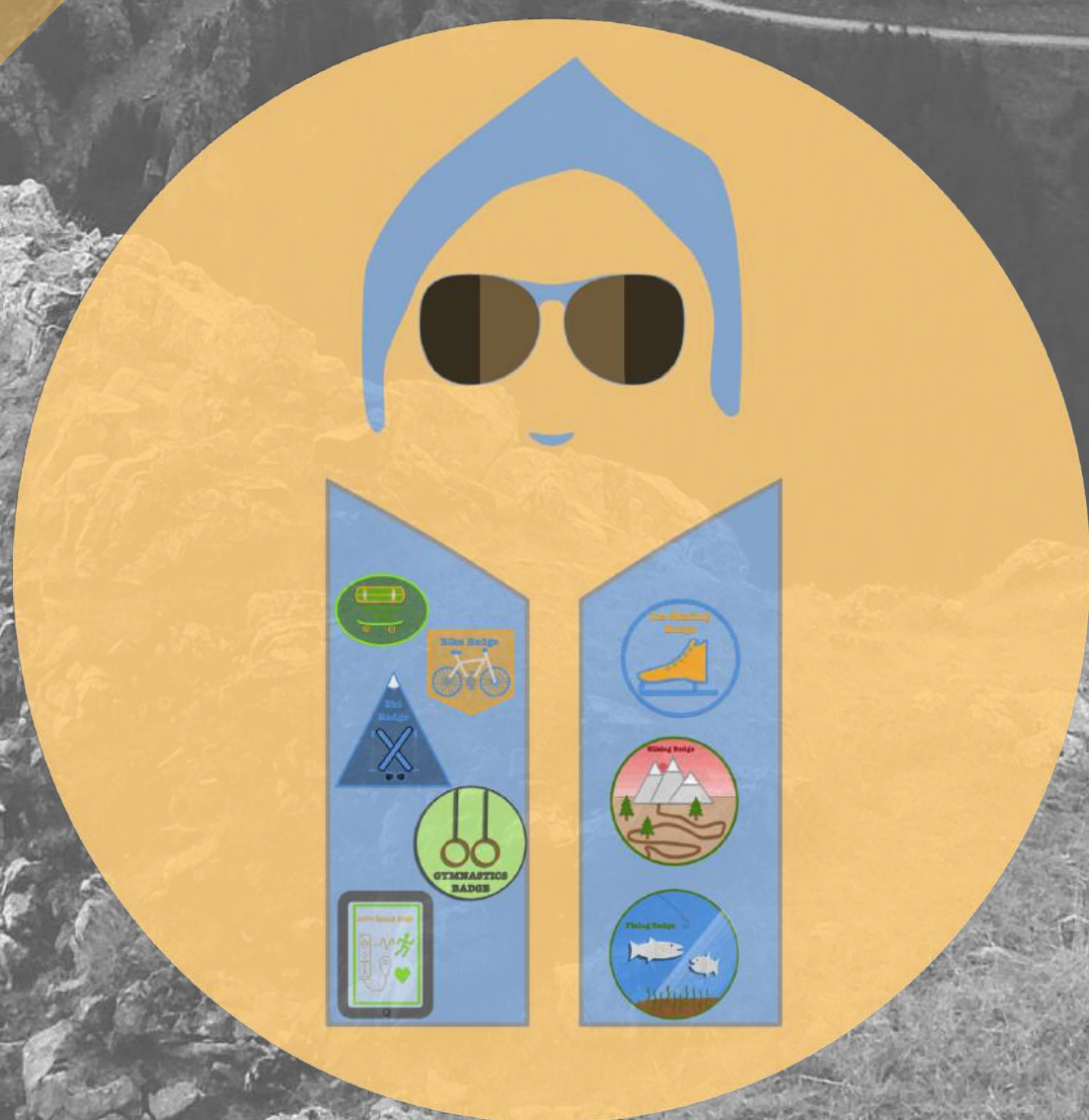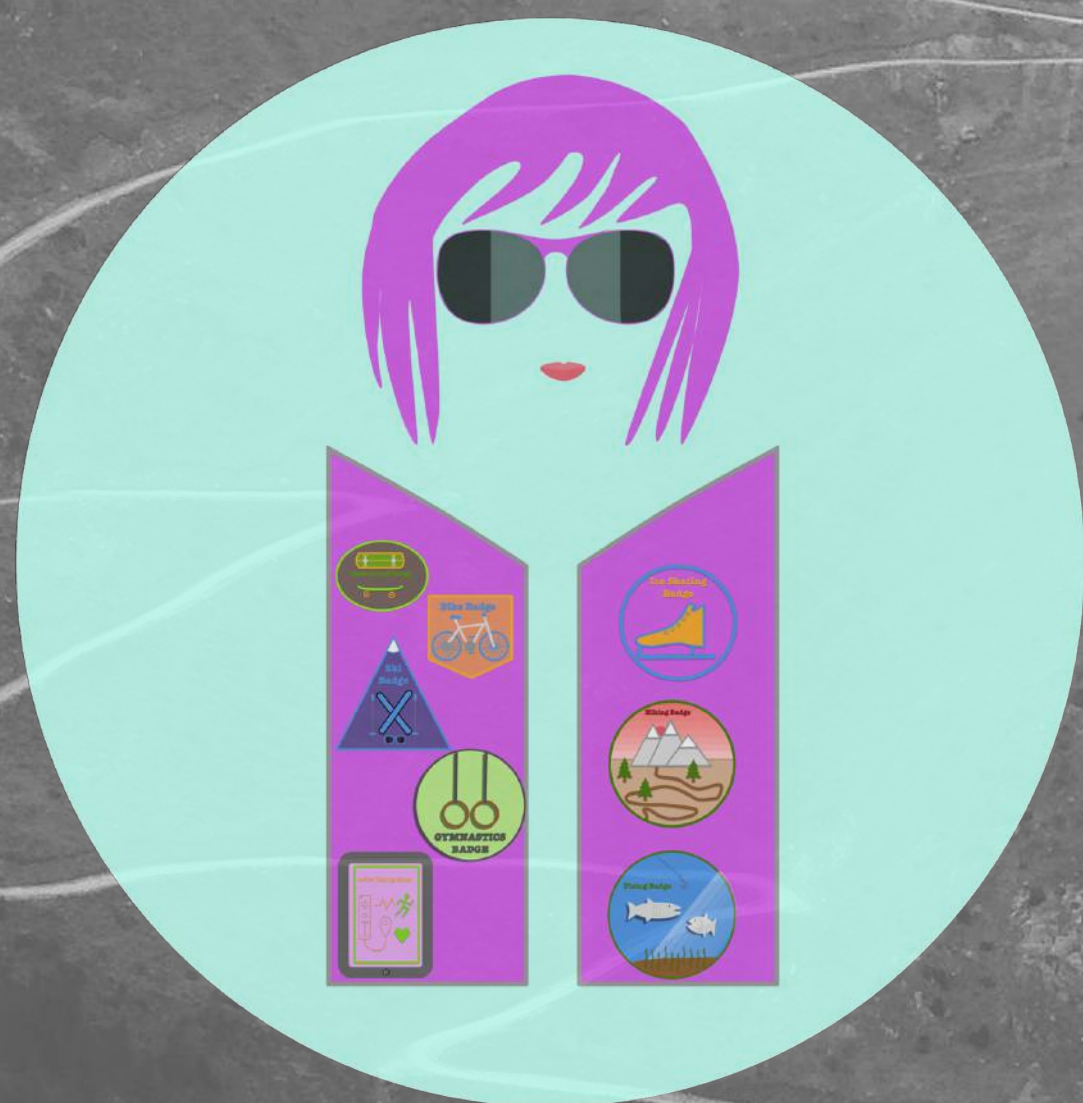# Digital Badges in #PhysEd

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NOTE FROM THE AUTHOR

The purpose of of this eBook is to share a resource I created as a result of my research in gamification. I am not at all an expert in gamification, but writing this short eBook has helped me formulate a way to use gamification to increase student physical activity outside of class. This is a pilot project I will be starting with my 3-5 graders who each have a school-issued iPad. I hope this information helps you in a small way as you develop ways to use gamification strategies in your physical education classroom or to increase physical activity outside of your class.

~Collin Brooks
Physical Education Teacher

WHAT IS GAMIFICATION?

"The gamification of learning is an educational approach to motivate students to learn by using video game design and game elements in learning environments." [Wikipedia]

PROJECT PURPOSE

The purpose of this project is to encourage students to participate in as many different physical activities as possible. Gamification strategies are used to peak students' interest in this project.

PROJECT BASICS

Students earn digital badges by participating in physical activity outside of school. I have created badges for a variety of activities and will continue to design new badges as my students earn them. For each badge a student earns he or she also earns 1 point. Once a student earns 10 points, he or she passes level 1. Each subsequent level is passed by earning double the number of badges in the previous level. For example, passing level 2 requires students to earn 20 additional points. Student's can earn the same badge as many times as they like.

PROJECT BASICS

Each student has a digital pinboard to display their efforts in physical activity that they, as well as their peers, can access. Details on how to make this pinboard follow in a few pages.

Collin's Badges

EQUITY

I have created a variety of physical activity badges that cover both free and paid community-based physical activities to ensure that all students can participate, no matter their socioeconomic status.

POINTS, PASSING LEVELS AND SUPER POWERS

When students complete level 1, their badges are replaced with a special level 1 completion badge (below). Furthermore, once students beat level 1 they unlock level 2 and earn a super power to display on their digital pinboard. I am using the app Super FX to give students their super power.
This app places green screen effects on top of a video of the student in a matter of seconds.
At the completion of each level, students unlock an additional super power. Click here to see a visual example of the super powers.

Level 1
Complete

SPECIAL BADGES
COLLABORATION

It's important for 21st century learners to collaborate. Students who choose to collaborate with fellow students during their participation in physical activities will earn an additional point and the team work badge .

Students who choose to challenge themselves and try a physical activity that is difficult for them can earn the mindset badge. Students need to tell me the story in person in order to earn this badge.

DATA COLLECTION

☑ Data is collected using a Google Form. Students will scan a QR code which will take them directly to the form.

☑ Once the form is filled out, data is placed automatically into a Google Sheet.

☑ Using a Google Add On called formMule, I am notified via email when a student reports completing a physical activity. The email includes the details of the physical activity.

ACCESSING BADGES

Grade 3-5 students access their badges by scanning a QR code, which takes them to a Google Slides presentation. In this presentation, students will be directed to a table of contents listing all the classroom teachers' names. Students choose their teacher's name and then select their own name in the class roster. Each student's name is hyperlinked to a slide/pinboard containing their name and their badges and super power videos. See the resource section at the end of this book or click this page for an example of a pinboard .

ACCESSING BADGES

Every time a student fills out the Google Form, I will update their slide/pinboard. Students are encouraged to take screenshots and save them on their iPad. Once a week students who participated in the badge challenge will be recognized at the end of class by displaying their pinboard on the projector during physical education class.

WHY GOOGLE SLIDES?

Google Slides is free, easy to set up and easy for students to access. Using my school district Google account, I have limited the access to the pinboards to just students and school employees. This protects students' names from becoming public but creates a platform where students and parents can retrieve and view badges.

Resources

Click here to learn how to hyperlink student pinboards in Google Slides

Click here to access the library of badges

Click here to access a poster that gives students information on the program

Click here to download the Super FX App ($4.99 for full access)

Click here to view the Google Slide pinboard template

Click here to download a parent letter template

Click here to view a formMule Add On Video Tutorial by Mickie Muller

Click here to visit the SketchApp for iOS website that was used to design the badges

FINAL NOTE
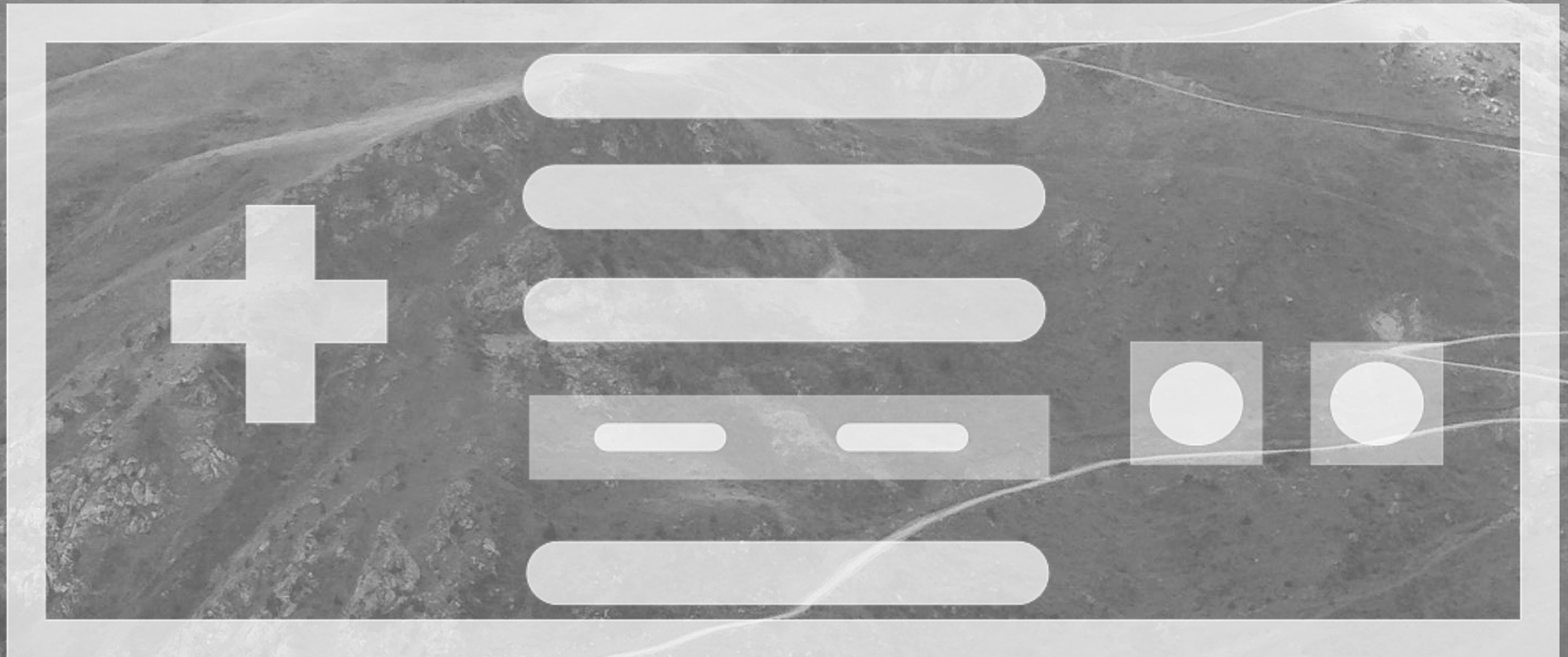
I hope this ebook has inspired you to think of ways to introduce gamification and digital badges to your students to increase their excitement and participation in physical activity outside of school.