

Pedagogical Toolbox

Educational tips

How to enhance students' motivation

Objective:

Educational games are an ideal way to actively mobilise considering that they involve various interactions and senses. Games that engage students through the use of visuals, audio, and good storytelling also help them to better retain information, as they offer a higher level of engagement than traditional homework.

Rewards as a means to maintain motivation:

Receiving a good reward for doing something right is always encouraging but oftentimes, once the reward is obtained, the motivation decreases. Homework adventures require the student to be engaged until the end to get the ultimate prize: the answer to the mystery or enigma. By successfully collecting clues, the pupils will have the satisfaction of being able to solve the general puzzle, in addition to all the smaller enigmas that they need to solve to get to the following paragraphs. These questions must be challenging enough to keep students thinking and working, but easy enough to not lose their motivation, and therefore their engagement. Attention on the length and complexity of the exercises is crucial to ensure that your students will desire to solve the final case.

In addition to offering a more recreational way of revising lessons, homework adventures are emerging as a new type of learning activity under the promise of enhancing students' learning through engaging and playful experiences. The stories incorporate course materials within their narrative in a way that requires students

to understand these materials in order to succeed. Additionally, this format is the occasion to incorporate transversal elements from the curriculum, by locating your story in a specific geographical location or period of time, for instance.

To go further:

McMillan, J. (2017), *Classroom Assessment: Principles and Practice that Enhance Student Learning and Motivation*, Exeter, 7th edition, Pearson.