence? is a sample activity from the EduTrend Contents Edutech Case Studies and Success Stories programme (middle school, level: intermediate). 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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