



Level Up Your Classroom: The Quest to Gamify Your Lessons and Engage Your Students

Jonathan Cassie

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In this lively and practical book, seasoned educator Jonathan Cassie shines a spotlight on *gamification*, an instructional approach that's revolutionizing K–12 education. Games are well known for their ability to inspire persistence. The best ones feature meaningful choices that have lasting consequences, reward experimentation, provide a like-minded community of players, and gently punish failure and encourage risk-taking behavior. Players feel challenged, but not overwhelmed.

A gamified lesson bears these same hallmarks. It is explicitly gamelike in its design and fosters perseverance, creativity, and resilience. Students build knowledge through experimentation and then apply what they've learned to fuel further exploration at higher levels of understanding. In this book, Cassie covers

- What happens to student learning when it is gamified.
- Why you might want to gamify instruction for your students.
- The process for gamifying both your classroom and your lessons.

If you want to see your students engaged, motivated, and excited about learning, join Jonathan Cassie on a journey that will add a powerful new set of ideas and practices to your teaching toolkit. The gamified classroom—an exciting new frontier of 21st century learning—awaits you and your students. Will you answer the call?

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Reading a reserve tends to be new life style within this era globalization. With examining you can get a lot of information which will give you benefit in your life. Using book everyone in this world could share their idea. Publications can also inspire a lot of people. A lot of author can inspire all their reader with their story or maybe their experience. Not only the storyline that share in the textbooks. But also they write about the knowledge about something that you need illustration. How to get the good score toefl, or how to teach your children, there are many kinds of book that exist now. The authors in this world always try to improve their proficiency in writing, they also doing some investigation before they write to the book. One of them is this Level Up Your Classroom: The Quest to Gamify Your Lessons and Engage Your Students.

Patrick Taylor:

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