# Pedagogical Toolbox
## Educational tips

### Organising a debrief after a homework adventure

**Objective:**
As a teacher, it is highly beneficial to debrief with students after the homework adventure to create an exchange of feedback and comments on what students have achieved. The purpose of the debrief is to clarify the course content for students, to implement what was experienced in the gamified homework to the content learned in school. It also enables you to modify your homework adventure if necessary.

**Tools needed for the debrief:**
- A debrief form where you will write down feedback and comments.

**Structure of the debrief:**
- **Create a safe environment**: Students need to be able to reflect without feeling judged or worried about talking about their difficulties. It should not feel like a competition between the students, and the teachers should be a facilitator who will enable the debriefing process rather than lead it.
- **Feedback**: The feedback can be in different steps: 1) A "cooling down" period in which students reflect on their first reactions to the homework adventure; 2) A time to share the emotions they felt during the adventure and 3) A conclusion where they can think about the next step and how they will use with that new knowledge.
- **Suggestions for improvement**: Allow student input on how certain elements of the homework adventure could be better (enigmas, parts of the story, etc.)

- **Organise a self-evaluation**: Encourage students to reflect on their struggles to seek the correct information in the previous lessons so that they can understand and realise that they have control over the learning experience.
- **Organise a group evaluation**: Pair the students with difficulties and those with a better understanding of the topic, so they can help each other figure out what they did not understand or how to remedy their difficulties.

- **Reuse the elements of this homework adventure in future lessons**: It gives more purpose to the homework and encourages students to establish links.

**References:**
Eng, D. (2020, March 26). *What is Games-Based Learning?*
https://www.universityxp.com/blog/2020/3/26/what-is-games-based-learning

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