

ALPHABET GAME

by The TICsTockers

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| Course: 3rd ESO | Students: 30 | Timing: 4 weeks |
| Subject / as: English | | |
| Contents: Traditional festivities in England: <ul style="list-style-type: none">- Shrove Tuesday.- Cheese Rolling.- May Day Parade.- Bonfire Night. | Learning Standards: - Become aware of the traditional festivities in England to have an idea of the country they are studying about. | Key Competences: Social. Linguistics. Cultural. |

Interests of the students: Parties, friends, leisure, family, tradition, celebrations.

Narrative:

Students are grouped into 6 groups of 5, to create playing teams. These groups will be formed by the teacher according to different criteria so that they are heterogeneous.

In "THE ALPHABET GAME" inspired by the Spain-wide famous TV challenge programme "Pasapalabra", the students will have to compete in teams to get the prize. This will not be easy, as students will have to be alert in case at any point in the class the teacher decides to ask a question.

All the teams receive points and decide how to manage them, therefore there are not winning or losing teams.

Scheme:**What are the different levels in the Gamification?**

The teams do not advance by levels per se but they will get more points as they give the fastest correct answer. Every group will start with a minimum of 100 points. By the end of the four weeks, the teams will have earned and spent as many points as they can. It must be noted that there are 2 lessons per week and this is thought to last four weeks, therefore 8 lessons. Since there are 26 letters in the alphabet, this means in every class at least 3 questions will be asked and answered.

How do players progress through the narrative?

The first team to answer will get 100 points, the second one 90, the third one 80 and so on. This is a “the fastest gets it” game. There will be a “rosco” with some questions on the festivities, alphabetically ordered. Every time everybody answers that letter’s question, the teacher will ask for the next one whenever s/he feels like it. Each team will get a button that they must press when they know the answer. They will be sitting in their heterogeneous groups in class so that when the teacher puts out the question, they can discuss in their groups and press the button. Since there are 6 groups of 5, it would be unfair for them to scream the answer out, so instead they have to write it on a piece of paper, press the button and raise their hands up. Then, the teacher will check if that is the correct answer. If so, they get the most points for being the first group, if not, they can try again. This way, the answer is kept a secret until all teams have written the correct option. Once this finishes, the teacher will count the points and write them with a whiteboard marker on the laminated leaderboard where the items for sale are also displayed, so that they know how much they can spend.

How do players see their progress? What do they receive? Is there a Leaderboard?

There is a physical board that shows the points of each team. By the end of the four weeks the teams will be able to exchange the points for beneficial rewards for them. This way, all the teams receive a prize, and it is up to them to shoot for the stars and try to get as many points as possible. Note that all teams start with a base of 100 points. The different items for sale and their prices are:

- 5 more minutes of recess time: 300 points
- No homework: 500 points
- 10 more minutes to complete the exam 600 points
- They choose one complementary activity for the class (a movie scene, play music during the lesson, they can sit by turns on the teacher’s chair, etc): 700 points
- No exam but a mini project on the exam contents: 1000 points

What marks the end of the game?

When all the questions in alphabetical order are answered, the game will finish. This will also coincide with the previous week of the exam. This way, students are aware of the goal and will want to reach the highest score to benefit from the prizes.

When do we play the game?

The game will take the last 10 minutes of each lesson, as a closing activity, during the four weeks established to complete the whole alphabet.