



EduTrend Contents

EDUTECH · CASE STUDIES AND SUCCESS STORIES · HIGH SCHOOL

Evaluate a Success Story

Critique an illustrative gamification case study and write an evaluation plan

Ages 15–18

Level: Advanced

75 minutes

Teams of 3–4 · up to 30

Activity 05

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

ACTIVITY 05 · AT A GLANCE

Evaluate a Success Story

Teams read an illustrative case study of a whole-school gamified challenge, written for this activity, that claims big gains. They list alternative explanations, identify which pupils might be missed by averages, and check whether effects lasted. Each team then writes an evaluation plan with a baseline, measures, groups to compare, a follow-up check and a commitment to share results that did not work.

Learning outcomes

By the end of the session students can:

- critique a case study;
- identify alternative explanations;
- plan a fair evaluation;
- commit to sharing negative results.

KEY WORDS

case study · confounding · baseline
· subgroup · follow-up ·
transparency

CURRICULUM LINKS

Psychology and sociology:
research methods. Maths:
statistics. Citizenship: evidence in
policy.

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)

- Illustrative case study (two pages)
- Evaluation plan frame
- Highlighters
- Worksheets 1, 2 and 3

Before the session

- Print the case study, labelled illustrative.
- Print plan frames.
- Prepare a model critique point.
- Plan teams.

SAFETY

The case is invented. Discuss schools and pupils respectfully; no real data.

ACTIVITY 05 · SESSION PLAN

Step by step

Encourage teams to find at least three alternative explanations.

Time	What happens	Say or ask
0–10 min Launch	Read the case study.	<i>“Do you believe it?”</i>
10–30 min Critique	Highlight claims and list alternative explanations.	<i>“What else could explain it?”</i>
30–45 min Groups	Consider who averages hide.	<i>“Who is at the bottom?”</i>
45–65 min Plan	Write an evaluation plan.	<i>“How will you know?”</i>
65–75 min Share	Present plans.	<i>“Would you share failure?”</i>

CHALLENGE CARD (print or copy onto the board)

Write an evaluation plan strong enough to tell whether this success story would really work in your school.

ACTIVITY 05 · FACILITATOR NOTES

The evaluation know-how in brief

Alternative explanations, such as a new teacher or an easier test, can produce gains that look like the game's effect.

Meta-analyses report small to moderate positive effects of gamification on average, with wide variation, so local evaluation matters.

Common ideas to listen for

- “A published story is proof.” Check the evidence.
- “Averages show everyone improved.” Look at subgroups.
- “Sharing failure is bad.” It prevents wasted effort.

Adapting the activity

Support

Give a list of possible alternative explanations.

Stretch

Add a comparison group design.

WORKSHEET 1

Claims and alternatives

Name: _____

Class: _____ Date: _____

For each claim, list other explanations.

Claims and alternatives

Claim	Evidence given	Alternative explanation

WORKSHEET 2

Evaluation plan

Complete each row.

Evaluation plan

Element	Our plan
Baseline	
Learning measure	
Engagement measure	
Groups to compare	
Follow-up check	
How we share results	

WORKSHEET 3

Our verdict

Write your judgement.

How convincing is this story, and what would change your mind?

FOR THE TEACHER

Assessment checklist

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

Student	Critiques evidence	Plans fair evaluation	Considers subgroups and follow-up

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

ABOUT THIS ACTIVITY

Evaluate a Success Story is a sample activity from the EduTrend Contents Edutech Case Studies and Success Stories 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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