

Escape Digital Breakout in Your Classroom

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Welcome to Escape! Throughout these 4 days, you will explore ways to “gamify” your classroom and provide opportunities for students to “level up,” learn how to persevere and develop a growth mindset.

This course will be conducted through Canvas, the online course system. If you are not familiar with Canvas, you can access tutorials on the Canvas Student Quick Start Page.

Course Objectives:

- Understand how to provide students with an opportunity for productive struggle and develop a growth mindset.
- Learn the principles of gamification and apply them to your subject to increase student engagement.
- To think outside the binder and create new pathways for students to use the 4C's!!

Please note: This course will be offered online through Canvas, Molloy College's learning management system. In order to participate in this course, you will need to become familiar with using Canvas to demonstrate your learning. Since this course will be taught through an online format, we will use Voxer to hold many asynchronous conversations.

- Log into [Canvas](#) using your Molloy email username and password
- Click the “Courses” tab (top left-hand side of the page) & select: “Engaging Student Voice using Technology in a Live, Hybrid, or Remote Setting” in the drop-down menu

- Log-in prior to the course just to ensure that your account has been set up properly!
- Take the [Canvas Student Tour](#) or visit the [Canvas Student Quickstart Page](#)

Technical Support

- *Canvas Support* is accessed through the HELP feature in the lower left hand corner of Canvas. You can either call Canvas at (844) 408-6455 or use the online chat feature. Both services are available 24 hours - 7 days a week.
- *Technology Support Services* is located in Kellenberg 022 and can be reached via phone: (516) 323-4800, via email: helpdesk@molloy.edu or via Twitter: @molloyTSS
- *The Information Commons* is located on the second floor of Public Square and can be reached at (516) 323-4817 or via email: slewis2@molloy.edu. Check their website for hours: <http://www.molloy.edu/tss>

Assignments:

The bulk of work in this class will be creating and building your game. Although the course is technically 4 days, you have until Friday to hand in completed game and reflection paper.

Flipgrid Video Introduction	10 pts.
Rethinking Education Video and Article Discussion thread	10 pts.
Taking Note Graphic Organizer	10 pts
Gamification in Schools Discussion Thread	10 pts

Game Discussion and Ideas Discussion Thread	10 pts.
Completed Game	25 pts.
Final Reflection Paper- 2 pages process	25 pts.

While this is an asynchronous course, I understand you may have questions about various components throughout this week. The best way to get in touch with me is through text or an app called Voxer.

Cell: 516-965-2673

Voxer is a free app that works like a walkie talkie. It allows you to text and leave voice messages. My voxer name is dmammolito.

I am available Throughout the week if you need to jump onto a Zoom or a Google Meet for assistance.