START SIMPLE. Get the basic mechanics down first, and elaborate as you go. Mix in some twists and turns to keep everyone engaged.

SET THE STAGE. Pick a theme or storyline. Pirates, aliens, zombies... the possibilities are endless!

CREATE CHARACTERS. Have students design their own avatars. They will love seeing their characters progress.

TAG TEAM. Group students together in teams. Let them share their power-ups and rewards.

USE A POINT SYSTEM. Count experience points (XP) rather than assigning letter grades. Students can “level up” as they accumulate points for homework, class participation, tests, and other activities.

TRACK PROGRESS. Create a leaderboard or progress chart so students can see their progress. Anything from poster paper to digital displays will work.

BESTOW BADGES. Give badges for each new ability, achievement, or assignment. Be sure to include some random ones for the element of surprise.

PLAN REWARDS. Tie game performance to tangible rewards: extra credit, and extension on a deadline, a class pizza party, etc.

BE ENTHUSIASTIC! Get into it and have fun! Your students will follow your lead.