Classcraft

CLASSCRAFT

https://www.classcraft.com/

CATEGORY: Simulation Games

GRADE AND SUBJECT: For all educational levels and all subjects, best for High School students.

SHORT DESCRIPTION: Classcraft is a free online, educational role-playing game in which participants can choose their avatar and earn experience points based on learning criteria identified by teachers.

READING TIME: 5 minutes

LEARNING GOALS: Low student engagement is the most widespread challenge for teachers because it is hard to keep students motivated and engaged in the classroom. Classcraft helps teachers to involve students by teaching school subjects in a more engaging way using the motivational principles of games.

MOMENTS OF NEED OF THE TOOL: Classcraft is useful for introducing new topics, making learning more engaging and helping students develop critical and creative thinking, work in a team and be responsible.

**LEVEL OF DIFFICULTY (RATING) AND AGE LEVEL:** Medium, 12+

WHY USE THIS TOOL: Classcraft can create optimal gamification learning processes positively associated with learning, achievement and motivation. It allows lesson plans to be transformed into customized learning adventures, formative assessments to be fun and effective, and students to be more engaged and committed. Classcraft helps educators motivate students by making learning fun and it can be utilized to get students fully interacting with the rules of the classroom and beyond, teaching them teamwork, motivation and collaboration. In fact, as students work together in the game, problems that arise are perceived as challenges to be tackled together. Teachers are supported by a behaviour management tool that quickly sets clear expectations and rewards positive behaviour.

TOOL DESCRIPTION: Classcraft is a tool that adds elements of gameplay to teaching. The aim is to turn the school year into a game to facilitate learning, engage students, unite the class group and limit negative behavior. It is possible using the platform to facilitate classroom management and promote the development of social-emotional education, or to drive academic performance. Teachers set up the games with missions and tasks and manage students via a dashboard where they can monitor their progress. Students have an avatar with special powers and gain or lose experience, gold pieces, crystals and health points depending on their performance in tasks, quests, battles and more. They can work individually or in groups to gain experience through positive behavior and academic achievement. By leveling up, students gain bonuses that affect the real world.

PREPARATION AND HOW TO USE THE TOOL: To use Classcraft, it is necessary to create an account and choose to log in as a student, teacher, or parent. The game is organized into quests, in which a description follows the story's progress, and tasks, which are the assignments that need to be completed in order to unlock the following levels. Classcraft allows the creation of customizable characters (Guardians, Healers and Magicians) and gamified point systems. In the world-building phase, the teacher may optionally write a fictional story to present the objectives to the students: the story is revealed to them gradually, as the lesson progresses, and serves as a context for each task or activity. In this way, teachers can turn lesson plans onto interactive maps to create personalized learning adventures that support the unique needs of every student, integrating materials from Google Classroom and Canvas.

THE EXAMPLE: This video explains how to use Classcraft to gamify teaching and learning: https://youtu.be/PPjcVBzpCjo

RESOURCES NEEDED: Computer/Notebook/ Mobile phone – Email address – Interactive whiteboard – Internet connection
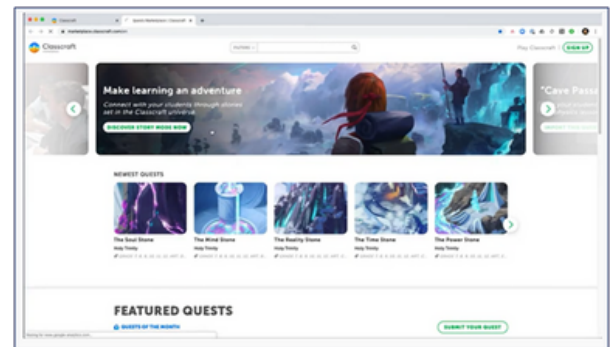
ADDITIONAL REFERENCES:
- Classcraft for teachers https://www.classcraft.com/teachers/
- Classcraft Start-Up Guide https://youtu.be/cJ4UVCcvn9Q
- Classcraft Teacher Tutorial Part 1 – Introduction https://youtu.be/tQfNFTMc8kA

PROS AND CONS OF USING THE TOOL:
PROS Simple to use; customization; interactivity; gamification; role-playing activities; instant feedback.
CONS Internet connection required; some functions only available in the paid version; sometimes too time-consuming in the classroom.

TEACHERS' RECOMMENDATION RATE (SCORE): 4/5