Who is Shawn Beatty...a.k.a. Beatty Sensei

1. I have had two online businesses.

2. I have been on the Discovery Channel.

3. I organized a zombie march for 12 years.

4. I was interviewed by news media in Japan, twice!.

5. I had dinner with Yakuza.

6. I was a DJ on a Japanese radio station.

7. I was interviewed by Australian Radio Station.

8.I have been drawn into a comic book as a zombie.

9. I have seen the same cult film in 4 different countries.

10. I collect cool coffee cups and have even taken one to Japan with me.

11. I met a Japanese person in Japan who was less than 5 degrees of separation from a college friend.

12. I have passed Level 1 (the most difficult) of the Japanese Language Proficiency Test…TWICE!

13. I was interviewed in the Huffington Post.

14. I have **two** IMDB entries for things I've done.

Classcraft

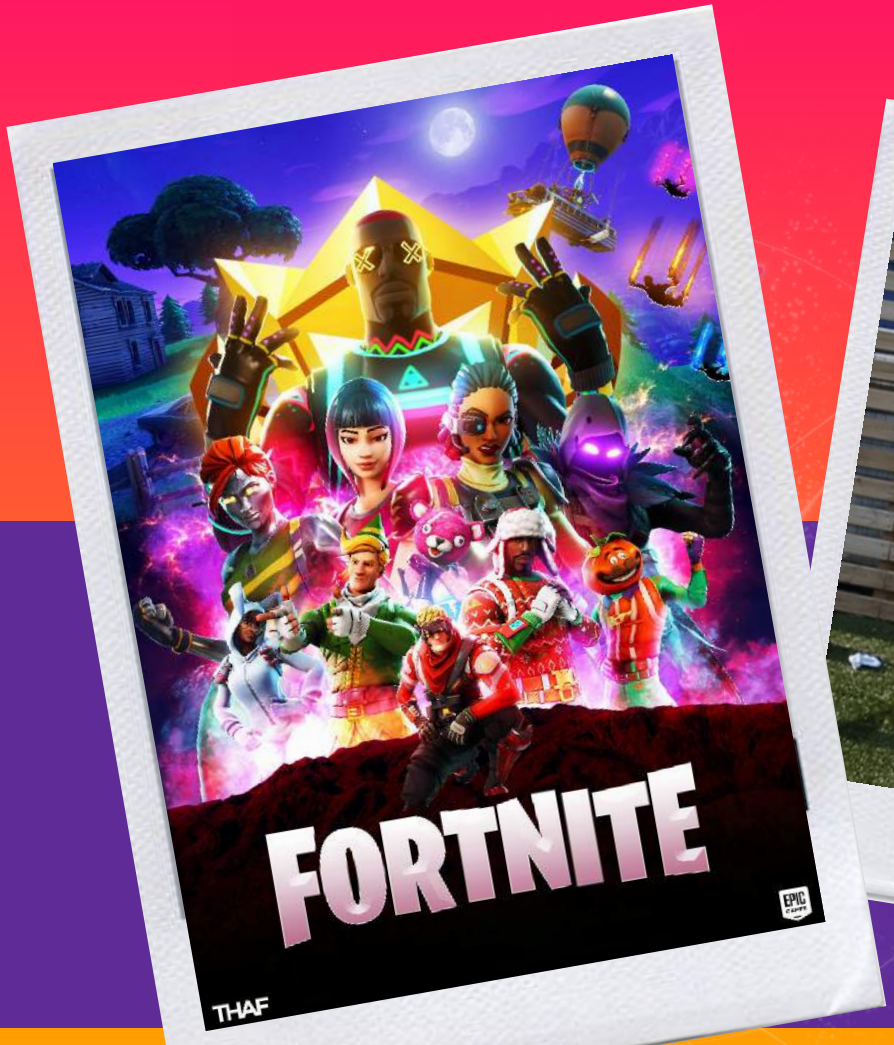
6/16/2021

Motivate students in any setting with Classcraft/Games & Communication Activities!

Shawn Beatty
[Japanese Teacher]
Instagram: @BeattySensei
Email: Sbeatty@cpsk12.org

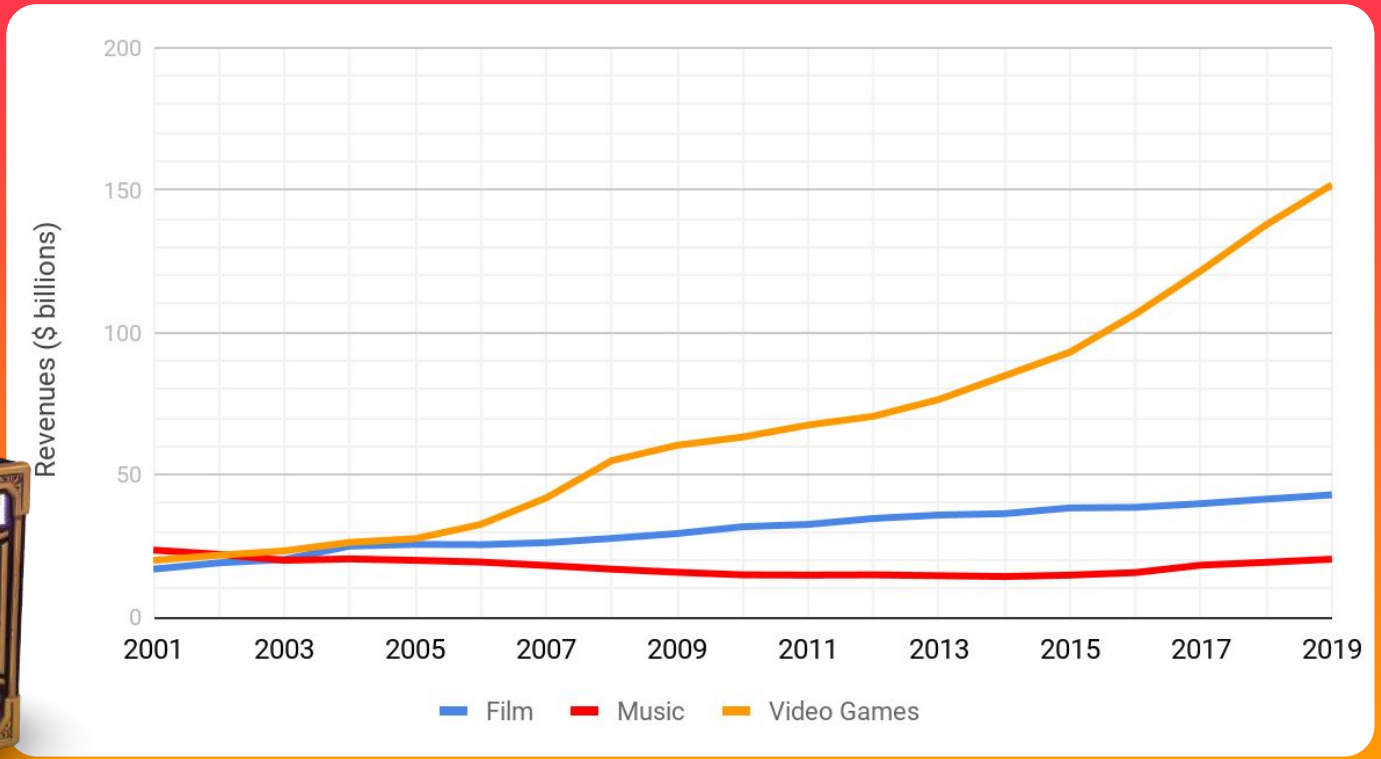
THE CASE FOR GAMES

Any successful behavioral initiative has to be motivating & culturally relevant.


FORTNITE
THAF

WaterAid

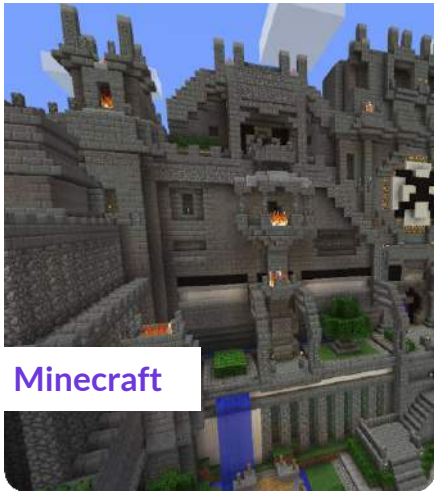
Gaming is the most widespread cultural medium, and it's only getting bigger.



Games are incredibly effective at internalizing motivation

Games are incredibly effective at internalizing motivation

Autonomy

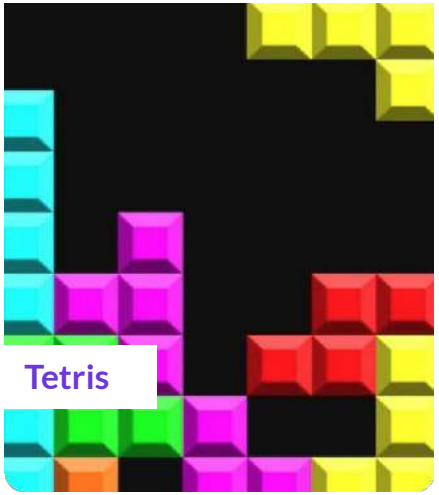


Minecraft

Meaning

World of Warcraft

Competency



Tetris

Playing fulfills essential emotional needs

Needs fulfilled by games

- **Autonomy** (Minecraft, Pokemon Go)
- **Competency** (Fortnite, Tetris)
- **Relationships** (World of Warcraft)

Ryan, R. M., Rigby, C. S & Przybylski, A. K., (2006). The motivational pull of video games: a self-determination theory approach. Motivation and Emotion. 30, 347-364.

Motivation in education

- **Controllability**
- **Competency**
- **Meaning**

Viau, R. La motivation : condition au plaisir d'apprendre et d'enseigner en contexte scolaire, 3e congrès des chercheurs en Éducation, Bruxelles, mars 2004.

Other important gaming principles:
Discovery, Storytelling, Feedback, Surprise

Classcraft

Intrinsically motivate students, in person or remotely

classcraft.com

Certified B Corporation

THE EDTECH COOL TOOL AWARDS

AASL 20 BEST 18

Top Pick for Learning common sense education

//CODiE// 2019 SIIA CODiE FINALIST

Premier Partner Google for Education

Setting school wide expectations for remote learning

Being on time for a video lesson	+100 XP
Participating in online discussions	+75 XP
Submitting homework on time	+200 XP
Setting a goal and working towards it	+150 XP
Trying, failing, & trying again	+100 XP

Check out our remote learning guide: bit.ly/cc-remote

… or change them for social distancing

Respecting others, school property, or hygiene supplies	+100 XP
Letting an adult know if you feel sick	+200 XP
Staying 6 feet apart	+125 XP
Practicing quality hand hygiene	+150 XP
Keeping your area clean/disinfected	+100 XP

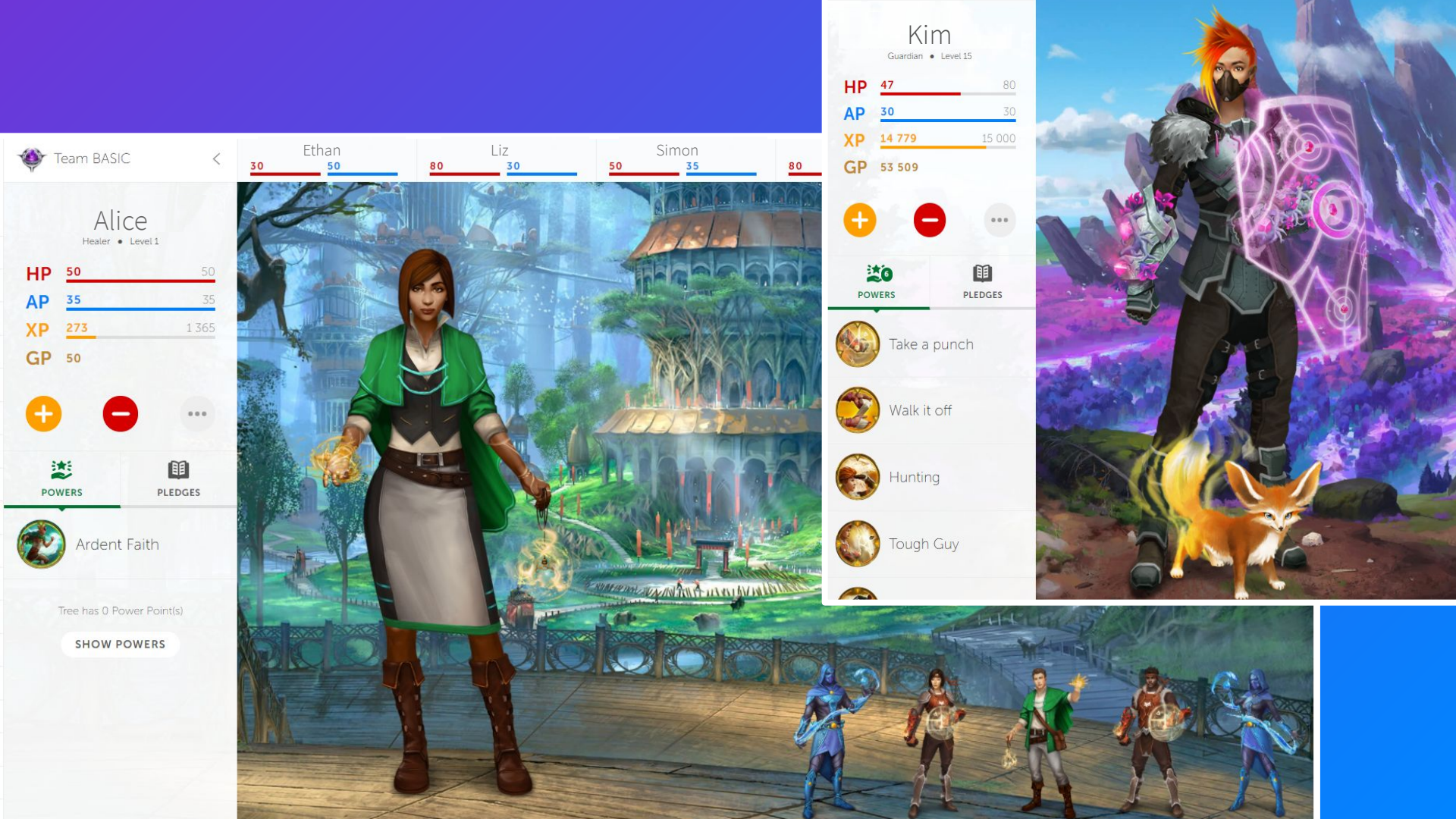
Behavior & noncognitive skill education

Collaborative
Students are accountable to each other and play on teams

Impacts real life
Game powers are privileges, like handing homework in a day late

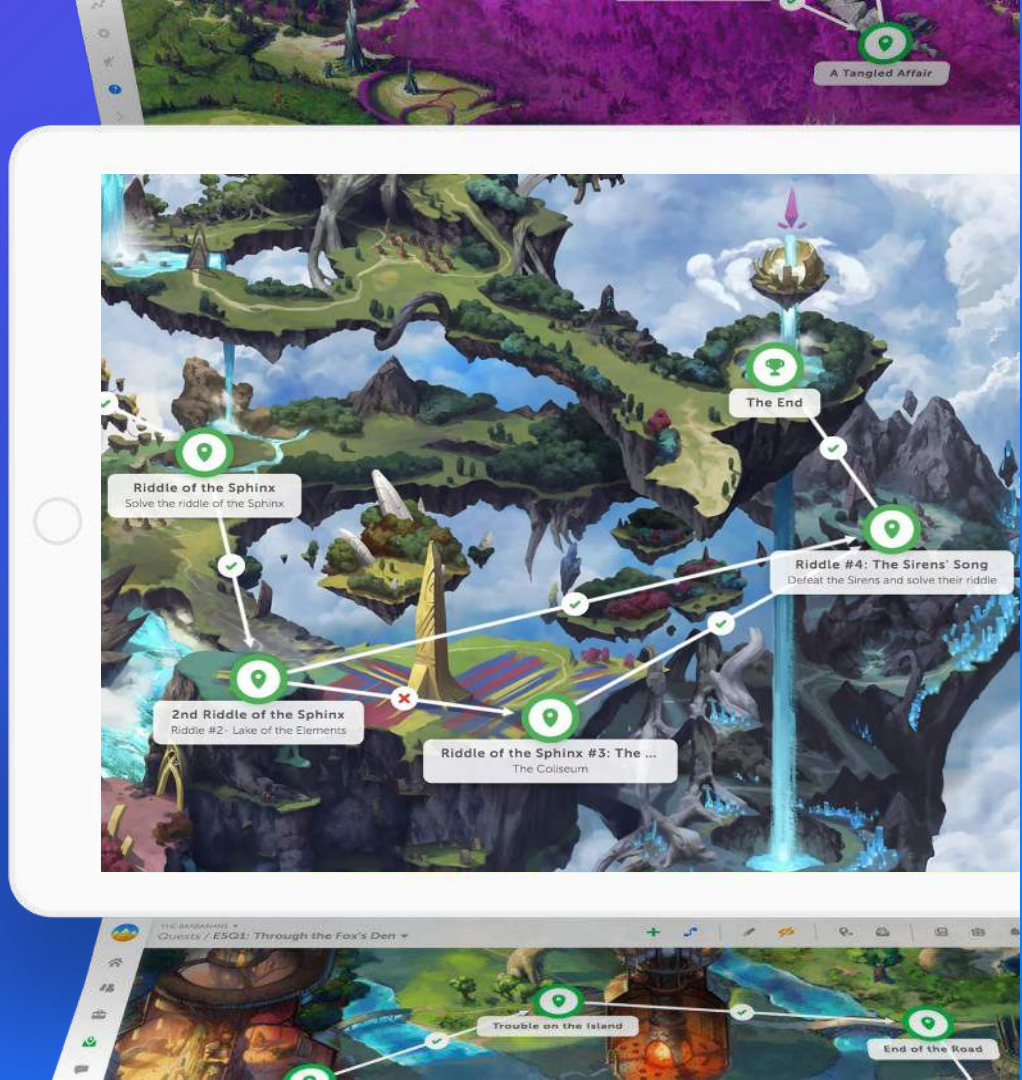
Customizable
Works in any grade, any subject

XP GP HP


Team BASIC
Ethan
30
50
Liz
80
30
Simon
50
35
80
Alice
Healer • Level 1
HP 50 50
AP 35 35
XP 273 1 365
GP 50
POWERS
PLEDGES
Ardent Faith
Tree has 0 Power Point(s)
SHOW POWERS
Kim
Guardian • Level 15
HP 47 80
AP 30 30
XP 14 779 15 000
GP 53 509
POWERS
PLEDGES
Take a punch
Walk it off
Hunting
Tough Guy

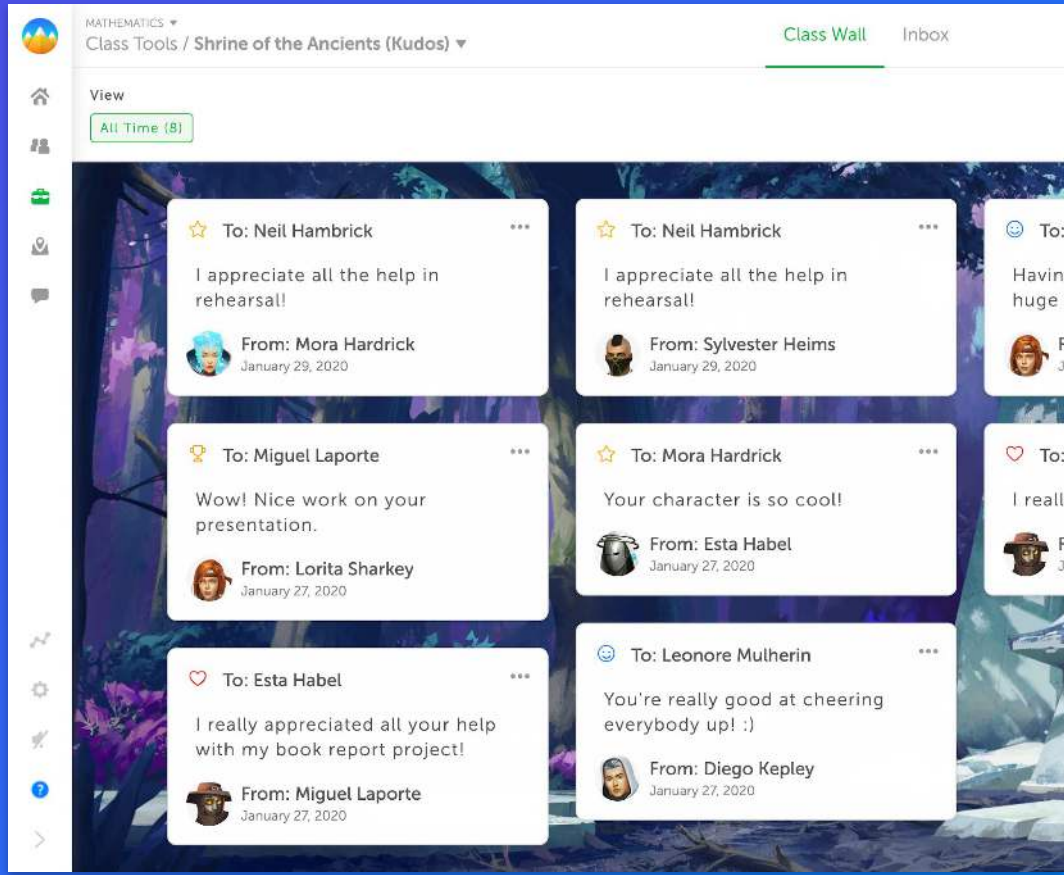
QUESTS

Turn your curriculum into a personalized learning adventure



KUDOS

Kids love to cheer each other on!



Impact

Research

Motivating Computer Science Students Beyond Classwork with Games and Gamification

UNC CHARLOTTE

46.4% of students didn't participate in online forums in control groups, compared to **less than 3% in the groups using Classcraft.**

Case study

East Paulding Middle School

85% less referrals after implementing Classcraft

Classcraft Data

Generated by our own analytics

Certified B Corporation

57M+ behaviors logged this school year

Ratio of 7:1 of positive vs negative

66% of students in Title 1 schools

FREE RESOURCES

Classcraft's Intrinsic Motivation Playbook
Download PDF

Traditional PBIS is great, but…
Watch video

Analysis of the Alignment of Classcraft's SEL Environment and CASEL SEL Standards
Download PDF

PLAYING CARDS.io
Log In / Sign Up

Playingcards.io

What is it?

1) A tool that allows you to play &/or create all sorts of board, card & “dice” games online.
2) FREE!!!!!
3) Works similar to a Gimkit/QuizletLive or Kahoot in how you use a room code
4) Time saving in the long run

PROs

1) You are only limited by your imagination.

2) Easy to **share/copy** & **modify** games to suit **your** needs.

3) Game files can be downloaded and saved for future use.

4) The site has been constantly updated since I've started using it.

5) Easy to used to and use.

6) Did I mention FREE!?!

7) You will never lose game bits (cards,dice, etc) again!

CONs

1) There is a bit of a learning curve. You will need to spend a little time learning it. Pro tip: Take an activity that has already been made, & to modify it to your needs

2) Games go away after 30 days of inactivity. Not a problem because you can download the game files.

3) You may have to create & share multiple room codes. Or do what I did.

What kinds of games can you make?

All kinds!

Here are the games already on the site

Here are some of the games I have created:

Board Game Adjective Conjugation Game Sentence Construction

Team Building Cockroach Poker Question & Answer Matching

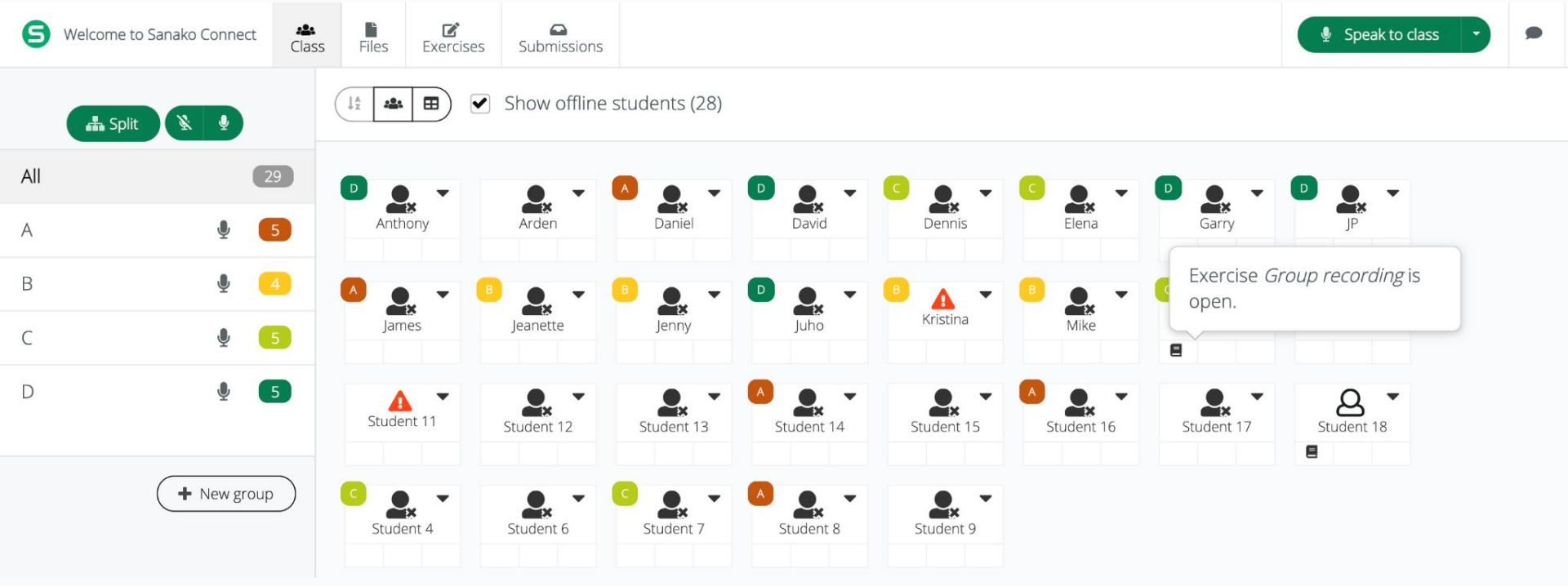
Visiting a Friend **Dicey Conversations** Direction giving

You are only limited by your imagination. Feel free to access and copy and change to your heart's content.

Here's how you can upload a game file to the site (once you've downloaded it)

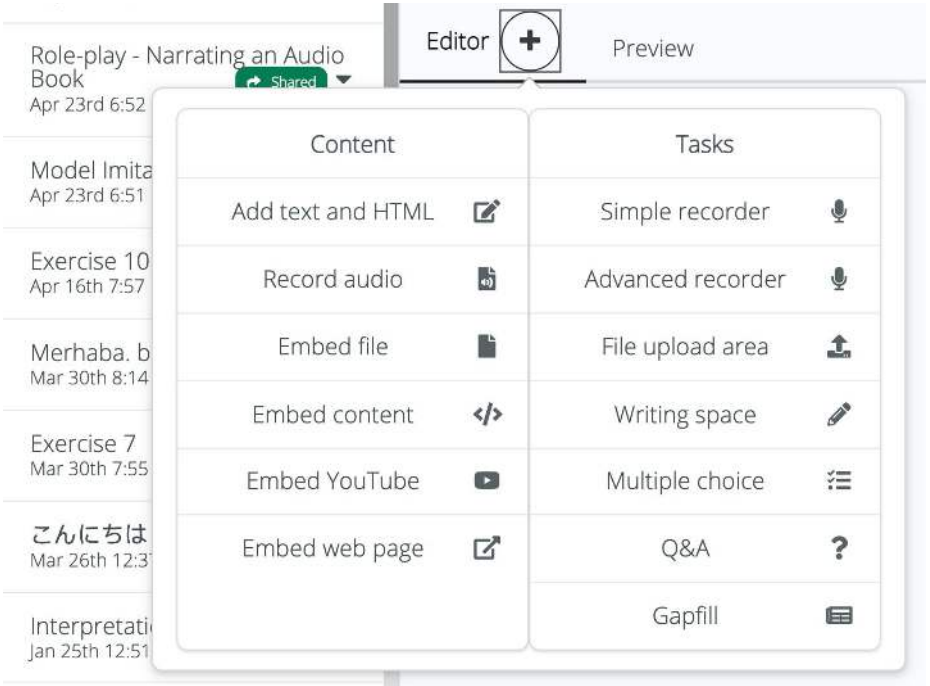
Sanako Connect

Limited only by your imagination



What is great about Sanako Connect

1) Intuitive activity creation
2) Very responsive to feedback
3) **Excellent support!!**



What kinds of activities have I done?

Covid played havoc on various assessments due to virtual teaching. But Sanako allowed me to tool to do oral assessments easier.

I did things like:

1) Reading & Answer Questions
2) Inserting your voice into a video
3) Recording pair conversations

However...there is sooo much more you can do beyond what I did….

Here are some activities I have made.

Sanako Connect x PlayingCards.io = **Visiting a Friend**

What kinds of activities can you do?

1) Reading out loud
2) Oral answers
3) Cloze activities
4) Multiple choice
5) Long written answers
6) Embedded videos/webpages
7) Oral feedback
8) Pair-Conversations (one I do a lot of for upper levels)*
   Using the pair/group recorder can be used when students are playing games to get a formative idea of where they are at.

2020~21 was a crazy year to be a teacher, but...

Tools like Sanako Connect, Classcraft, Playingcards.io got us through it.

Here is a link to many of my digital resources that I found that I saved. Maybe some of them can help you moving forward. Some are specific to Japanese. However most are not.

Digital Activities & Resources Grid