

USING CLASSCRAFT AS A POSITIVE BEHAVIORAL INTERVENTION STRATEGY IN
THE CLASSROOM

By
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A capstone submitted in partial fulfillment of the requirements for the degree of Master
of Arts in Literacy Education

Hamline University

Saint Paul, Minnesota

December 2018

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Project Description

This project is a combination of a professional development plan and a one-session forty-five minute professional development presentation. It is intended for sixth grade teachers' use, but could be adapted to fit within the elementary or high school setting. The project was created to address the idea of incorporating gamification into the classroom setting as well as to engage students through Positive Behavioral Intervention Strategies (PBIS).

The professional development presentation is contained in Google slides. Speaker notes are provided to assist in the delivery of the presentation. The one-time forty-five minute presentation addresses the main components of Classcraft as well as gives examples of how to tie its use to a PBIS classroom. The presentation offers various screenshots of the program itself as a visual of what the teacher views on their dashboard. The presentation aligns with a PBIS motto, "Keep it REAL", in which R stands for Respect, E stands for Effort, A stands for Attitude, and L stands for Learning-the ultimate goal.

The professional development plan addresses the goals of developing and implementing a program that engages students while incorporating gamification. Surveys were created, through Google forms, to gauge student's and staff's interpretations of what motivates students in the classroom. The project is influenced by the topics of intrinsic and extrinsic motivation, social and emotional learning, gamification in the classroom, and generation Z students. The work of Thomas Malone and Jean Piaget, in the Motivation and Humanist Theories, is explored (McLeod, 2015).

With technology an ever-growing part of society, gamification has become a way of engaging students (Ronan, 2015). This project will facilitate the implementation of a form of gamification, Classcraft, into the classroom. It will offer ideas of how to integrate the components of PBIS as well. The immediate impact of this project will be felt in my district. My hope is that teachers will see the value of integrating forms of technology, particularly gamification, into the classroom in order to optimally motivate and engage students.

In creating the professional development plan and professional development presentation, I want to create a framework for teachers to implement positive behavioral intervention strategies through the use of gamification in the classroom. I envision this project being a model for others who want to increase motivation in students a part of Generation Z.

Project link to slide presentation:

https://docs.google.com/presentation/d/e/2PACX-1vTagugxHhehgryYLea5WfjQbWdivLl85_SOrvui3gULLzh_Hax2QJCrWRxoop_5-JRwnRVuzrNwgLyH/pub?start=false&loop=false&delayms=5000

Link to professional

https://docs.google.com/document/d/e/2PACX-1vTxfix3qYIw1GET_imcMVWkvCuOiziPs7GCzgyZUtXlpjtse34sl7EpGaeBApB-ouPt-Dcngd1TkKgm/pub development plan:

References

McLeod, S. (2015). *Jean Piaget*. Retrieved from

<https://www.simplypsychology.org/piaget.html>

Ronan, A. (2015, July 30). *The ultimate guide to gamifying your classroom*. Retrieved

from <http://www.edudemic.com/ultimate-guide-gamifying-classroom/>