









Gamification with SMART lab

KNOWLEDGE, COMPREHENSION, APPLICATION, ANALYSIS, SYNTHESIS, EVALUATION

Lab	Display	Question Type	Details	Ideas + <i>Level Up Ideas</i>
 Fill In the Blanks	Board &/or SD	Fill in the Blank -Check answers (immediately, at end, or don't check)	300 characters 10 Blanks Doesn't support images	Skills: Deduction, Composition, Memory Quotes to introduce topic, character quotes, theories, rules, laws LU: use Shout it Out for students to write fill in the blank content (blanks in CAPS), Construct opinion statements with blanks and let them discuss RECALL, IDENTIFY, MANIPULATE, INFER, ARRANGE
 Flip Out	Board &/or SD	Flash Card interface	150 characters Supports images Switch what side is face up Lists use with Match'em Up	Skills: 1 to 1 Correspondence, Memory, Vocabulary Flash cards: vocab, facts, examples w pics, LU: add text boxes for sorting or classifying after practice, classify ideas, motivation, ethics RECOGNIZE, CLASSIFY, PRACTICE, DIFFERENTIATE, CATEGORIZE, INTERPRET
 Game Show	Board 2 teams/players	Multiple Choice True False	150 characters Doesn't support images. Questions Use with: Response 2, Monster Quiz, Speed Up	Skill: Review content, prior knowledge LU: Use Shout Out to collect questions for Game Show, add timer to limit discussion for teams, add randomized to call on students RECALL, REVIEW, COMPUTE, QUESTION, , INTERPRET
 Lab Reveal	Board &/or SD	Picture or Diagram with hidden labels		Skills: Memory, Deduction, Parts of Systems Diagrams, Processes, vocabulary label pics, study tool, students to check work LU: Add tasks under hot spots, turn study tool into an assignment, differentiate assigning different student groups different reveal tasks RECALL, CLASSIFY, PRACTICE, DIFFERENTIATE, CATEGORIZE, INTERPRET




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 <p>Match'em Up</p>	Board &/or SD	Matching two things together, one right answer	Optional Category Name Supports images Lists use with Flip Out	<p>Skills: 1 to 1 correspondence, Memory</p> <p>Vocabulary, concepts and examples, quotes and characters,</p> <p>LU: solve or answer question to match up one right hint. (i.e. 2^2+5^3 matches an odd number more than 110), cause & effect, parallel concepts</p> <p>RECOGNIZE, LOCATE, SOLVE, CATEGORIZE, RELATE,</p>
 <p>Monster Quiz</p>	Must Play w Student Devices, results shown on board	Multiple Choice True/False	Doesn't support images Some data collected on team performance and how questions were answered.	<p>Skills: Review content, activate prior knowledge</p> <p>Introduce vocabulary, review assigned reading,</p> <p>LU: students submit questions in Shout it Out for quiz after assigned reading, lesson, video...</p> <p>RECALL, REVIEW, COMPUTE, QUESTION, INTERPRET</p>
 <p>Rank Order</p>	Board &/or SD	Order or rank, optional rank bookends (ie smallest to largest) Check (immediately, at end, or no check)	Supports Images	<p>Skills: Comparison, deduction, sequencing, arrangement</p> <p>Smallest largest, first to last, most _ to least _,</p> <p>LU: Rank ideas (no check), rank most influential, most significant to least, share screenshot in Shout Out and discuss</p> <p>ORDER, DESCRIBE, RELATE, APPRAISE, ARRANGE, JUSTIFY</p>
 <p>Response 2</p>	Must have Student Devices, progress and results shown on board	Multiple choice, True/ False, Poll/opinion, short answer (25 characters)	Supports Images Use non image questions with Monster quiz, Speed Up, Game Show Detailed data exported to excel sheet,	<p>Skills: Review content, activate prior knowledge</p> <p>Quick: 5 ?s review or prior knowledge check, exit ticket, warm-up, check for understanding, scaffolding, create word cloud of ideas with short answer</p> <p>Assessment: Chapter quiz, test, review or prior learning check, track growth, grade, export to gradebook</p> <p>LU: Use as a pretest to create 2 or 3 differentiated activities</p> <p>RECALL, REVIEW, COMPUTE, QUESTION, INTERPRET</p>

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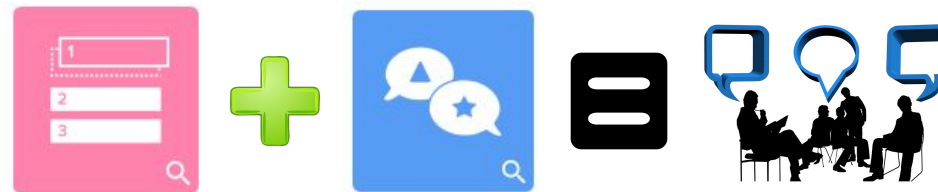
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 <p>Shout It Out</p>	<p>Student Devices required, responses shown on board</p>	<p>Open ended or Short Answer</p>	<p>Randomize: responses one space Categorize (2-4 categories) select a category for response 150 characters Supports image OR text responses (must be same for all participants)</p>	<p>Skills: Brainstorming, Personal Connections, Questioning, Conclusions and Connections Brainstorm, collect responses, quotes, personal connections, questions, back channel connections & questions, KWL, Review, schema LU: <i>students create categories for responses by adding text boxes and sorting, use images to symbolize big idea of lessons, 6 word conclusions & summary, ask & answer board</i> LIST, EXPRESS, PREDICT, QUESTION, CATEGORIZE, CONTRAST</p>
 <p>Speed Up</p>	<p>On Board- (4 players or teams)</p>	<p>Multiple Choice True False Check immediately</p>	<p>Does not support images Share questions with Monster Quiz, Response 2, Game Show</p>	<p>Skills: Encourages quick thinking, competition, memory recall Review memorized skills LU: <i>Choose the best answer, which is not correct, what answer would you get if you made this mistake?</i> RECALL, REVIEW, COMPUTE, QUESTION, INTERPRET</p>
 <p>Super Sort</p>	<p>Board &/or SD</p>	<p>Sorting into 2 groups Checks immediately</p>	<p>2 Required category names Images supported (NB 17)</p>	<p>Skills: Classification & Grouping Sort, classify, group, sort by True or False LU: <i>Solve before sorting, sort by range (dates, number range, cause & effect</i> RECOGNIZE, LOCATE, SOLVE, CATEGORIZE, RELATE</p>

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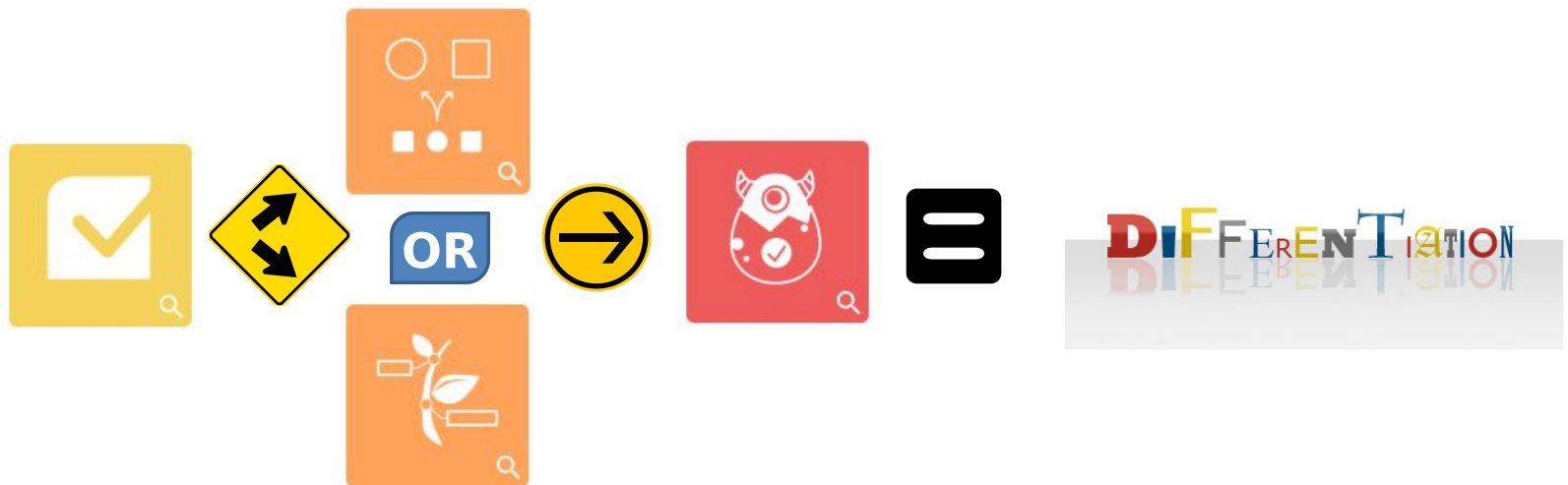
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Lab SMASHING



Rank & Defend

Rank ideas (ie most important to least important), share screenshot in Shout out, Justify your ranking & Discuss
Synthesis (arranging & organizing ideas)---> Evaluation (defend & justify)



1 Lesson 3 Labs

Pre-Test + Review Content or LEVEL UP with Lab Reveal w Tasks + Monster Quiz= Leveled Lesson

Gamification Lesson Building Challenge

Level- Up	Points	Your Score
1. Build a SMART Lab	50	
2. Build a SMART Response 2	100	
3. Add Gaming Component (star)	10 (per component)	
4. Save a List or Question Set	20	
5. Reuse List or Question Set	25	
6. Use an Image in Response 2 or Lab	10 (per picture)	
7. Build a NB Lesson Using More than One lab	100	
8. Use More Than One Lab TOGETHER	75	
9. Create a Pretest to Plan Differentiated Lessons Explain how you will differentiate on NB page	50 50	
10. Cover NB Page with Lesson Plan & Point Break Down	100	
11. Bloom's Points KNOWLEDGE , COMPREHENSION , APPLICATION , ANALYSIS , SYNTHESIS , EVALUATION	Add to each Lab or Response 2 20 (knowledge-application) 50 (analysis-evaluation)	