



EduTrend Contents

EDUTECH · FUTURE TRENDS AND INNOVATIONS IN GAMIFICATION · PRIMARY

Badge Designers

Design a class badge for a skill grades miss, with clear criteria everyone understands

Ages 8–11

Level: Developing

45 minutes

Pairs · up to 30

Activity 02

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

ACTIVITY 02 · AT A GLANCE

Badge Designers

Pupils discuss skills that grades often miss, such as teamwork, kindness in feedback or finishing a project. Each pair chooses one skill and designs a badge on paper: a symbol, a name, three clear criteria and the evidence needed to earn it. Pairs swap designs and check whether another pupil could tell exactly when the badge has been earned.

Learning outcomes

By the end of the session pupils can:

- identify skills worth recognising;
- write clear criteria;
- decide what evidence counts;
- give feedback on clarity.

KEY WORDS

badge · criteria · evidence · skill ·
clear · fair

CURRICULUM LINKS

PSHE: recognising strengths. Art:
symbol design. English: precise
writing.

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 pair)

- Badge template sheets
- Coloured pencils
- Example badge with criteria
- Worksheets 1, 2 and 3

Before the session

- Print templates.
- Prepare an example badge.
- List skills for discussion.
- Plan pairs.

SAFETY

Badges recognise effort and skills, never
compare or rank pupils publicly.

ACTIVITY 02 · SESSION PLAN

Step by step

Link to Open Badges: digital badges can carry the criteria and issuer inside them.

Time	What happens	Say or ask
0–8 min Launch	Discuss skills grades miss.	<i>“What do you do well that tests don’t show?”</i>
8–28 min Design	Pairs design badge and criteria.	<i>“How would someone know they earned it?”</i>
28–38 min Swap	Pairs test each other’s criteria.	<i>“Is it clear?”</i>
38–45 min Improve	Revise and share.	<i>“What did you change?”</i>

CHALLENGE CARD (print or copy onto the board)

Design a badge so clear that anyone in the class could tell whether it has been earned.

ACTIVITY 02 · FACILITATOR NOTES

The innovation know-how in brief

A badge only has value if people understand what it stands for, so clear criteria and evidence matter more than the picture.

Digital badge standards such as Open Badges store information about what was achieved and who issued it inside the badge.

Common ideas to listen for

- “A badge is just a sticker.” It stands for a skill.
- “Criteria can be vague.” Everyone must understand them.
- “More badges is better.” Few, meaningful badges work best.

Adapting the activity

Support

Give criteria starters: “I can...”.

Stretch

Design a three-level badge path.

WORKSHEET 1

Badge design

Name: _____

Class: _____ Date: _____

Plan your badge.

Badge design

Part	Our idea
Skill	
Badge name	
Symbol	
Criterion 1	
Criterion 2	
Criterion 3	
Evidence needed	

WORKSHEET 2

Clarity check

Test another pair’s badge.

Clarity check

Criterion	Clear?	Suggestion

WORKSHEET 3

Why our badge matters

Explain.

Our badge recognises... It matters because...

FOR THE TEACHER

Assessment checklist

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

Pupil	Chooses a meaningful skill	Writes clear criteria	Gives useful feedback

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

ABOUT THIS ACTIVITY

Badge Designers is a sample activity from the EduTrend Contents Edutech Future Trends and Innovations in Gamification programme (primary, level: developing). 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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