



Número de proyecto: 2020-1-ES01-KA201-082618

GAMIFICATION DYNAMICS

In this section, a gamified STEM dynamic is going to be explained to use as a resource for working in teams.

It is carried out following the Gamification Methodoguide for STEM.

This idea can be carried out in this way or it can be adapted according to the curricular needs of teachers and students.

It can be a specific activity of 2-3 hours or it can be prolonged in time.

It can belong to a single STEM area or be multidisciplinary.

The challenges are open and practical enough to motivate students.

- **Area STEM:** S (Science) T (Technology) E (Engineering) M (Mathematics) A (Art and Creativity).
- **Main topic:** sustainability.
- **Other topics:** Depending on the project.
- **Objectives:**
 - Fomentar el pensamiento crítico y el aprendizaje activo en la metodología STEM.
 - To encourage critical thinking and active learning in STEM.
 - To improve the adaptability, flexibility and resilience of the participants.
 - To acquire new practical knowledge on these subjects.
- **Timing:** depending on the extension of the activity. It could be an hour per week thought the term.

STORYTELLING:

The students, divided into teams of 4-6 people, are part of a Comprehensive Sustainability Advertising Agency.

It is an Agency in which they must not only "sell" a logo or a brand but also present the "best comprehensive solution or invention" for the problem posed by each client.



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WOMEN HACK THE GAME

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RULES:

A new order is produced every 2-3 hours of work and the solution is presented every 3-4 hours, so the task of how to organize it falls within the team itself.

Roles can be established within the teams themselves that can vary throughout the dynamic. For example, a person in charge of project management, communication, creativity, innovation, technical advice and execution.

After the presentation of the solution, each team receives a score (max. 100 points per challenge) based on the established criteria. Teams can associate if they deem it necessary without affecting the score of the challenge.

The presentation of the solutions must be introduced through a dossier (maximum 600 words) with a visual format that must be different in each challenge. (Audio recording with 2 images, video, performance, presentation with visual support, explanation of a demo, a dance, example of a launch campaign in networks, etc.)

CHALLENGES:

Customer 1: You need a product that can be implemented in your city to make it more sustainable.

Client 2: You need an instrument or experiment that allows you to improve climate change.

Customer 3: You need an energy-efficient product with which you can surprise and improve the energy sector.

Customer 4: You need a product that links responsible consumption and production with food.