



# ¡A Jugar! Using Games and Competition in the Classroom

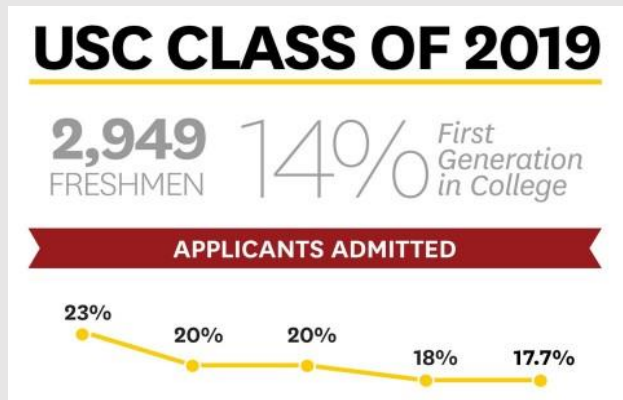
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# Competencias entre Estudiantes

Emoción

Energía



Entusiasmo

Diversión

 Apply for the 2017-2018 USC Latino Alumni Association Scholarship!

Available for undergraduate and graduate USC students with a minimum 3.0 GPA and enrolled full-time.

Online application submission deadline: February 1, 2017.

[latinoalumi.usc.edu/scholarships](http://latinoalumi.usc.edu/scholarships)







- Competition can trigger stress, anxiety and discouragement, which can lead to disengagement. ([edtheory.blogspot.com](http://edtheory.blogspot.com))
- Competition can damage self-esteem. ([info.thinkfun/stem-education](http://info.thinkfun/stem-education))
- Competition shifts the students' attention from means/process and the task itself to attention to ends/products and the cost of their performance. ([calstatela.edu/faculty](http://calstatela.edu/faculty))
- Competition accentuates the effects of existing social hierarchy and ability levels and can damage the teamwork ethic. ([info.thinkfun/stem-education](http://info.thinkfun/stem-education))
- Competition is based on the drive for personal gain at the expense of another and this can only destroy true relationship amongst students. ([unimedliving.com/education](http://unimedliving.com/education))



- Competition can make learning seem like a game which makes the process more fun. ([study.com](#))
- Motivation thrives in competitive situations and competition can get students more actively involved in the class. ([theclassroom.com](#))
- Increased efficiency and improved self-awareness in class activities occur when students are in a competitive environment. ([edtheory.blogspot.com](#))
- Some students thrive under pressure, which competition provides. ([study.com](#))
- Competition builds teamwork skills and can lead to better cooperation and a sense of community. ([education.cu-portland.edu](#))
- Learning to operate in a competitive environment is a valuable skill. ([schooliseasy.com](#))
- Healthy competition boosts self-esteem and engagement. ([parents.com](#))

## Healthy Competition

- The primary goal is fun.
- The learning task is NOT characterized as a means to an end (winning the competition).
- All individuals or groups see a reasonable chance of winning.
- The competition occurs randomly and unexpectedly, has a short duration and is characterized by high energy.
- The competition is varied and all students understand game rules and symbolic rewards. (points)
- The competitive reward does not affect students' partial or final grades.

Owen 14 |

Mollie 11

Troy 12

Anusha 13 |

Mayra 10 |

Anna 10 |

## A Typical Lesson

### I) WARM-UP



### II) INTERPRETIVE MODE



### III) INTERPERSONAL MODE



### IV) PRESENTATIONAL MODE



### V) CONSOLIDATION/REVIEW

