GAMIFICATION AS A NEW STRATEGY IN TEACHING

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Nowadays it is hard to get the attention of the students in class. Students get easily bored in class wherein they rarely pay attention causing them to have low performance and gain lesser information. It gives a puzzle in mind for the teachers on how to get their students’ attention and for them to get interested to the topic and the most important thing is for them to learn what was being taught.

Gamification is a new strategy in mind where the students will be engaged for them to learn in a way they will enjoy the class. As for students, a day in school is a boring time and most of them are active in games so why not let them play in a way they will learn? This strategy is a game-and-learn strategy for the students so that they will actively cooperate in class.

It is also seen to the students that they rarely participate in the activities because of their fear of mistake and lack of confidence, in this strategy the teacher can give them their words of motivation and comfort like “Good Job”. These little rewards and praises for their works are great factors to fill their bar of energy and they will gain confidence to participate in class because they feel appreciated.

This gamification strategy also shows them the difference of what they think of the topic before and after the activity. They will make their own opinions depending on how they do the game. It is more effective for a student to remember what he/she had learned from what he/she has done. This strategy introduces the move-to-learn curriculum.

This also allows them to engage their senses. The visual type of teaching is kind of boring nowadays, students need to move to have further understanding on a certain topic so that they will remember how and what they did.
References:

https://www.techhub.com/using-gamification-teaching-strategy