

Using Gamification to Increase Student Learning in Your Grades 6-12 Math Classroom



A Unique One-Day Live Online Seminar Presented by

Rachel Mane

Outstanding Educator and National Presenter

**Specifically Designed for Grades 6-12 Math Teachers, Math Coaches,
and Administrators**

Dozens of practical ways to **increase student engagement** through gamification
whether learning online or in-person

Save time and more easily manage feedback and assessment

Classroom tested strategies to **increase student learning and deepen
understanding** whether you are in-person or teaching virtually

Build student confidence through easy-to-create games

'I am so glad I signed up for this seminar. Loved it!'

Live Online Seminars

November 9

9 AM Central, 10 AM Eastern,
8 AM Mountain, 7 AM Pacific

November 10

9 AM Pacific, 12 PM Eastern,
11 AM Central, 10 AM Mountain

December 9

9 AM Eastern, 8 AM Central,
7 AM Mountain, 6 AM Pacific

December 10

9 AM Mountain, 11 AM Eastern,
10 AM Central, 8 AM Pacific

CAN'T ATTEND?

Order the recorded version
and take the seminar online at
your convenience (see page 6)

CEUs and Graduate Credit Available
See page 6 for details

Ten Key Benefits of Attending

'Rachel's presentation was very helpful. She kept us engaged throughout our online seminar. I learned strategies for teaching math AND for teaching online.'



Who Should Attend

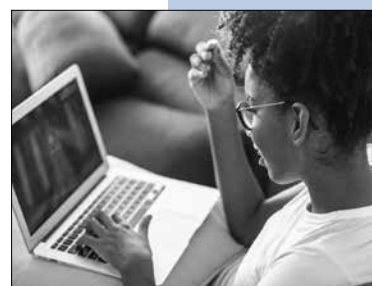
Grades 6-12 Math Teachers,
Math Coaches, and
Administrators

- 1. Incorporate Outstanding, FREE, Ready-to-Use Resources**
Learn new gamification strategies, concepts, and tasks that increase student critical thinking, problem solving, and perseverance through classroom-tested free resources that span all math courses grades 6-12
- 2. Use Gamification to Grow Critical Thinking Skills in ALL Learners**
Learn practical strategies to increase your students' critical thinking in math through gamification whether teaching online or in-person
- 3. Increase Student Inquiry and Grit**
Infuse powerful gamification strategies to promote problem solving ... Strengthen resolve and grit in all students
- 4. Foster Persistent Problem Solvers**
Strengthen persistence in all your students ... Learn new strategies that help students reach higher levels in grades 6-12 math as they develop greater perseverance in their problem solving
- 5. Increase Student Engagement and Collaboration**
Explore math games that allow students to approach problems using multiple strategies ... Increase engagement, motivation, and collaboration whether students are in class or online
- 6. Increase Qualitative and Quantitative Reasoning**
Discover highly effective ways to increase students' justification of reasoning and reflection on their strategies and solutions
- 7. Allow Opportunities to Transfer Knowledge**
Increase opportunities for students to showcase transfer knowledge from previous grade levels, units of study and interdisciplinary courses as well as strategies and approaches to problem solving
- 8. Extend Learning for Students, Enhance Conceptual Understanding**
Develop strategies to empower students to expand their thinking and techniques to develop deep conceptual understandings through game modifications and extensions
- 9. Connect with Your Most Reluctant Learners Build Math Confidence**
Build confidence and increase students' self-esteem ... More effectively utilize gamification to meet the needs of your most reluctant learners
- 10. Receive an Extensive Grades 6-12 Digital Math Resource Book**
Leave this session full of games and strategies ready for immediate implementation whether you're teaching at school or online

Outstanding Strategies You Can Use Immediately

What You Will Learn ...

- **Use games** to deepen student grades 6-12 math understanding whether learning online or in-person
- **Increase student engagement** through a variety of game-like activities
- Learn ways to **modify existing coursework into engaging activities** using readily available FREE resources
- **Capture the desire to succeed** in a game like setting and apply it to math class
- Increase students' critical thinking using **gamification strategies and questioning**
- Learn practical strategies to **build a positive mindset classroom** culture built on gamification ideas
- **Build students' math confidence** through tiered questioning and structure of games
- Use games to **formatively assess students' knowledge** and provide differentiated instruction
- **Learn how gamification increases opportunities for students** to transfer knowledge interdisciplinary or within a course
- **Foster students' collaboration** to deepen their learning as they engage in grades 6-12 math games
- Increase problem solving in students when they are challenged through a **variety of games and strategies** usable in either a classroom or virtual setting
- **Allow for opportunities of critical thinking** with games that promote a multi-strategy approach



'Thank you so much for the time that you put into developing this productive day!'

Practical Ideas and Strategies

Have you heard of gamification but aren't exactly sure how to use it to strengthen math learning? Are you using gamification now but want to expand it? In this **NEW**, highly practical seminar, **Rachel Mane** will share practical ways to use gamification in your grades 6-12 math classroom to increase student learning through new approaches for problem solving and collaboration. You will learn a variety of games and strategies using your current math curriculum and readily available resources. Rachel will show you how to take an ordinary worksheet and transform it to into an extraordinary classroom experience where students will look forward to math class. Using classroom-tested, student-approved games, Rachel will guide you through dozens of practical strategies to use these strategies with high yield results. You can increase student learning in your math class whether you are teaching in person or teaching virtually.



A Message From Seminar Leader, Rachel Mane

Uniquely Qualified Instructor

RACHEL MANE is an enthusiastic and engaging presenter who has a wealth of real teaching experience and practical strategies from many years as a classroom math teacher and district math specialist. With a broad range of experiences in Basic Math, Algebra I, Algebra II, Geometry and Calculus, Rachel's highly successful use of gamification in her classroom to build engagement and increase student learning has led to success in her students regardless of the grade level and regardless of their previous success with math. She has seen first-hand how easy to implement gamification strategies help students connect to math. In her role as a math specialist and instructional coach, she works with teachers to design games and strategies specific to their students' needs. She takes existing resources and repurposes them for gamification to increase student learning without requiring extra loads of work.

Rachel's classroom-proven games - presented using both tech and non-tech approaches - allow teachers to determine level of understanding and give feedback to students. Rachel is the author of *Using Gamification to Increase Student Learning in Your Grades 6-12 Math Classroom*, the comprehensive digital resource handbook you will receive. Her seminars are filled with ready-to-use teaching strategies and ideas that have been proven to work with students in grades 6-12.

Dear Colleague:

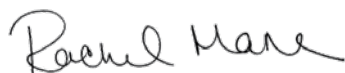
There were days in my math class where students would mumble and groan. This low level of engagement had me questioning my teaching abilities and what to do. After several attempts to integrate gamification into my teaching, I quickly learned how easy it is to take a traditional worksheet and transform it into an exciting classroom experience. Even modifying these games to meet the wide range of students' needs was easy to do and had my students asking to play them again and again.

Knowing how easily any teacher can do the same led me to creating this NEW, one-day seminar on using gamification to increase student learning. As a secondary classroom teacher and a district math specialist, I am bringing experience from a wide range of math environments. From 6th grade to 12th, from Basic Math to Calculus, I am looking forward to helping you add to your use of games in your virtual or in-person math classroom. No matter the curriculum you are using, these classroom proven games and strategies will be sure to engage your students and increase their math learning.

During this seminar, you will learn first-hand how to implement dozens of games! You will learn ways to modify and adapt these games to your classroom and students as well as ways to extend learning. You will learn how to use these games as a pre assessment or formative assessment.

I am excited to share the dozens of strategies that have worked for me and I know will work for you. Get ready to learn about gamification, how it works for both in-person or virtual learning, and to have some fun!

Sincerely,



Rachel Mane

P.S. You will leave this seminar with an **extensive, digital grades 6-12 math resource handbook** with games and strategies ready to implement in your classroom that will have your students excited for math class!

"From 6th grade to 12th, from Basic Math to Calculus, I am looking forward to helping you add to your use of games in the math classroom."

What Your Colleagues Say About Rachel Mane

"The training was very informative! I wish my team would have attended so that we could have planned and learned together."

"This was great, I feel like I have a lot to bring back to the classroom."

"Loved it! Very useful and helpful and not boring. Thank you!"



About BER Live Online Seminars

With the current health challenges, all BER in-person PD events are currently being presented in a Live Online format:

Outstanding Instructors

All programs are led by outstanding BER national trainers

Extensive Resource Handbooks

You'll have access to an extensive digital Resource Handbook before, during and after your seminar

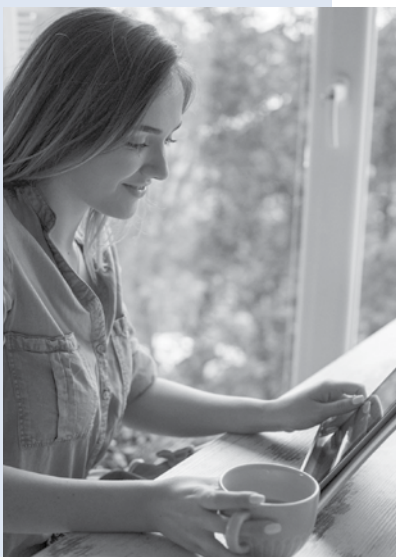
Highly Interactive

You'll be able to ask questions in real time and interact with the instructor and other participants

Program Guarantee

As we have for 43 years, we guarantee the high quality of our programs. If you are not satisfied, we'll give you a 100% refund.

Special Benefits of Attending



'It was an amazing use of time! Very productive and resourceful.'

On-Site Training

Most BER seminars can be brought to your school or district in-person or online. See the options at www.ber.org/onsite or call 877-857-8964 to speak to one of our On-Site Training Consultants.

Extensive Gamification Digital Resource Handbook

Each participant will receive an extensive digital resource handbook giving you access to countless strategies before, during and after the seminar. The handbook includes:

- Games with classroom tested variations ready to use in your program whether you are teaching in-person or online
- Resources of additional free games available to be adapted to your students' needs
- Strategies to build a classroom culture for gamification including social emotional learning connections
- Ways to increase student learning and formatively assess learning strategically
- Experience both digital and non-digital games for all classrooms

Consultation Available

Rachel Mane will be available to answer your specific questions and the unique needs of your own math program.

Meet Inservice Requirements / Earn State CEUs

Participants of both the Live Online Seminar and those completing the Recorded Version online can receive a certificate of participation that may be used to verify five continuing education hours. In addition, state CEUs are available for both versions of the course. For details, visit www.ber.org/ceus

Earn One to Four Graduate Semester Credits



Up to four graduate level professional development credits are available with an additional fee and completion of follow-up practicum activities. Details for direct enrollment with Brandman University, part of the Chapman University system, will be available at this program.

Can't Attend?

Other Professional Development Options:



Recorded Version of the Seminar

This course will be video recorded and available to take online at your convenience. You'll have access to the entire course and to the extensive digital resource handbook. Optional CEUs and graduate credit available. To enroll, see registration form on page 7.



Related On-Demand Online Course

A related On Demand Video-Based Online Learning course, *Strategies for Promoting a GROWTH MINDSET to Increase Students' Perseverance, Engagement and Success in Your MATH Classroom*, for Grades 6-12, is available for immediate registration. To enroll, visit www.ber.org/online

Using Gamification to Increase Student Learning in Your Grades 6-12 Math Classroom

Registration (MMM1F1)

- 1. **November 9, 2020** (Start time: 9 AM Central)
- 2. **November 10, 2020** (Start time: 9 AM Pacific)
- 3. **December 9, 2020** (Start time: 9 AM Eastern)
- 4. **December 10, 2020** (Start time: 9 AM Mountain)
— or —
- 5. **I'd like to order the recorded version of this seminar**

FIRST NAME	M.I.	LAST NAME

POSITION, SUBJECT TAUGHT	GRADE LEVEL	

SEMINAR NUMBER: _____ (Please see list above)		

List additional registrants on a copy of this form

SCHOOL NAME	

SCHOOL MAILING ADDRESS	

CITY & STATE	ZIP CODE
_____	_____
SCHOOL PHONE NUMBER	HOME PHONE NUMBER
()	()

Registration confirmations and login details are sent via e-mail

E-MAIL ADDRESS (REQUIRED FOR EACH REGISTRANT)	

HOME MAILING ADDRESS	

CITY & STATE	ZIP CODE
_____	_____

IMPORTANT: PRIORITY ID CODE: EMMM1F1

METHOD OF PAYMENT – Team Discount Available

The registration fee is \$279 per person, for teams of three or more registering at the same time, the fee is \$259 per person. **Payment is due prior to the program.** No cash please.


- A check (payable to **Bureau of Education & Research**) is attached
 - A purchase order is attached, P.O. # _____
(Be sure to include priority ID code on the P.O.)
 - Charge my: MasterCard VISA Discover
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(Found on back of card)
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- Please print name as it appears on card Signature (required for credit card purchases)

FOUR EASY WAYS TO REGISTER:

 REGISTER ONLINE at: www.ber.org

 FAX this form to: 1-425-453-1134

 PHONE toll-free: 1-800-735-3503
(Weekdays 5:30 am - 4 pm Pacific Time)

 MAIL this form to: **Bureau of Education & Research**
915 118th Avenue SE • PO Box 96068
Bellevue, WA 98009-9668

Program Hours

- All Live Online seminars start times are described on the cover
- Check-in 15 minutes prior to the seminar
- Live Online seminars are five hours in length plus breaks
- Registrants will receive login information by email four days before their Live Online seminar

Fee

The registration fee is \$279 per person, \$259 per person for groups of three or more registering at the same time. Call us at 1-800-735-3503 for groups of ten or more. **Payment is due prior to the program.** Fee includes seminar registration, a certificate of participation and an extensive digital resource handbook. The fee is the same for Live Online Seminars or Recorded Seminars.

Cancellation/Substitutions:

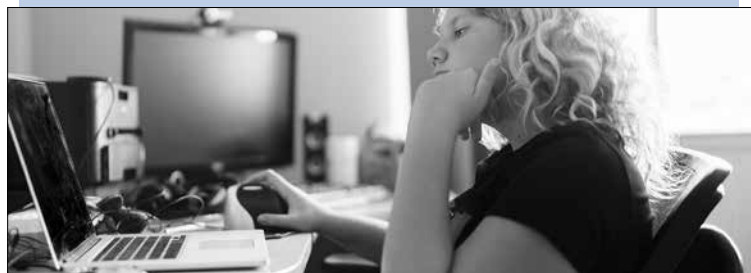
100% of your paid registration fee will be refunded if you can't attend and notify us at least 10 days before the seminar. Late cancellations made prior to the event date will be refunded less a \$15 service fee. Substitutions may be made at any time without charge.

Program Guarantee

We stand behind the high quality of our programs by providing the following unconditional guarantee: If you are not satisfied with this program, we'll give you a 100% refund of your registration fee.

Further Questions

Call the Bureau of Education & Research (800) 735-3503 or visit us online at www.ber.org. The Bureau is North America's leading presenter of PD training for professional educators. Programs are based on sound research, are highly practical in content and consistently receive excellent evaluations.



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An outstanding one-day Live Online Seminar

Includes an extensive Resource Handbook

Can't Attend? A Recorded Version is available
to use online at your convenience



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Increase Student Engagement in Math Using Gamification (Grades 6-12)

Practical PD, No Travel

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Using Gamification to Increase Student Learning in Your Grades 6-12 Math Classroom



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Live Online Seminar
or Recorded Version



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(Also available as a Recorded Online Version
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Presented by

Rachel Mane

Outstanding Educator and National Presenter

Dozens of practical ways to **increase student engagement** through gamification whether learning online or in-person

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