

Who is Shawn Beatty...a.k.a. Beatty Sensei

1. I have had two online businesses.
2. I have been on the Discovery Channel.
3. I organized a zombie march for 12 years.
4. I was interviewed by news media in Japan, twice!.
5. I had dinner with Yakuza.
6. I was a DJ on a Japanese radio station.
7. I was interviewed by Australian Radio Station.
8. I have been drawn into a comic book as a zombie.
9. I have seen the same cult film in 4 different countries.
10. I collect cool coffee cups and have even taken one to Japan with me.
11. I met a Japanese person in Japan who was less than 5 degrees of separation from a college friend.
12. I have passed Level 1 (the most difficult) of the Japanese Language Proficiency Test...TWICE!
13. I was interviewed in the Huffington Post.
14. I have **two** IMDB entries for things I've done.



Classcraft

6/16/2021

Motivate students in any setting with Classcraft/Games & Communication Activities!

Shawn Beatty

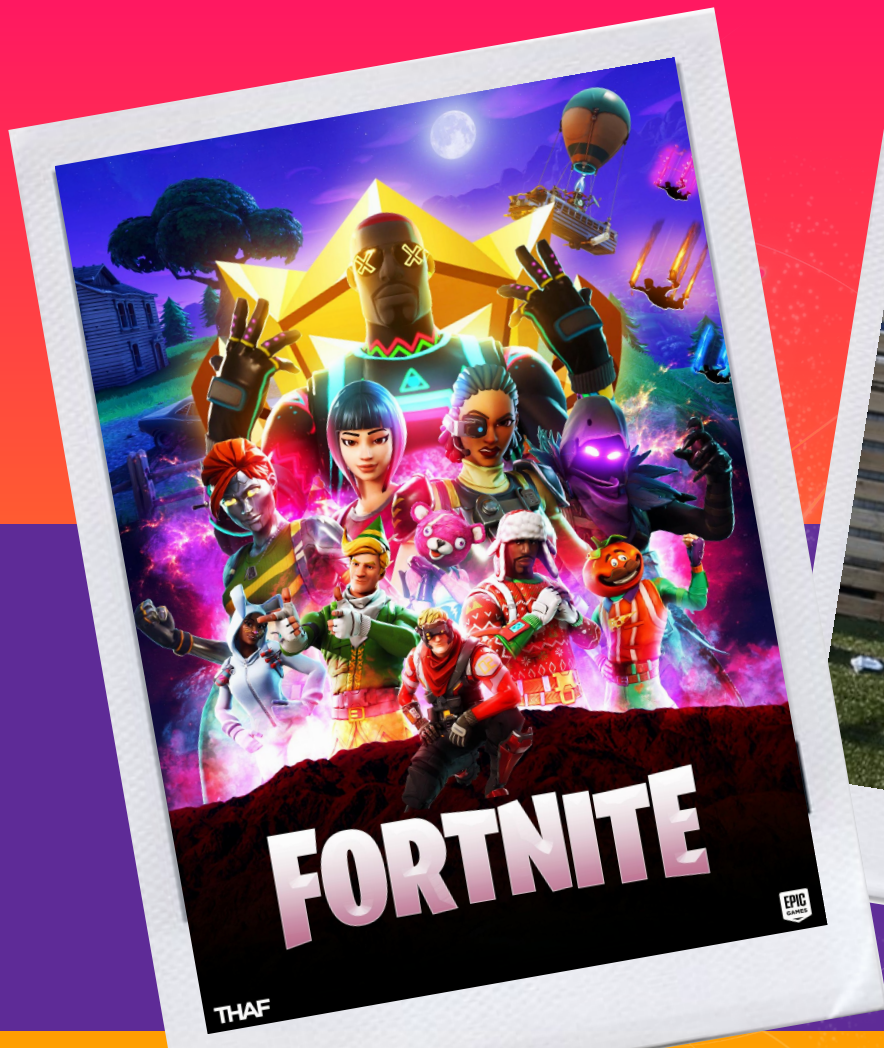
[Japanese Teacher]

Instagram: @BeattySensei

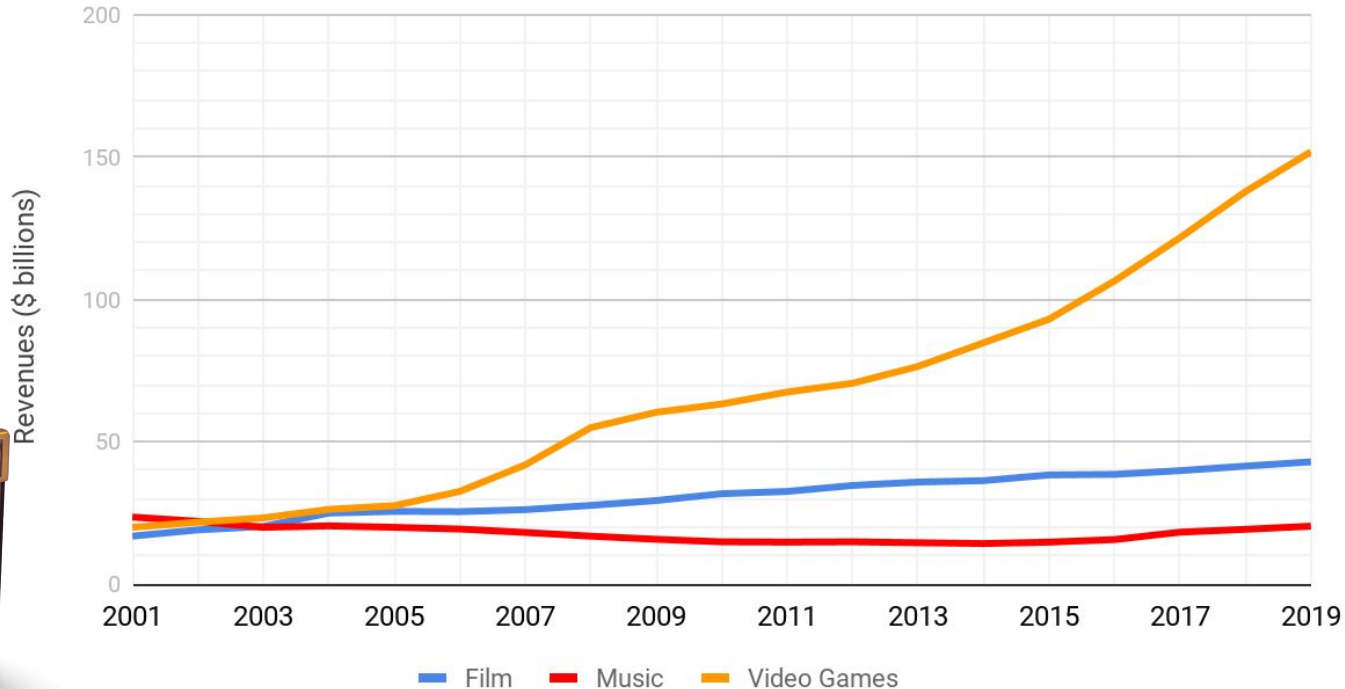
Email: Sbeatty@cpsk12.org

THE CASE FOR GAMES

Any successful behavioral initiative has
to be motivating & culturally relevant.



Gaming is the most widespread cultural medium,
and it's only getting bigger.

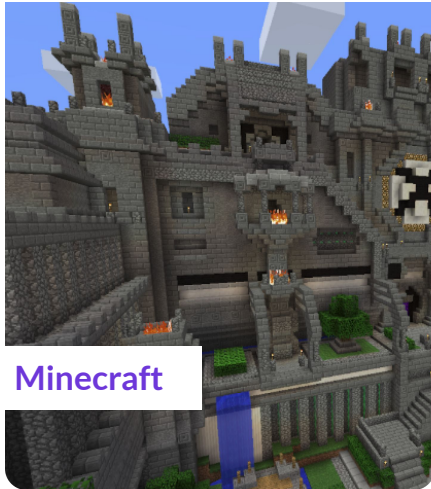


Games are incredibly
effective at
internalizing
motivation



Games are incredibly effective at internalizing motivation

Autonomy



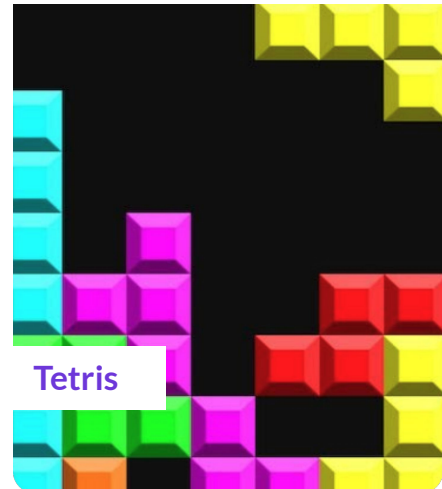
Minecraft

Meaning



World of Warcraft

Competency



Tetris

Playing fulfills essential emotional needs

Needs fulfilled by games

- **Autonomy** (Minecraft, Pokemon Go)
- **Competency** (Fortnite, Tetris)
- **Relationships** (World of Warcraft)

Ryan, R. M., Rigby, C. S & Przybylski, A. K., (2006). The motivational pull of video games: a self-determination theory approach. Motivation and Emotion. 30, 347-364.



Motivation in education

- **Controllability**
- **Competency**
- **Meaning**

Viau, R. La motivation : condition au plaisir d'apprendre et d'enseigner en contexte scolaire, 3e congrès des chercheurs en Éducation, Bruxelles, mars 2004.



Other important gaming principles:
Discovery, Storytelling, Feedback, Surprise



Classcraft

Intrinsically motivate students, in person or remotely

classcraft.com



//CODiE//
2019 SIIA CODiE FINALIST



Setting school wide expectations for remote learning

Being on time for a video lesson **+100 XP**

Participating in online discussions **+75 XP**

Submitting homework on time **+200 XP**

Setting a goal and working towards it **+150 XP**

Trying, failing, & trying again **+100 XP**



Check out our remote learning guide: bit.ly/cc-remote

... or change them for social distancing

Respecting others, school property, or hygiene supplies **+100 XP**

Letting an adult know if you feel sick **+200 XP**

Staying 6 feet apart **+125 XP**

Practicing quality hand hygiene **+150 XP**

Keeping your area clean/disinfected **+100 XP**



Behavior & noncognitive skill education



Collaborative

Students are accountable to each other and play on teams



Impacts real life

Game powers are privileges, like handing homework in a day late



Customizable

Works in any grade, any subject



Team BASIC

Alice

Healer • Level 1

HP

50

50

AP

35

35

XP

273

1365

GP

50

+

-

...

POWERS

PLEDGES

Ardent Faith

Tree has 0 Power Point(s)

SHOW POWERS

Ethan

Liz

Simon

30

50

80

30

50

35

80



Kim

Guardian • Level 15

HP

47

80

AP

30

30

XP

14 779

15 000

GP

53 509

+

-

...

POWERS

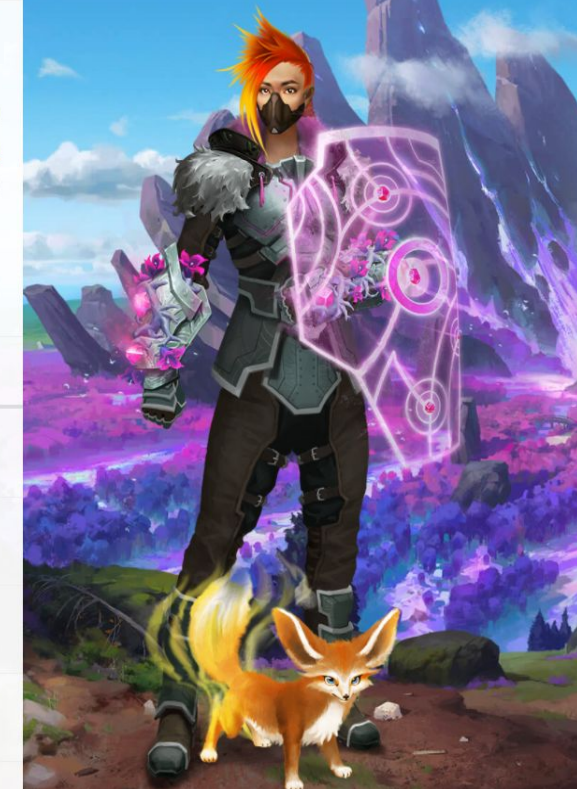
PLEDGES

Take a punch

Walk it off

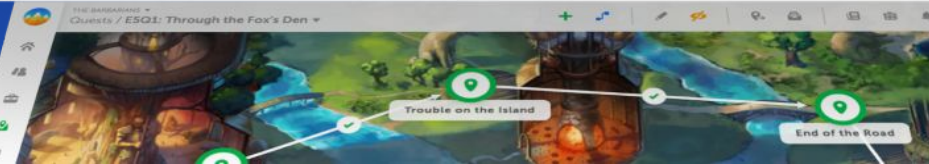
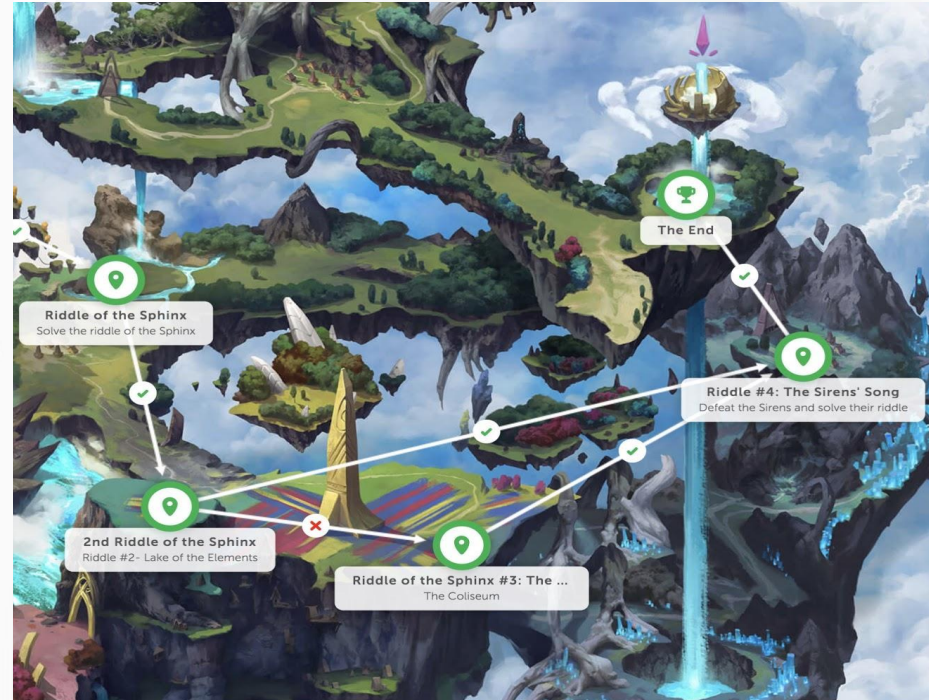
Hunting

Tough Guy



QUESTS

Turn your curriculum into a personalized learning adventure



KUDOS
Kids love to cheer
each other on!

The screenshot displays the 'Class Wall' interface for a class named 'MATHEMATICS' and 'Shrine of the Ancients (Kudos)'. The interface includes a top navigation bar with 'Class Wall' and 'Inbox' tabs, and a left sidebar with icons for home, people, calendar, location, and chat. A 'View' dropdown menu is set to 'All Time (8)'. The main content area shows a grid of kudos messages, each with a star icon, a 'To:' field, a message body, a 'From:' field with a profile picture, and a date.

To:	Message	From:	Date
Neil Hambrick	I appreciate all the help in rehearsal!	Mora Hardrick	January 29, 2020
Neil Hambrick	I appreciate all the help in rehearsal!	Sylvester Heims	January 29, 2020
Miguel Laporte	Wow! Nice work on your presentation.	Lorita Sharkey	January 27, 2020
Mora Hardrick	Your character is so cool!	Esta Habel	January 27, 2020
Esta Habel	I really appreciated all your help with my book report project!	Miguel Laporte	January 27, 2020
Leonore Mulherin	You're really good at cheering everybody up! :)	Diego Kepley	January 27, 2020

Impact

Research

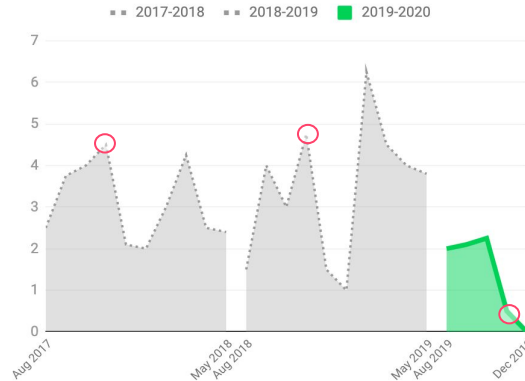
Motivating Computer Science Students Beyond Classwork with Games and Gamification



46.4% of students didn't participate in online forums in control groups, compared to **less than 3% in the groups using Classcraft.**

Case study

East Paulding Middle School

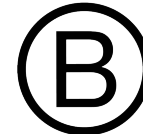


85% less referrals
after implementing Classcraft

Classcraft Data

Generated by our own analytics

Certified



Corporation

57M+ behaviors
logged this school year

Ratio of 7:1 of
positive vs negative

66% of students
in Title 1 schools

FREE RESOURCES



Classcraft's Intrinsic Motivation Playbook
Download PDF



Traditional PBIS is great, but...
Watch video



Analysis of the Alignment of Classcraft's SEL
Environment and CASEL SEL Standards
Download PDF



[Log In](#) / [Sign Up](#) >

PLAYING CARDS.io



Playingcards.io

What is it?

- 1) A tool that allows you to play &/or create all sorts of board, card & “dice” games online.
- 2) FREE!!!!
- 3) Works similar to a Gimkit/QuizletLive or Kahoot in how you use a room code
- 4) Time saving in the long run

PROs

- 1) You are only limited by your imagination.
- 2) Easy to **share/copy** & **modify** games to suit **your** needs.
- 3) Game files can be downloaded and saved for future use.
- 4) The site has been constantly updated since I've started using it.
- 5) Easy to used to and use.
- 6) Did I mention FREE!?!
- 7) You will never lose game bits (cards,dice, etc) again!

CONs

- 1) There is a bit of a learning curve. You will need to spend a little time learning it. Pro tip: Take an activity that has already been made, & to modify it to your needs
- 2) Games go away after 30 days of inactivity. Not a problem because you can download the game files.
- 3) You may have to create & share multiple room codes. Or do what I did.

What kinds of games can you make?

All kinds!

Here are the [games already on the site](#)

Here are some of the games I have created:

[Board Game](#)

[Adjective Conjugation Game](#)

[Sentence Construction](#)

[Team Building](#)

[Cockroach Poker](#)

[Question & Answer Matching](#)

[Visiting a Friend](#)

[Dicey Conversations](#)

[Direction giving](#)

You are only limited by your imagination. Feel free to access and copy and change to your heart's content.

[Here's how you can upload a game file to the site](#) (once you've downloaded it)



Limited only by your imagination

 Welcome to Sanako Connect

 Class

 Files

 Exercises

 Submissions

 Speak to class



 Split



☒ Show offline students (28)

All

29

A



5

B



4

C




5


D





5


+ New group


 Anthony


 Arden


 Daniel


 David


 Dennis


 Elena


 Garry


 JP


 James

 Jeanette


 Jenny


 Juho


 Kristina


 Mike


 Student 11

 Student 12


 Student 13


 Student 14


 Student 15


 Student 16


 Student 17

 Student 18

 Student 4

 Student 6

 Student 7

 Student 8

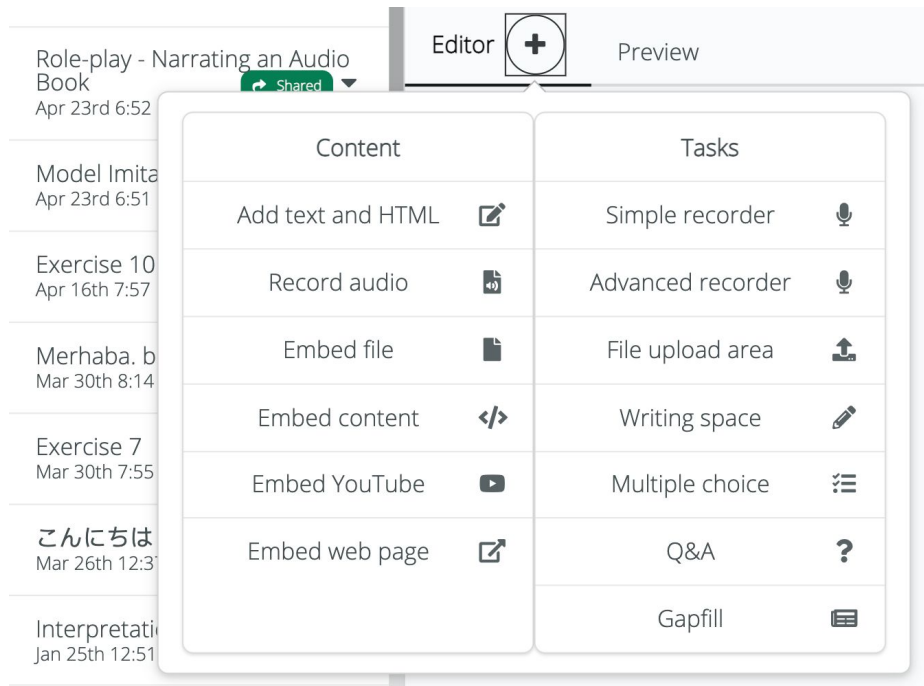
 Student 9

Exercise *Group recording* is open.

What is great about Sanako Connect

- 1) Intuitive activity creation
- 2) Very responsive to feedback

3) Excellent support!!



What kinds of activities have I done?

Covid played havoc on various assessments due to virtual teaching. But Sanako allowed me to tool to do oral assessments easier.

I did things like:

- 1) Reading & Answer Questions
- 2) Inserting your voice into a video
- 3) Recording pair conversations

However...there is sooo much more you can do beyond what I did....

[Here are some activities I have made.](#)

Sanako Connect x PlayingCards.io = [Visiting a Friend](#)

What kinds of activities can you do?

- 1) Reading out loud
- 2) Oral answers
- 3) Cloze activities
- 4) Multiple choice
- 5) Long written answers
- 6) Embedded videos/webpages
- 7) Oral feedback
- 8) Pair-Conversations (one I do a lot of for upper levels)*

Using the pair/group recorder can be used when students are playing games to get a formative idea of where they are at.

2020~21 was a crazy year to be a teacher, but...

Tools like Sanako Connect, Classcraft, Playingcards.io got us through it.

Here is a link to many of my digital resources that I found that I saved. Maybe some of them can help you moving forward. Some are specific to Japanese. However most are not.

[Digital Activities & Resources Grid](#)