5 Steps to Integrate Game-based Learning in Your Class

1. Determine the Purpose of Using a Game
   - Before researching, determine if you want to use a game for:
     1. Instruction
        - An engaging way to introduce underlying concepts or traditional lessons
     2. Reinforcement
        - To help students demonstrate knowledge of the content — not by stressing over problems.
     3. Engagement
        - Students inherently want to play and, as a result, learn.
     4. Content Levels
        - By addressing diverse trouble spots and aptitudes
     5. Teacher Control
        - Many educational games offer teachers the ability to control systems and adjust settings for individual students.

2. Play the Game Yourself, Making Sure It Is Aligned with Learning Goals
   - After finding a game you think is appropriate, play it and make note of:
     1. Teacher Control
        - Some let you match questions to in-class material, delivering performance against each other to earn higher scores. Some let you match questions to in-class material, delivering performance against each other to earn higher scores.
     2. Intuitiveness
        - Whether it's a physical or video game, it should be easy to use.
     3. Engagement
        - Students will enjoy the game. If it's engaging, students should inherently want to play and, as a result, learn.
     4. Content Types
        - Based on the content and how it's presented, determine if
     5. Content Levels
        - By addressing diverse trouble spots and aptitudes

3. Ensure It Meets Expectations from Parents
   - Getting buy-in from other teachers or parents may be needed before finding your game-based learning experience, but parents should also know about your game-based learning plans.
   - Before researching, determine if you want to use a game for:
     1. Teacher Control
        - Many educational games offer teachers the ability to control systems and adjust settings for individual students.
     2. Intuitiveness
        - Whether it's a physical or video game, it should be easy to use.
     3. Engagement
        - Students inherently want to play and, as a result, learn.
     4. Content Levels
        - By addressing diverse trouble spots and aptitudes

4. Dedicate Time to Consistent In-Class Play
   - In a classroom with 1:1 device use, make time for game-based learning activities by:
     1. 2-Introduce a game as a warm-up activity or as an enrichment activity.
     2. 3-Using a game as an exit ticket, allowing students to reveal their performance.
     3. 4-Playing a game as an in-class activity.
   - In a classroom with limited device use, make time for game-based learning activities by:
     1. Pairing groups on non-digital games, such as card games, or educational videos.
     2. Playing how-to videos, even all while watching a video for a language game.
     3. Playing the game, acting as a group.

5. Assess Progress Throughout Play, Informing Instruction
   - Collecting data from the games you implement can encourage student to play, utilize games and assess aptitudes, helping you shape in-game instruction.
   - 1-Game Reports
      - Suitable for educational games that provide game reports for teachers, which reveal student understanding.
   - 2-Student Reports
      - Whether it's a physical or video game, students should demonstrate knowledge of the content — not by stressing over problems.
   - 3-Class Discussions
      - After playing games, students can contextualize a story while discussing topics from group to group to share difficulties, progress, and improvements.

Source
Based on a presentation at the 2016 Prodigy Game Educator Summit. For more information, visit: https://www.educatorstechnology.com/blog/implementing-game-based-learning-in-the-classroom