

# Pedagogical Toolbox

## Educational tips

### How to ensure interactivity in your gamified homework

In the grain 2.3.3 of the E-Learning Module, tips are provided on how to create the basis for interaction and tools are described that allow the reader to become the protagonist of the story.

Let's see some examples.

1. **Use objects that have a recognisable identity and a function in the story:**  
The readers during the adventure could be called to choose if and how to use them.

*Carlo notices a strange object as he is about to leave the archaeologist's office. "It's an old Malepeggio" says the archaeologist. "You can take it if you want."*



(...)

*Carlo finally finds himself in front of what is probably the entrance to the tomb where the ancient treasure is kept. But roots of plants and brushwood left free to grow for years prevent entry. Carlo thinks about lighting a fire to burn the brushwood and asks you: "Do you think it's the right thing to do?"*

2. **Use crossroads:** The readers decide how to continue the story, having the possibility to choose between two or more alternatives.

*Carlo sees on his left a tour guide who has just accompanied a group of visitors. You can ask her if she saw anything. But his attention is attracted by the noise produced by a strange man in front of the door of the souvenir shop on the right: he is wearing a green T-shirt and chewing a candy. As he watches it, he continues to play with the plastic that wrapped the candy. Carlo has to decide what to do. What do you advise him to do?*

3. **Use tests:** The readers have to use their knowledge to pass a test.

*Carlo is in front of a mailbox. It is closed with a 3-digit padlock. Damn! Looking closely, however, he notices an engraving "π=". Maybe you can give him some help?*

4. **Use information and clues that prove to help continue:** The attentive readers know how to proceed; if, on the other hand, this information has not been noticed by them, they may have to rely on chance or fall into a trap, or not know which road to take and go back.

*Carlo finds a candy wrapper on the ground. The culprit himself could have left it. But what can it do? It seems little to go on. Maybe you can help him understand...*