

TEACHER'S NOTES

gamification

www.macmillandictionary.com

Overview: Suggestions for using the **Macmillan Dictionary BuzzWord** article on *gamification* and the associated worksheets

Total time for worksheet activities: 35 minutes

Suggested level: intermediate and above

1. If you intend to use the worksheets in class, go to the *BuzzWord* article at the web address given at the beginning of the worksheet and print off a copy of the article. Make a copy of the worksheet and the *BuzzWord* article for each student.
2. If the members of your class all have internet access, ask them to open the worksheet before they go to the *Buzzword* article link. Make sure they do not scroll down to the Key until they have completed each exercise. You might find it helpful not to print a copy of the Key for each student but to check the answers as a class.
3. Encourage the students to read through the Find the information questions before they look at the article. When they have completed the exercise, ask them to compare their answers with a partner. Then check the answers in open class. Note that the definitions in the Key are examples. There are longer definitions in the text.
4. In Exercise 2, make sure that the students know that the words appear in the same order in which they appear in the text.
5. When your students have completed Exercise 3, ask them to correct the false statements (see the Key for the corrections).
6. Encourage the students to do Exercise 4 without looking at the text. When they have matched the verbs and noun phrases, ask them to check their answers in the text. Note that 'score a goal' also works (in a different context) but that there is only one solution that works for all six collocations.
7. In Exercise 5, ask the students to complete the exercise and then discuss their answers with a partner. Check the answers in open class. Point out that if something is 'flipped', as in *flipped classroom*, it is turned upside down, e.g. a pancake can be *flipped*. In this case, it refers to the order of events being the opposite to a conventional classroom.
8. Encourage students to try to complete Exercise 6 without looking at the text. When they have finished, ask them to check their answers by looking in the text.
9. As a winding-up activity, ask the students to say what the advantages and disadvantages of gamification in education are. Ask them to give reasons for their choices.

WORKSHEET

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Go to the **Macmillan Dictionary BuzzWord** article at:

<http://www.macmillandictionary.com/buzzword/entries/gamification.html>

1 Find the information

Read the **BuzzWord** article on the word **gamification** and answer the questions.

1. What is gamification?
2. What should happen if you make tasks more fun?
3. What is gamification mainly associated with?
4. Why are gamification techniques used in marketing and advertising?
5. Where is gamification most extensively applied?
6. When did the terms *gamification* and *gamify* first appear ?

2 Find the word

Look in the text and find the words that match the definitions. The first letters of the words or phrases are given. The words are in the order in which they appear in the text.

1. a two-word verb phrase meaning *to spend most of your time doing or thinking about something*
 i _____ y _____
2. a verb meaning *to lose your ability to fight against something*
 s _____
3. a verb meaning *to continue trying to achieve something difficult*
 p _____
4. a two-word adjectival phrase meaning *knowing a lot about technology*
 t _____ -s _____
5. a noun meaning *the set of attitudes and beliefs that are typical of an organization or a group of people*
 e _____
6. a verb meaning *to become definite or easily understood*
 c _____

3 Comprehension check

Are these statements true (T) or false (F) according to the text?

1. The term *gamification* is restricted in scope to electronic concepts.
2. *Gamification* is also applied in life management/productivity apps.
3. The concept underlying *gamification* is completely new.
4. The terms *gamification* and *gamify* were coined by an educational expert.
5. The terms *gamification* and *gamify* became generally known in the early 2000s.
6. The suffix *-ify* is used to create verbs meaning 'to make something become something'.

WORKSHEET

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4 Collocations

Match the verbs in the left-hand column with the nouns or noun phrases in the right-hand column.

- | | |
|----------------|-----------------------|
| 1. succumb to | a. track of something |
| 2. achieve | b. territory |
| 3. keep | c. temptation |
| 4. score | d. a task |
| 5. engage with | e. points |
| 6. occupy | f. a goal |

5 Learning and gaming

Match these terms from the text with their meanings.

- | | |
|----------------------|---|
| 1. m-learning | a. entertainment with an educational function |
| 2. adaptive learning | b. a combination of classroom and online learning |
| 3. blended learning | c. a learning situation in which students complete activities in class after watching instructive material online |
| 4. flipped classroom | d. accessing learning materials while on the move |
| 5. edutainment | e. playing video games that provide physical exercise |
| 6. exergaming | f. a learning situation in which materials are automatically adapted to students' needs |

6 More words and expressions

Complete the definitions using these words and expressions from the text.

just the ticket

turn something on its head

babylagged

back on track

cause a stir

willpower

- If you are _____, you are very tired because your baby keeps you awake at night.
- _____ is the ability to control your thoughts and behaviour in order to achieve something.
- If you _____, you make people think in a completely different way about something.
- If something is described as _____, it is exactly what you want or need in a given situation.
- _____ means to create a situation in which a lot of people feel interested or angry.
- If someone is _____, they have started to do things again that are likely to be successful or correct.

KEY

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KEY

1 Find the information

1. the adaptation of applications to make them become more like games so that people are more interested in using them
2. People are more likely to engage with them.
3. computer or web-based activities
4. to increase customer engagement with a particular product or service
5. in educational materials
6. in the early 2000s

2 Find the word

1. immerse yourself
2. succumb
3. persevere
4. tech-savvy
5. ethos
6. crystallize

3 Comprehension check

1. F. It is by no means restricted to electronic concepts.
2. T
3. F. It has a very long history.
4. F. They were coined by a computer games programmer.
5. F. They became generally known several years later.
6. T

4 Collocations

1. c
2. f
3. a
4. e
5. d
6. b

5 Learning and gaming

1. d
2. f
3. b
4. c
5. a
6. e

6 More words and expressions

1. babylagged
2. Willpower
3. turn something on its head
4. just the ticket
5. Cause a stir
6. back on track