



EduTrend Contents

EDUTECH · GAMIFICATION TOOLS AND PLATFORMS · PRIMARY

Tool Types Sort

Sort learning tools into four types and match them to jobs

Ages 8–11

Level: Developing

40 minutes

Groups of 3 · 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

Tool Types Sort

Groups receive description cards of learning tools without brand names, such as “a quick quiz with points and a timer” or “a building world where you make and share things”. They sort them into four types: live quiz tools, learning platforms, class-culture tools and creative platforms. Then they match each type to a job, such as checking what we remember.

Learning outcomes

By the end of the session pupils can:

- sort tools into types;
- describe what each type does;
- match tools to learning jobs;
- explain a choice.

KEY WORDS

quiz tool · learning platform · class-culture tool · creative platform · purpose

CURRICULUM LINKS

Computing: using technology purposefully. PSHE: making choices. English: explaining.

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)

- Tool description cards
- Job cards
- Sorting mats
- Worksheets 1, 2 and 3

Before the session

- Print description and job cards.
- Prepare mats.
- Plan groups.
- Print worksheets.

SAFETY

No specific hazards. No accounts needed.

ACTIVITY 02 · SESSION PLAN

Step by step

Using descriptions rather than brand names keeps the focus on purpose, not popularity.

Time	What happens	Say or ask
0–5 min Hook	What tools have you used?	<i>“What did they help with?”</i>
5–20 min Sort	Four tool types.	<i>“Why does it go there?”</i>
20–32 min Match	Tools to jobs.	<i>“Which job suits it?”</i>
32–40 min Share	Explain choices.	<i>“Would another type work?”</i>

CHALLENGE CARD (print or copy onto the board)

Sort tool descriptions into four types, match each type to a learning job and explain your choices.

ACTIVITY 02 · FACILITATOR NOTES

The tools know-how in brief

Learning tools with game elements fall into broad types. Live quiz tools suit quick recall; learning platforms carry progress over time; class-culture tools reward agreed behaviours; creative platforms let pupils build and share.

Choosing a tool starts with the learning job. The same tool can help or hinder depending on how it is set up, for example with or without timers.

Common ideas to listen for

- “All game tools do the same thing.” They suit different jobs.
- “The most fun tool is always best.” Purpose matters.
- “Points always mean learning.” It depends what they reward.

Adapting the activity

Support

Use two types first.

Stretch

Invent a new tool type for a job.

WORKSHEET 1

Sort

Name: _____

Class: _____ Date: _____

Four tool types.

Sort

Type	Cards
Live quiz	
Learning platform	
Class-culture	
Creative	

WORKSHEET 2

Jobs

Match tools to jobs.

Jobs

Job	Best type	Why
1		
2		
3		
4		

WORKSHEET 3

Explain

Explain one choice.

Why this tool type fits this job

FOR THE TEACHER

Assessment checklist

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

Pupil	Sorts types	Matches jobs	Explains choices

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

ABOUT THIS ACTIVITY

Tool Types Sort is a sample activity from the EduTrend Contents Edutech Gamification Tools and Platforms 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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