

Gamification & Differentiation: Meeting the needs of All Learners

from Edutopia.org by John McCarthy

Leveling Up Chart

How to earn experience points:

- Complete class assignments.
- Complete tasks from the open choice list for additional understanding and practice.
- Share insightful comments that adds depth and substance to the topics.
- Ask a question that helps moves forward the learning outcome.
- Propose areas for exploring topics, such as readings, videos, or practice activities. Once approved, complete and submit work or findings.

Complete the Game Form (spreadsheet) as you do the work, plus bonus activities. Submit the Game Form each week to the instructor for verification of experience, levels, and achievement badges earned.

Player Level	Title	Experience Level	Experience Needed
1.	Apprentice	0	0
2.	Tinker	200	200
3.	Researcher	400	200
4.	Explorer	700	300
5.	Challenger (Boss Level)	1000	300
6.	Adventurer	1300	300
7.	Pioneer	1600	300
8.	Journeyman (Boss Level)	2000	400
9.	Scholar	2500	500
10.	Innovator (Final Boss Level)	3000	500
11.			
12.			

Boss Level: Earn the level by earning the experience points and successfully passing the test or assessment product.

Stay tuned for possible bonus levels for those who earn the Innovator level.