

# Sketch for Technology Plan

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*Here is my rough draft for my Technology Plan*

<b>1. Determine which problem of practice or standard you want to focus on.</b>	I would really like to implement the practice of GAMIFICATION into my classroom. I would like to pioneer this idea with my music theory class that I teach in the spring.
<b>2. Determine whether or not you will be revising a previous lesson or unit; creating a brand new lesson or unit; or developing an overarching plan for your entire classroom practice.</b>	This past spring was my first time teaching Music Theory; since this class is in its infancy, I don't feel it will be too hard to overhaul.
<b>3. Determine a form that makes sense to you. Will you create a map? A digital chart? A written narrative?</b>	I have looked into several Gamification websites, and I would like to use <a href="#">CLASSCRAFT</a> . This is a new tool to me, so I have spent quite some time watching tutorial videos already.
<b>4. Consult either the TIP or Grounded Theory approach to guide your thinking &amp; planning.</b>	I have been thinking along the lines of the TIP model for this overhaul. I'm currently in Phase 1, Analysis of Learning and Teaching Needs. I can tell that COVID has rocked the foundational bedrock of academia, and applying this 21st century practice of gamification, combining technology with a "board game feel," checks all the boxes.
<b>5. Start sketching out your ideas.</b>	Classcraft makes the gamification process pretty easy to set up.

	<p>It is a paid subscription, so I haven't been able to customize any of the features in my demo class yet, but I am planning on talking to my principal to see if they will cover the purchase fee. Basically, within this website, you are able to create a Map with various Quests that students have to work through. It is very simple to set targets and goals for students, allow them the freedom to move around the world, and to collaborate with each other on various "learning adventures."</p>
<p><b>6a. Provide an explanation of what kinds of plans/materials these are and your purposes for creating them. That will help those reviewing your drafted plans to provide meaningful input.</b></p>	<p>One of the things I talk about in my class a lot is creating an "atmosphere of creativity." I want my students to walk into my room and <u>feel</u> that they are free to be creative and express themselves however they choose. In a music class, this is fairly simple to do, but in a theory class, not so much. Since most of my students are musicians, I want them to be able to take the habits and rituals of a music classroom and apply them to the content-learning process. I feel that gamification lends itself well to this practice.</p>
<p><b>6b. Include in your post what areas you want feedback or ideas on from your colleagues in our course and the general public (potentially).</b></p>	<p>First, I would like to know if any of you have done this before? Am I setting myself to bite off more than I can chew? Second, are there better resources out there for gamification than Classcraft? I read a few blogs and watched some YouTube videos, and it seemed like this one was a good one to get started with, but I'm open to other suggestions.</p>