



EduTrend Contents

EDUTECH · GAMIFICATION TOOLS AND PLATFORMS · MIDDLE SCHOOL

Tool Review Panel

Evaluate a gamified tool with six review questions

Ages 12–14

Level: Intermediate

50 minutes

Groups of 3 · up to 30

Activity 04

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

ACTIVITY 04 · AT A GLANCE

Tool Review Panel

Groups receive a profile of a gamified learning tool with its features, settings and data information. As a review panel, they answer six questions: what learning behaviour it rewards, whether leaderboards and timers can be switched off, what data it collects, whether it works on school devices, whether results can be exported, and what happens to content if payment stops.

Learning outcomes

By the end of the session students can:

- evaluate a tool against criteria;
- identify data and privacy issues;
- consider practical constraints;
- make a justified recommendation.

KEY WORDS

criteria · data protection · settings · export · free tier · recommendation

CURRICULUM LINKS

Computing: digital literacy.
Citizenship: data rights. Business: cost and value.

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 profile cards (fictional or real)
- Review question sheet
- Worksheets 1, 2 and 3

Before the session

- Prepare tool profiles.
- Print review sheets.
- Plan groups.
- Print worksheets.

SAFETY

No specific hazards. Do not enter personal details into any tool during review.

ACTIVITY 04 · SESSION PLAN

Step by step

Many tools share data or store content externally; the data questions often change decisions.

Time	What happens	Say or ask
0–8 min Hook	A tool everyone loves.	<i>"Should the school adopt it?"</i>
8–30 min Review	Six questions.	<i>"What evidence do you have?"</i>
30–40 min Decide	Recommend or not.	<i>"What conditions?"</i>
40–50 min Present	Share recommendations.	<i>"Would you change your mind?"</i>

CHALLENGE CARD (print or copy onto the board)

Review a gamified learning tool using six questions and present a justified recommendation to the school.

ACTIVITY 04 · FACILITATOR NOTES

The tools know-how in brief

A useful review asks what learning behaviour a tool rewards, whether competitive features can be switched off, what pupil data it collects and stores, and whether it fits school devices.

Practical questions matter too: can teachers export results for planning, and what happens to content if a paid plan ends? These affect long-term value.

Common ideas to listen for

- “Popular means good.” Check against criteria.
- “Free means no cost.” Data or limits may be the cost.
- “All settings are fixed.” Many can be changed.

Adapting the activity

Support

Provide answers for two questions as examples.

Stretch

Compare two tools side by side.

WORKSHEET 1

Review questions

Name: _____

Class: _____ Date: _____

Answer each.

Review questions

Question	Answer	Concern?
Learning rewarded		
Timers and boards off?		
Data collected		
Devices		
Export		
Cost and content		

WORKSHEET 2

Decision

Recommend?

Decision

Decision	Conditions
Yes / No / With conditions	

WORKSHEET 3

Recommendation

Write to the head teacher.

Our recommendation and reasons

FOR THE TEACHER

Assessment checklist

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

Student	Uses criteria	Spots data issues	Justifies decision

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

ABOUT THIS ACTIVITY

Tool Review Panel is a sample activity from the EduTrend Contents Edutech Gamification Tools and Platforms 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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