Using GAMIFICATION
to Strengthen Student Learning and Engagement (Grades 3-12)

NEW Seminar Presented by TARA KINGSLEY
Outstanding Educator and National Presenter

Specifically designed for Classroom Teachers, Special Education Staff, ELL Teachers, Literacy and Math Coaches, Title I Staff, Technology Specialists and Administrators Serving Grades 3-12

- Learn the key components for most effectively using gamification to support interactivity in grades 3-12
- Step-by-step techniques for creating engaging gamification lessons that fully involve your students and significantly enhance their learning
- Powerful, teacher-friendly ways to integrate gamification into your daily instruction
- Dozens of proven strategies, tips and tools to ensure that gamification helps students meet or exceed content standards in ways they love to learn
- Receive a valuable resource handbook filled with a wealth of resources, strategies and ready-to-use “how-to’s” for using gamification in your grades 3-12 classroom

2016 SCHEDULE

Connecticut
Hartford – November 8
(Bristol)
CT Five (5) Contact Hours Available with Prior District Approval
For MA, Contact Hours Verification Available
RI Five (5) Contact Hours Available

Illinois
Chicago North – November 10
(Elk Grove Village)
Chicago South – November 9
(Alsip)
5 IL PD Clock Hours Available

Rhode Island
Providence – November 7
(Warwick)
RI Five (5) Contact Hours Available
CT Five (5) Contact Hours Available with Prior District Approval
For MA, Contact Hours Verification Available

“Tara gave a practical and engaging seminar! The resources will help me “gamify” my class as soon as I get back to school.”

– PATTY UHLAND, 5TH GRADE TEACHER
Practical Strategies

In this highly engaging, interactive NEW seminar, you will learn innovative ways to enhance student learning by fully involving them in gamification learning techniques. Whether you understand gamification at a very basic or more advanced level, you will gain a wealth of new ideas for offering students unique opportunities to be engaged in rigorous lessons that give them both voice and choice in mastering the content they need to learn.

Tara Kingsley, an outstanding educator and seminar leader, will show you how to create stimulating lessons and projects that fully involve students in learning. You will be introduced to new tools and proven strategies for infusing gamification techniques into your lessons and curriculum, including the most popular and highly effective apps, websites and online tools that will save you time, capture students’ enthusiasm and enable you to facilitate, track and assess student learning.

Throughout the day, the emphasis will be on the most effective ways to use gamification techniques to help your students master the content skills and concepts you teach. You will see proven strategies for managing projects, encouraging collaboration, enabling students to become more involved in critical thinking, and unleashing their energy to solve problems relative to your curriculum content and their interests.

You will leave this dynamic, new seminar with clear insights and practical strategies for implementing gamification learning in your own classroom, along with dozens of examples of content-based lessons to increase your students’ motivation, enthusiasm and achievement.

Ten Key Benefits of Attending

1. Discover the Key Components of Gamification
   Explore gamification lesson design and its essential components … Practical strategies for using this powerful approach to teaching and learning

2. Increase Student Engagement and Achievement
   Learn new ways to motivate and empower your students with gamification lesson design … See how to do this in ways that will enhance student involvement and significantly increase student mastery of curricular content

3. Tap into Highly Effective Technology and Apps for Gamification Learning
   Discover some of the best, new interactive technologies, websites, apps, and online tools for getting started, then learn how to best manage and assess students’ achievement in a gamification learning environment

4. Learn Teacher-friendly, Timesaving Ways to Integrate Gamification Techniques into Your Curricular Content
   Discover proven tools, techniques and methods to create engaging and motivating lessons based on gamification lesson design … Discover how to transform existing lessons into powerful game-based lessons

5. Give Your Students Voice and Choice
   See how gamification lessons can lead to higher levels of student thinking and learning … Tips, tools and proven techniques that give students choice and opportunities to be actively engaged and to demonstrate their thinking and content learning

6. Guide Your Students to Learn the Critical Thinking Skills They Need
   Discover the keys to ensure that lessons focus on your curriculum as well as the skills of collaborating, communicating and critical thinking … See positive results on key learning outcomes

7. Unleash the Power of No-cost or Low-cost Educational Apps and Online Tools
   Discover the newest, most innovative ways to use educational apps, Web 2.0 and other online tools to increase student mastery of key content within a gamification lesson framework

8. Create Easy, Quick Ways to Give Feedback and Allow for Revision
   See multiple ways to give and receive real-time, useful feedback that keeps students on track and promotes necessary revisions … Free up your time to focus on teachable moments and student needs

9. Discover How Students Can “Level Up” to Show Content Mastery
   Based on gamification principles, students can earn points, badges and awards as they “level up” as a way of demonstrating content mastery

    Each participant will receive a valuable hard-copy resource handbook filled with practical ideas, apps, websites, and proven strategies for creating, managing and assessing outstanding gamification content lessons to enhance student learning
Outstanding Strategies You Can Use Immediately

- A clear understanding of what is encompassed in gamification designed lessons
- The key components for effectively using gamification learning in your own classroom
- Step-by-step techniques for creating engaging lessons based on gamification principles that truly enhance student engagement, motivation and learning
- The most effective websites, apps and online tools for getting started with gamification
- The best tools to help students manage timelines, benchmarks and planning
- Proven tools and methods to create driving questions that increase critical and higher-order thinking skills
- Strategies, tips and techniques to give students the voice and choice they need to succeed with lessons developed using gamification techniques
- The keys to ensure that lessons focus on your content and curriculum
- Simple ways to infuse technology in out-of-the-box ways for learning based on gamification strategies
- Multiple techniques to give and receive immediate, useful feedback to keep students on track with their academic progress
- Creative, new ways for your students to demonstrate content mastery
- The most innovative ideas in gamification learning that are shaping the future of education
- Examples of free or low cost educational apps, Web 2.0 and online tools to enrich gaming quests and promote higher-order thinking skills and subject content
- Learn teacher-friendly, time-sensitive ways to integrate gamification into your daily instruction
- Learn how students can earn experience points (XP), badges, and awards to “level up” by completing quests and demonstrating their mastery of content
- Dozens of practical examples of gamification aligned to your content area and grade-level
- Learn how to shift instruction from passive learning to interactive quests incorporating flipped videos, educational apps, and online resources to enhance the educational experience

“Awesome seminar! Great blend of theory, strategies and modeling. This is such an emerging trend for a generation of dot.com kids. I appreciated Tara’s expertise, pleasant personality and tremendous resources. Thank you very much!”

– JOHN RUSSELL, CURRICULUM SUPERVISOR
Dear Colleague:

An alarming number of students in the United States fail to graduate from high school often because they are disengaged or disinterested in school. Gamification taps into students’ natural motivation for gaming to bridge the types of activities students favor at home (gaming) with standards-based curriculum that is required to be taught in school. With gamification, students can practice skills, receive immediate feedback, and earn recognition for a job well done. It’s about creating meaningful experiences for students.

Gamification is one of the newest and hottest instructional tools being utilized in classrooms today. With all the pressure to cover a certain amount of content and to help students master rigorous standards, you might be wondering just how something with the word “game” in it fits into today’s classroom. Maybe you have heard of gamification but are still asking, “What does it actually mean and how might it work in a classroom to support student learning?” Maybe you have the misconception that gamification involves simply playing games, with no student accountability and no focus on academic standards. That is simply not the case.

I have designed this seminar to answer the questions outlined above as well as show you how to take gaming principles, design and mechanics, and apply those to curricular lesson design and classroom instruction. You will learn how to apply the motivational techniques that make games engaging to your grade-level or content area interest. I will share with you the most powerful activities for grades 3-12, along with research-based gamification strategies to boost engagement and achievement with your students. We will explore how to use free or low cost apps and web tools to build engaging quests to analyze, evaluate and create content to increase student learning and higher-order thinking skills. My goal is for you to leave with the knowledge and resources to transform your curriculum into a gamified learning environment.

Join me for an idea-packed day as I demonstrate exemplary examples of gamification in both upper elementary, middle, and secondary classrooms. Whether you are new to gaming or a gaming guru, this seminar will allow you to “level-up” and unlock your potential to gamify your classroom!

Sincerely,

Dr. Tara Kingsley

P.S. I promise to provide you with the best, practical strategies and realistic techniques for implementing gamification learning in your own classroom while we have fun learning together!
Uniquely Qualified Instructor

Tara Kingsley is an experienced educator and dynamic presenter. She has worked with new and experienced teachers sharing the latest new ideas and technology tools to successfully implement and refine gamification. She is familiar with the best strategies for designing the most effective lessons based on gamification techniques that give students the voice and choice they need to make their learning successful in the rigorous learning environment of today.

Tara’s enthusiasm, sound advice and ability to introduce new ideas in ways that work in a variety of content areas will motivate and entertain you as she shares dozens of practical, timesaving tips and resources for gamification-based lessons. Tara is the author of, Using GAMIFICATION to Strengthen Student Learning and Engagement in the Content Areas (Grades 3-12), the extensive resource handbook and e-handbook she developed specifically for this seminar.

Join Tara for a lively, dynamic day that will be highly worthwhile. You will leave with a wealth of ideas and the confidence to immediately begin implementing gamification-based lessons in your own classroom.

What Your Colleagues Say About Tara Kingsley

“Tara is a great presenter who was extremely flexible and responsive to our needs.” – Jessica Krueger, Math Teacher

“Tara was very engaging! I can’t wait to implement in my classroom the ideas I have learned today!” – Jennifer Ruan Albicelli, 7th Grade English Teacher

“This seminar was very informative and gave me tons of ideas to use. I can’t wait to start incorporating some of these ideas into my classroom to increase engagement and retention.” – Leanne Gray, Spanish Teacher

“Tara presented an endless amount of tools and resources to engage students in a gamification classroom. I am looking forward to implementing the gamification concepts with out teachers.” – Lisa Davis, Coordinator of Imagination, Innovation, Inspiration

“Wow! Great information and delivery – can’t wait to use what I’ve learned.” – Christina Steurrys, 7/8 Science Teacher

“Best seminar I have attended this year! Inspired to implement!” – Brett Daggs, Librarian

“Great information provided with specific examples, modeling and documented info/details about everything discussed. Incredibly organized and thorough. Great seminar!” – Stacy Saia, Supervisor of Curriculum & Instruction

“Tara was super informative and provided me with an overwhelming abundance of useful apps, websites and lessons to enhance my content in the classroom.” – Sara Sheridan, Spanish Teacher

“This was a wonderful seminar and I left with so many great ideas. I cannot wait to try some of these new strategies tomorrow. Tara did a wonderful job of presenting the material and adapted her presentation to make sure everyone’s questions were answered.” – Brittany Pawelek, Middle School Science Teacher

“Dr. Kingsley was extremely knowledgeable on this topic. There was no question that she was unable to answer! She explained each concept thoroughly and she also gave us adequate break time. I would definitely come to one of Dr. Kingsley’s seminars in the future! Thank you!” – Darcy Kerr, 6th-8th Grade Language Arts Teacher
This was one of the best presentations that I have ever attended. I didn’t want it to end. I can’t wait to try out some of the ideas presented today.”

– SHARON SERANO, MATH TEACHER

Special Benefits of Attending

Extensive Resource Handbook
Each participant will receive an extensive resource handbook specifically designed for this seminar. The handbook includes:

- Ideas and examples for various content areas and grade levels
- Technology tools and apps for gamification learning
- Black-line masters that are easily adapted for any content or grade level
- And much, much more!

Meet and Share
This seminar provides a wonderful opportunity for participants to meet and share ideas with other educators interested in using gamification to strengthen student learning.

Consultation Available
Tara Kingsley will be available at the seminar for consultation regarding your questions and the unique needs of your own program.

Semester Credit Option
One graduate level elective credit is available with an additional fee and completion of a follow-up practicum project. Details for direct enrollment with Brandman University, part of the Chapman University system, will be available at the seminar.

Meet Inservice Requirements
At the end of the program, each attendee will receive a certificate of participation that may be used to verify hours of participation in meeting continuing education requirements.

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

Can’t Attend?
Other Professional Development Options:

Convenient Online Courses
BER offers educators a wide range of online courses that are affordable, fun, fast, and convenient. BER is now offering On Demand Video-Based courses as well as Scheduled Instructor-Led courses. You also may earn optional graduate-level credits for most courses. See the catalog of available courses at www.ber.org/onlinelearning.
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.

Who Should Attend
Classroom Teachers, Special Education Staff, ELL Teachers, Literacy and Math Coaches, Title I Staff, Technology Specialists and Administrators serving Grades 3-12.

Program Hours
All seminars are scheduled 8:30 a.m. - 3:15 p.m.
Check-in 8:00 a.m. - 8:30 a.m.

Fee
The registration fee is $245 per person, $225 per person for groups of five 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. No cash please. Fee includes seminar registration, morning coffee and tea, a personalized certificate of participation, and an extensive resource handbook.

Cancellations/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 can exchange for a certificate to attend another seminar or will be refunded less a $15 service fee. Substitutions may be made anytime without charge.

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 seminar training for professional educators. Programs are based on sound research, are highly practical in content and consistently receive excellent evaluations.

Possible Funding Sources
Elementary and Secondary Education Act funds, including Title I School Improvement Grants; Title VI; Title VII; Restructuring grants; At-Risk grants, Bilingual/ESL and Migrant Education funds; IDEA; Demonstration School funds; Parent Teacher Organizations; and Inservice Training funds.

Meeting Sites and Hotel Accommodations
Seminars will be held at the following sites:
- Chicago North: Holiday Inn – Elk Grove Village, (847) 437-6010
- Chicago South: DoubleTree – Alsip, (708) 371-7300
- Hartford: DoubleTree – Bristol, (860) 589-7766
- Providence: Radisson – Airport, (401) 739-3000
If needed, please make your own hotel reservations by calling the appropriate hotel listed above.
Using GAMIFICATION to Strengthen Student Learning and Engagement (Grades 3-12)

Registration (ZAK7F1)

☐ 1. Chicago North (Elk Grove Village), IL – November 10, 2016
☐ 2. Chicago South (Alsip), IL – November 9, 2016
☐ 3. Hartford (Bristol), CT – November 8, 2016
☐ 4. Providence (Warwick), RI – November 7, 2016

FIRST NAME: ____________________________ M.I. _______ LAST NAME: ____________________________

POSITION, SUBJECT TAUGHT: ____________________________ GRADE LEVEL: ____________________________

SEMINAR LOCATION 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: _____________

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Registration confirmations are sent via e-mail. If you would like a confirmation, please provide your e-mail address.

E-MAIL ADDRESS: ____________________________

HOME MAILING ADDRESS: ____________________________________________________

CITY & STATE: ____________________________ ZIP CODE: _____________

IMPORTANT: PRIORITY ID CODE: EZAK7F1

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METHOD OF PAYMENT

The registration fee is $245 per person, for groups of five or more registering at the same time, the fee is $225 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

Account #: ____________________________ Exp. Date: _____________ MO/YR

Billing Zip Code: ____________________________ 3 Digit CVV Code: _____________ (Found on back of card)

Please print name as it appears on card

______________________________

Signature (required for credit card purchases)

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