



# GAMIFYING OPPi

## Team-building

Impart values of play and thought simultaneously.

Through engaging activities, OPi facilitates the teaching of concepts like the power of choice and the importance of consensus-building to students.

## Resources required:

- Students' personal mobile devices with Internet access
- Timer
- Desktop/laptop
- Portable whiteboards x 5
- Markers x 5
- Projector (optional, but highly recommended)

## Lesson objectives:

- Empower students to develop socio-emotional skills and value cooperation and team-building.
- Build understanding of the common ground in students.
- Cultivate empathy and perspective-taking in students when dealing with important issues.



## Roles and responsibilities:

### Students

- Students will respond to an OPPI poll with directions from the teacher.
- Students should follow the leader they agree with the most. The first two leaders are randomly chosen, but the remaining students can step up to take on the role throughout the activity.
- At the end of the poll, students will be assigned to a group based on their responses.
- No one should speak during the game; only gestures are allowed.

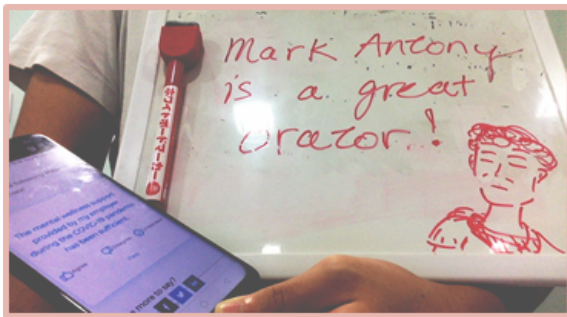
### Leaders

- Their goal is to craft statements of common ground that will resonate with as big a group of students with varying views as possible.

### Lesson Plan:

All students start off by answering the first question in an OPi poll set up by the teacher. No discussion should take place.

The teacher will appoint two leaders (indicated by the red dot) at random. Each leader is to write down a statement representing their views on the given topic and hold it up.



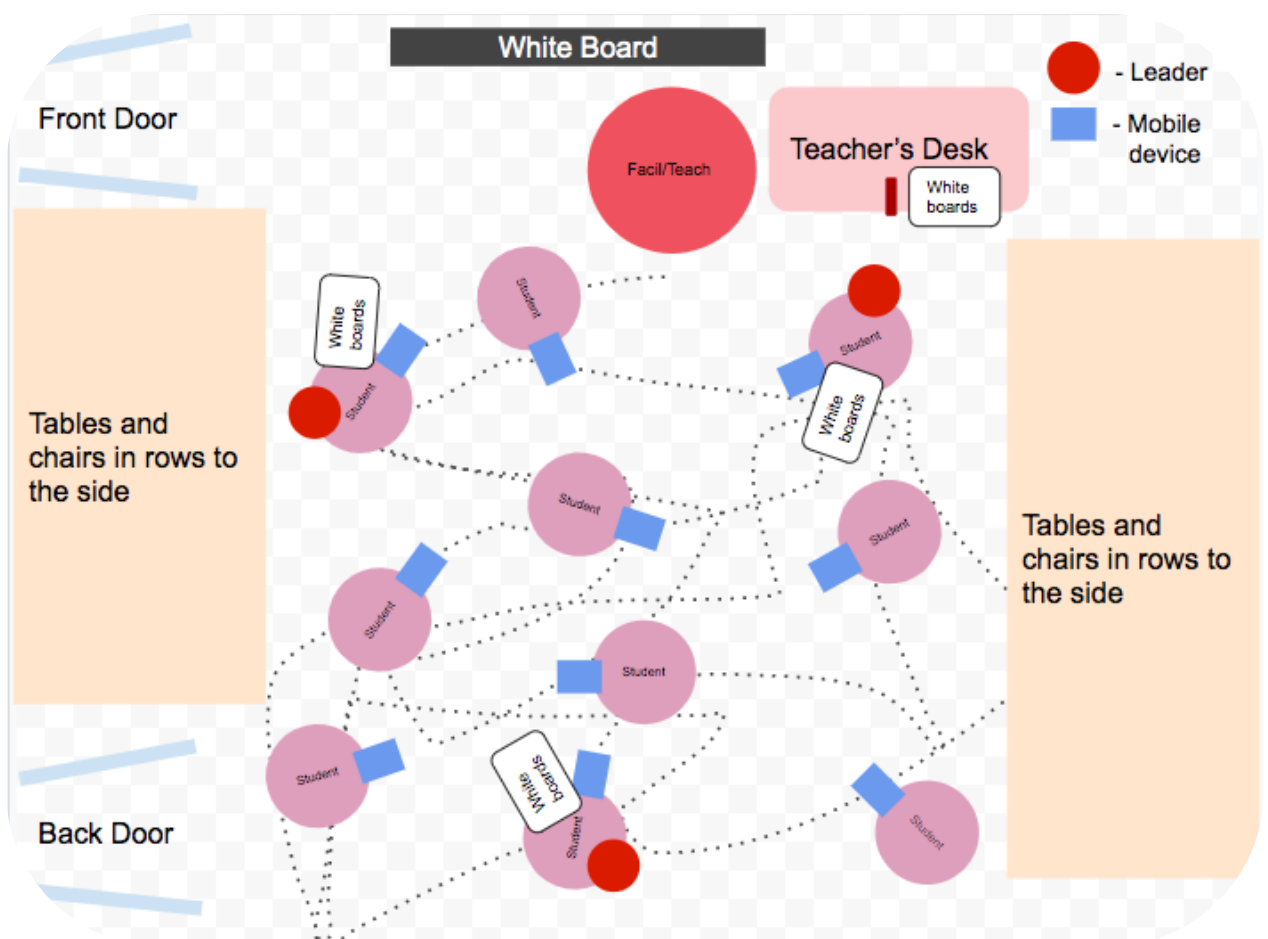
Example of a common ground statement with the OPi poll open.

Leaders will walk around the class displaying their statements. The rest of the students can either:

- Follow the leader they agree with.
- Roam around without a leader.
- Become leaders and write their own statements should they disagree with the existing statements

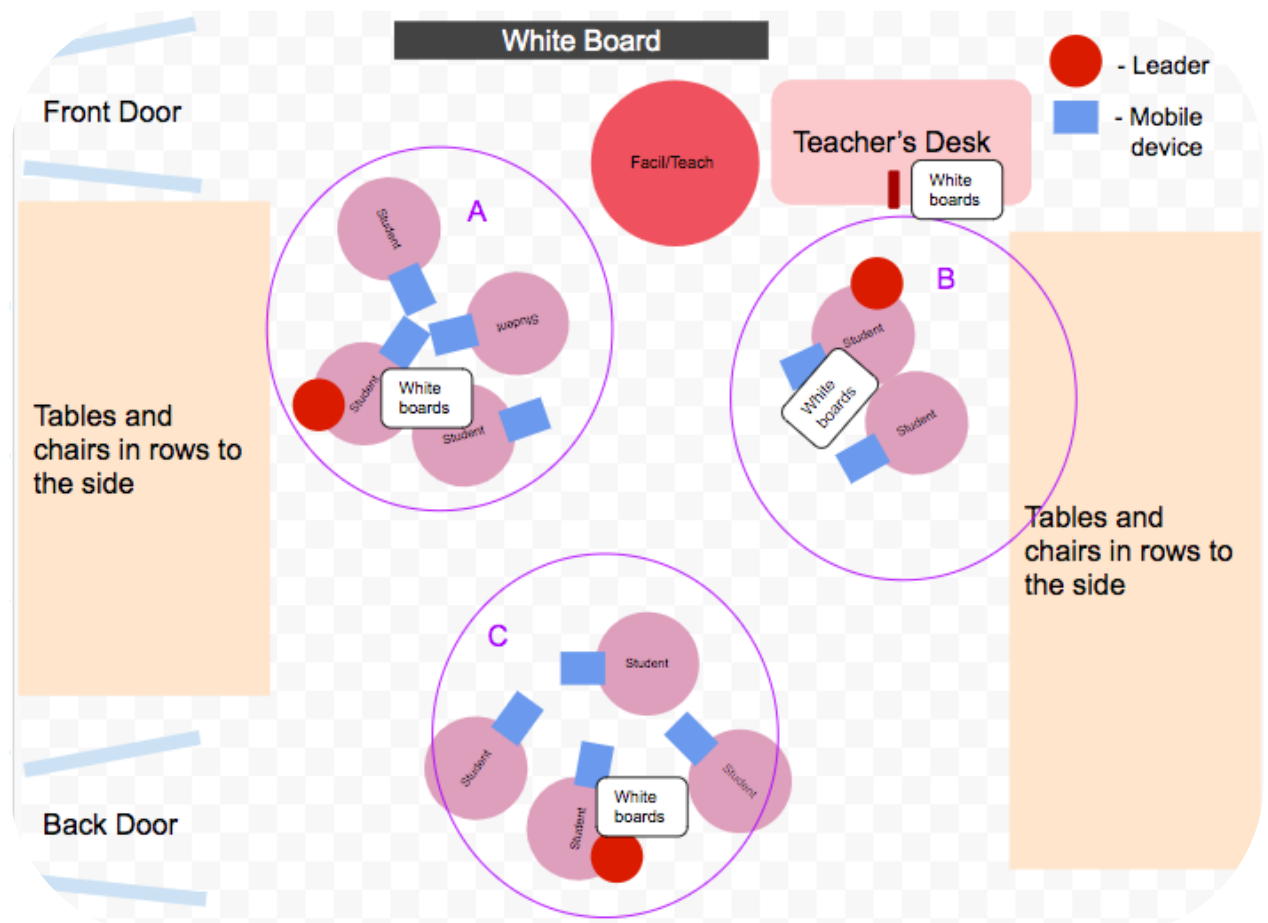
### Lesson Plan (continued):

After one minute, the teacher will get the class to respond to the next question in the poll. Leaders are free to edit their statements according to their views, and students are free to change their minds and follow different leaders or become leaders themselves throughout the activity. This is repeated until all questions in the poll have been answered.



### Lesson Plan (continued):

At the end of the poll, everyone in the class will be assigned to a group (i.e. A, B or C), depending on their responses. Each leader will then be scored based on the number of followers that they have, and the representation of their followers (i.e. are all of them from group A, or is there a good mix.)



**Example:**

Distribution of groups:

Group A (supportive of Brutus): 4

Group B (critical of Brutus): 6

In the diagram, the ratios are -

Circle A: 1:3

Circle B: 1:1

Circle C: 2:2

Thus, **Circle C is declared the winner.**