



## Level Up Your Class, The Gamification of Education in Grades 4-12

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| <b>Facilitator(s):</b> | Scott Hebert  |
| <b>Date:</b>           | August 21, 2017   |
| <b>Time:</b>           | 9:00 am – 3:30 pm   |
| <b>Cost:</b>           | \$50.00<br><br>(includes lunch, which is not prepared in a nut/gluten-free environment) |
| <b>Location:</b>       | Fort Saskatchewan (Our Lady of the Angels Catholic School)<br>9622 Sherridon Drive      |
| <b>Session Code:</b>   | 17-CR-353   |



### Who Should Attend

Grades 4-12 Teachers, Administrators, Instructional Leaders, Learning Coaches

### About this Learning Opportunity

Children, and adults for that matter, have never been more engaged by games than they are now. Why is that though? What draws people so deeply into games? What brings them back and what drives them to keep trying to improve in the face of great adversity? Can you harness the psychology behind game creation and turn your class into something all students will beg to be in?

In an education system designed where students start with 100% and lose as they go, Gamification flips this concept onto its head focusing on the individuals progression while increasing both intrinsic and extrinsic motivation exponentially. Can anyone do this?

Scott will demonstrate that you can and it is easier than you think! He has successfully turned his Grade 8 science course into a live action role playing game. Students compete against the teacher, each other, other teams and other classes in an effort to level up and progress! Sounds intimidating but it is not! You will walk out of this session inspired and driven to make changes to your teaching. Will you press start?

### Scott Hebert featured on Global News

### About the Facilitator(s)

**Scott Hebert** is a passionate and dedicated teacher who has taught K-12 Physical Education as well as Grade 7 & 8 Sciences for the past 6 years. His professional motto is "Would you want to be in your classroom?" and it is reflected in his daily teaching.

He is deeply passionate about technology in the classroom and believes that when used properly, it can peak interest in all students. He aims to be innovative and is constantly challenging himself to put new practices into play.

He was a recipient of the 2013 Alberta Excellence in Teaching Award and the 2015 Gamification of Education Project of the Year.

*This learning opportunity is being provided through funding from Alberta Education.*