

Title: Gamifying Online Learning in PE using SLS

Igniting joy in Physical Education (PE) through the design of engaging and enjoyable lessons is pivotal for educators seeking to elevate the effectiveness of lessons by inspiring students to switch from a 'need to' mentality to a 'want to' frame of mind. As PE educators conduct more lessons via blended and home-based learning modalities, the need to ensure high levels of learner engagement during online learning is critical to ensure that our digital learners acquire health and fitness knowledge and achieve good learning outcomes. One possible approach that educators can adopt to maximise learner engagement and enjoyment in online lessons would be through gamification. This sharing will focus on how game design elements (e.g. storyboards, role plays, escape rooms) can be included in Student Learning Space learning packages to enhance students' motivation in learning in PE, thus improving learning outcomes.

Please scan the QR code below to access a sample of the escape room lesson to be shared in the session.

