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.

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

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.