Gamify Your Class for Fun and Equity

Dr. Katie Berryhill



Astronomy Intern Training Program AKA Introduction to Astronomy

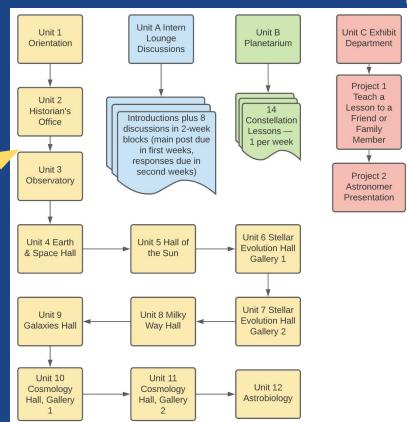
- Inspired by Professor Jim Marteney (Los Angeles Valley College)
- Students in imaginary intern training program at science center
 - Goal: learn about astronomy in order to be an "explainer"
- Aims:
 - Flexibility, especially during pandemic
 - Inexpensive (OpenStax textbook)
 - Equitable, mastery-based grading
 - Usable in both synchronous and asynchronous modes

Class Structure

- 12 sequential units of main content
- Planetarium unit
 - > Weekly lessons cover 1–2 constellations each
- * "Exhibits Department" unit
 - > Projects that involve teaching someone else (or pretending to)
- "Intern Lounge"
 - Asynchronous class: discussions in ~15-person "Intern Cohort" groups
 - Synchronous: live class participation
- "Finale"—Live Zoom "escape room"
 - > Small groups solve puzzles using what they learned in class

Structure & Flexibility

Due dates, but then additional two weeks to improve mastery



Katie Berryhill, kberryhill@laspositascollege.edu

Badges Instead of Gradebook



Earn badges for each level of mastery in each unit
Course grade based on numbers of badges

Equitable/Mastery-Based Grading

- Badges earned based on scores on "appraisals"
 - Automatically get two attempts
 - Earn additional attempts by coming to office hours
- Discussion/Project grades
 - "Well done", "Good", "Getting There", "Not Quite", "No Rating Possible"
 - Missing assignments 50 instead of 0

Brainstorming

- Let's discuss...
 - What has this triggered in your mind?
 - O How might any of these ideas work in your discipline?

Workshop Evaluation

