



“You Can Civics!”: Gamification Ideas

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SOURCES Conference 2024



Agenda

1. Goals/Objectives
2. FL. Standards
3. Lesson Plan Ideas
4. Resources
5. Platform Samples





Introduction

Gamification Benefits:

- Greater Student Engagement
- Optimize Student Learning
- Support Positive Behaviors

SOURCE:

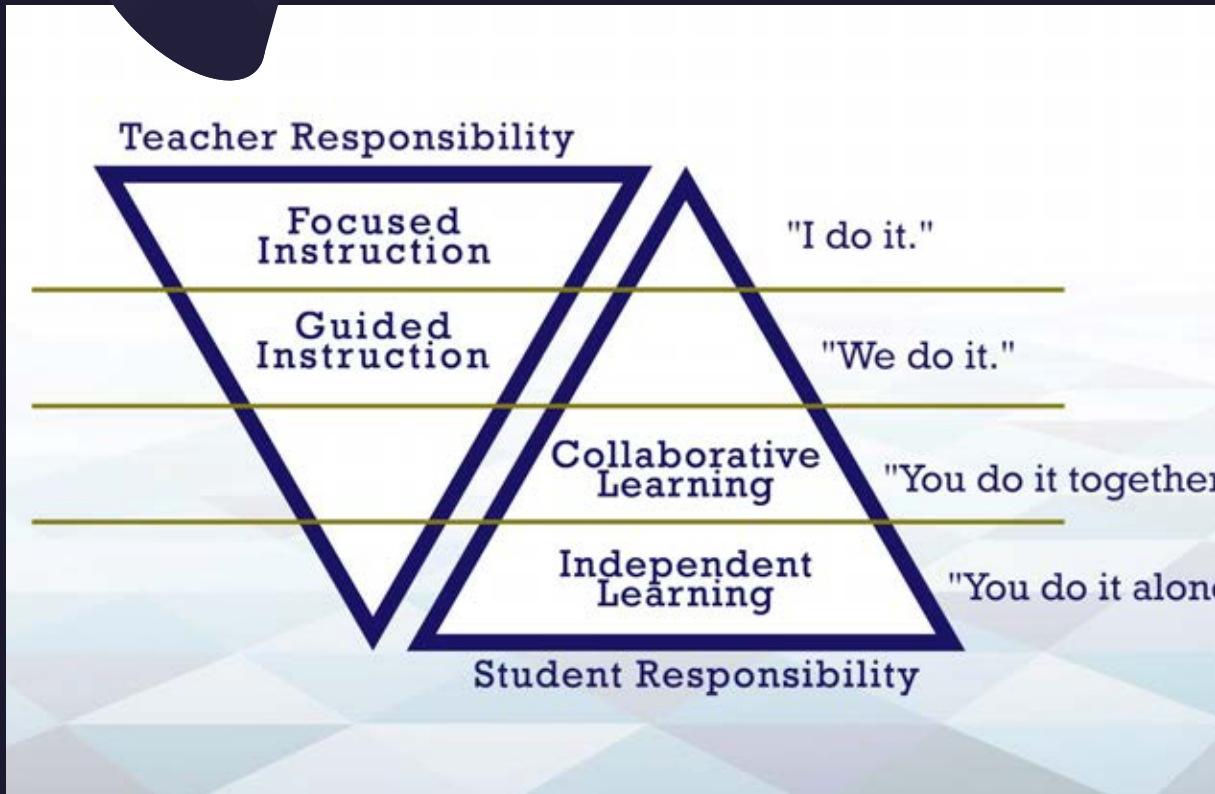
Smiderle, R., Rigo, S.J., Marques, L.B. *et al.* The impact of gamification on students' learning, engagement and behavior based on their personality traits. *Smart Learn. Environ.* 7, 3 (2020).
<https://doi.org/10.1186/s40561-019-0098-x>



Goals/Objectives

Gamification of Civics Education

Goals and Objectives



- Engage Students with Civics Content
- Infuse the Gradual Release Model of Responsibility and Learning
- Gamify Civics, Government, and History Course Content
- Improve Retention of Civics, Government, and History Course Content

Florida Standards

Gamification of Civics Education

Florida Standards Addressed:

FL. Std.	Description
SS.912.C.1.1	Evaluate, take, and defend positions on the founding ideals and principles in American Constitutional government
SS.912.C.1.2	Explain how the Declaration of Independence reflected the political principles of popular sovereignty, social contract, natural rights, and individual rights
SS.912.C.3.15	Examine how power and responsibility are distributed, shared, and limited by the Constitution
LAFS.1112.RH.2.6	Evaluate authors' differing points of view on the same historical event or issue by assessing the authors' claims, reasoning, and evidence
LAFS.1112.WSHT.3.8	Gather relevant information from multiple authoritative print and digital sources, using advanced searches effectively, assess the strengths and limitations of each source in terms of the specific task, purpose and audience; integrate information into the text selectively to maintain the flow of ideas, avoiding plagiarism and overreliance on any one source and following a standard format for citation

Lesson Plan Ideas

Gamification of Civics Education

Gamification Timeline

Implement LMS: Schoology
and/or Google Classroom

Implement Quizizz: gamifying
questions platform used to assess
content covered

Implement Factile Games:
used for student opportunity to
create own Jeopardy-style game –
Prep for Game Show Review
(You Can Civics!)

SEP - OCT

NOV – DEC

JAN – FEB

MAR – APR

MAY – JUN

Implement iCivics: fun,
engaging, & interactive format for
learning Civics content

Implement Jeopardy Labs:
gamifying platform for review of
Civics lesson content in a fun
Jeopardy Style game



Resources

Gamification of Civics Education

Civics and Government Content

RESOURCES

- Quizizz:
www.quizizz.com
- iCivics Website: www.icivics.org
- Factile Website: www.playfactile.com
- Jeopardy Labs Website:
www.jeopardylabs.com

BOOKS

- The Declaration of Independence and the Constitution: Pocket Ed. (\$6.55)
- The Law by Frederic Bastiat (\$5.99)
- Economics In One Lesson by Henry Hazlitt (\$13.39)
- Free Speech and Liberal Education by Donald Downs (\$21.59)
- Three Languages of Politics by Arnold Kling (\$19.55)

Platform Samples

Gamification of Civics Education

Gamification Platforms

CIVICS

- Interactive and engaging lessons for student exposure to Civics content
- Students may play different Civics themed video games within the online platform
- Gaming may be done throughout different steps of the Gradual Release Model of Learning and Responsibility

QUIZIZZ

- Another engaging online platform for review of Civics content learned through course lecture lessons
- Allots for teacher data review of student performance of various standards
- Teacher Ready Lessons provided like, ***“Can You BILL-ieve It?”***

FACTILE/JEOPARDY LABS

- Gamifying and interactive online platforms for student and teacher access
- Free accounts for students and teachers
- Promotes cooperation, friendly competition, and most of all retention of learned Civics content



Remember,
You Can Civics!

With Gamification, Teachers can successfully:

- Engage Students and Encourage Gradual Release Model
- Improve Course Content Retention
- Positively Impact Student Behaviors with Teamwork

Thank You

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You Can Civics! Game Show

