

# Avatars





# Avatars



## INTRODUCTION

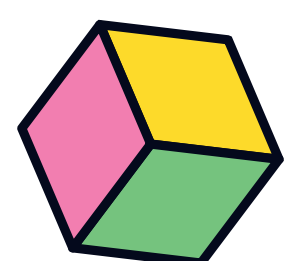
In computing, an avatar is the graphical representation of the user or the user's alter ego or character. An icon or figure is representing a particular person in a video game, Internet forum or leaderboard. We have gone a created Avatar images that students can use for different tables, ladders, leaderboards or badges in your classroom. You can also show the students what avatars are and use our as examples and then get them to create their own to use in your classroom for different games and lessons you are teaching.

### Concept & classroom use

The reason we felt the need to transform these digital characters into the classroom is that they make coming come to life, the avatars are also a great way to represent each student without displaying their name publically. The reason behind this is that too often we see leaderboards and learning groups in classrooms. These straight away label and categorise the students in abilities. This is an inferior way to promote positive learning and gamification. Hence we have created these printable avatars so that each student can select a character, and they use this for all groups and leaderboards in the classroom.

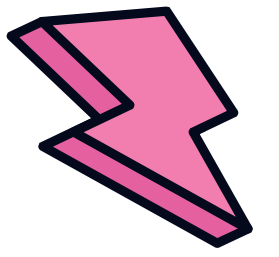
This means that the teacher and student will know which avatar is which, but when people come into the room, they will not see that 'Dale' is in the lowest group for reading and writing. Instead, they will see avatars grouped in these groups. This is also good for poor little Dale who is already self-conscious about his reading and writing; he doesn't need to be reminded daily that he is in the lowest group.

Like in most video games, players use different names and create their avatars. We are bringing this to your classroom or PE setting, so that students have a digital representation of themselves, instead of publically displaying their actual name. We are sure that you will be able to come up with lots more ideas and different concepts to use these avatars with your students.





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### Avatar race game

This game has been designed to make whatever your teaching into a run race. However, you can play this however you like. Instead of having the ten fitness stations you can turn these into subject questions. For example, have different times tables or numeracy questions to answer on each of the stations instead of the fitness movements that you will see coming up. As with all of our games the possibilities are endless and indeed up to how you use your imagination. This game template can be used for anything. Here are the instructions and set up for the avatar race as well as a literacy and geography example game you can use. You will also see that we have made some of the games smaller than others. This shows that you can have as little questions or as many questions as you would like for your avatar race.

### How to play

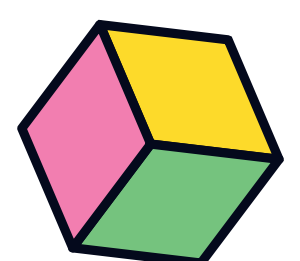
Have ten stations lined up in a straight line or in a curve depending on your space (this works best around the outside of your classroom or outside if possible). All participants start on the starting line as if they were in the starting gates at the beginning of a horse race with their chosen avatar on the starting line with them. They complete exercises or questions at the station, and once they completed or answered they roll a 6-sided dice.

If they roll a 4 or a 5 they move on to the next station. If they roll a 2 or 3, they stay at the first station and complete the exercise again. If they are unlucky and roll a 1, they have to move back one station. If they are lucky enough to roll a 6, then they move ahead two stations on the racing track.

Participants keep working their way along the track completing progressively harder exercises or questions until they reach the finish. Pending the luck of the dice, many of the students may not get near the finish line, which means that the fittest or smartest participants may not win every race.

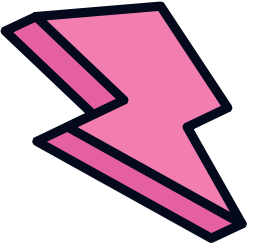
### Exercise & question lists (race card)

Station number	Literacy Race	Geography Race	Energy Break Race
Starting Gate	Song five rhyming words	Write down five famous landmarks around the world	10 squats
1	Write down five nouns	Name three countries in Europe	10 star jumps

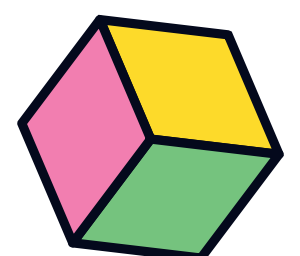




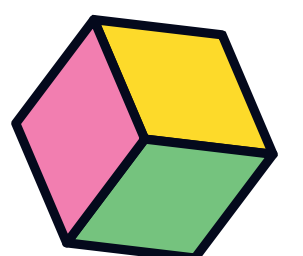
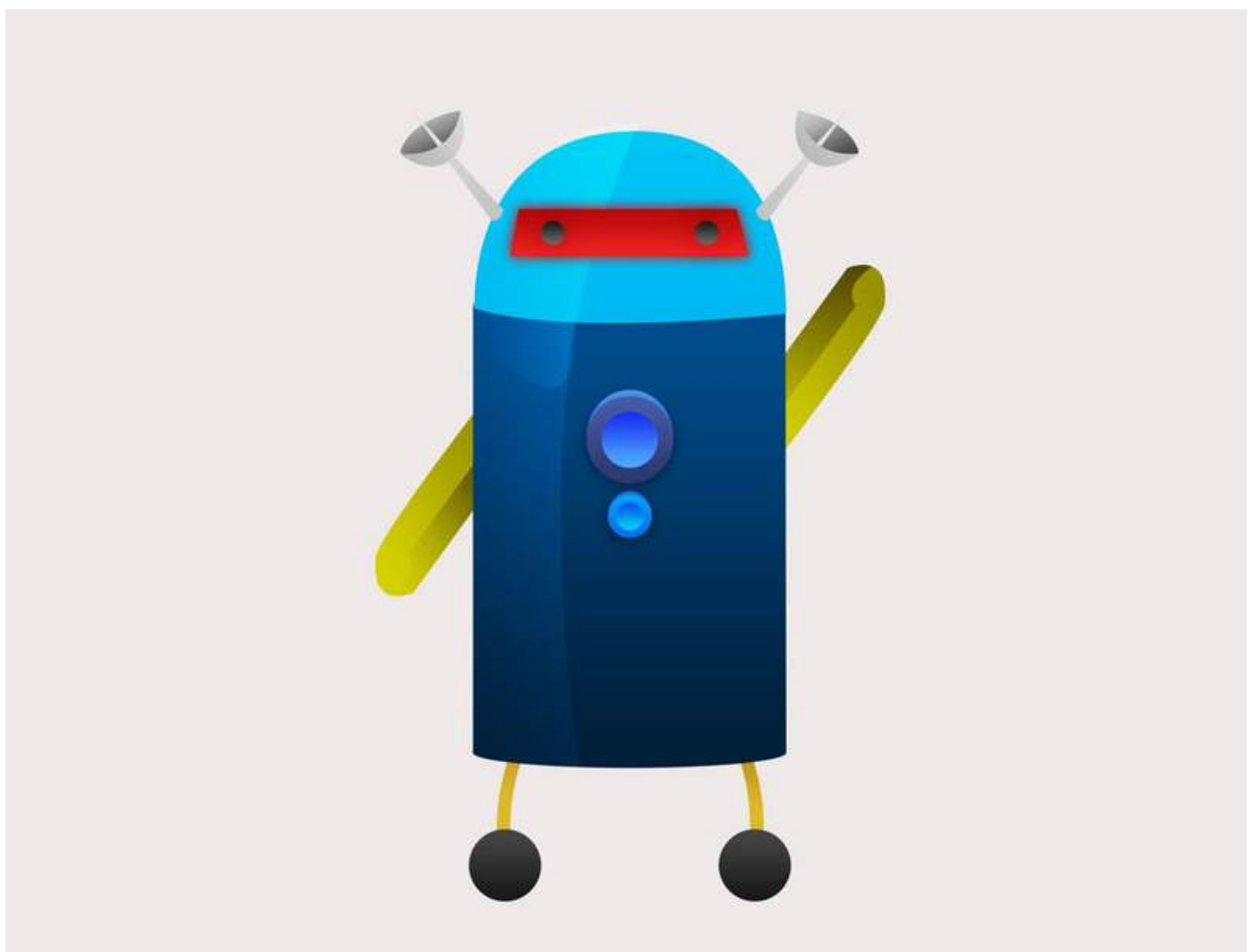
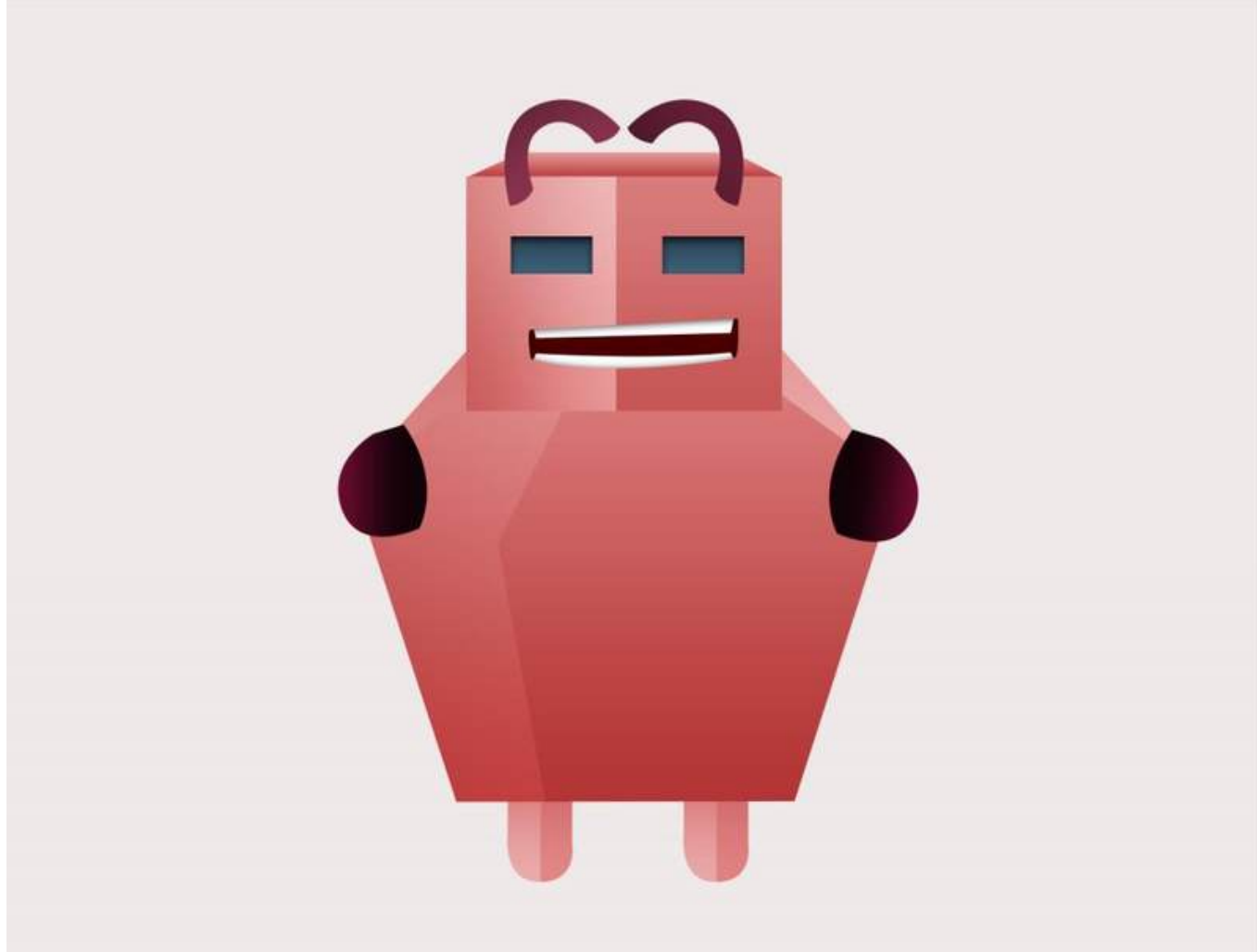
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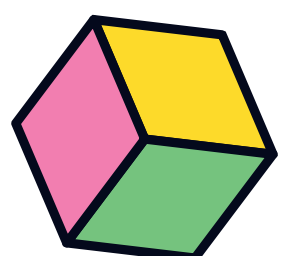
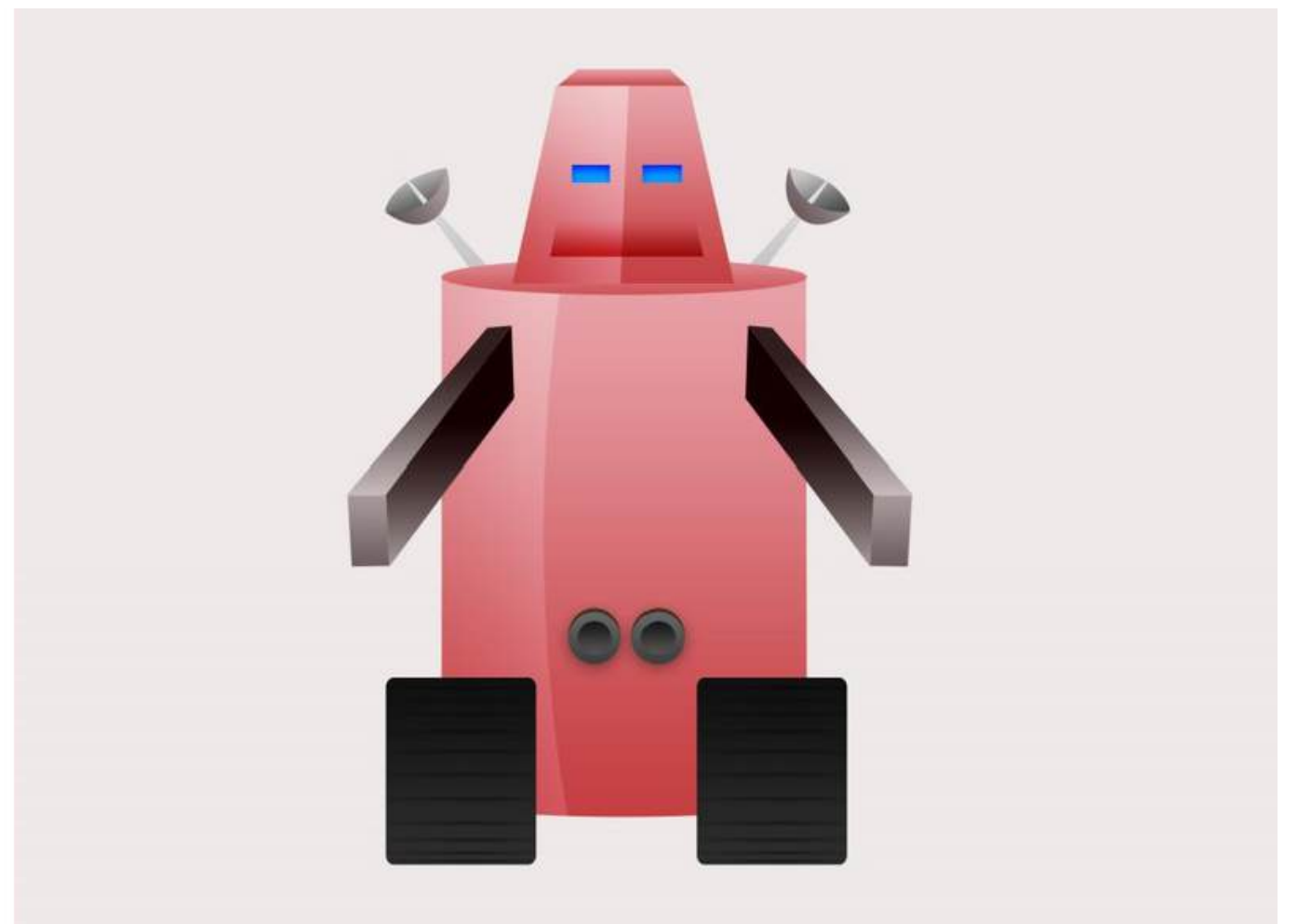
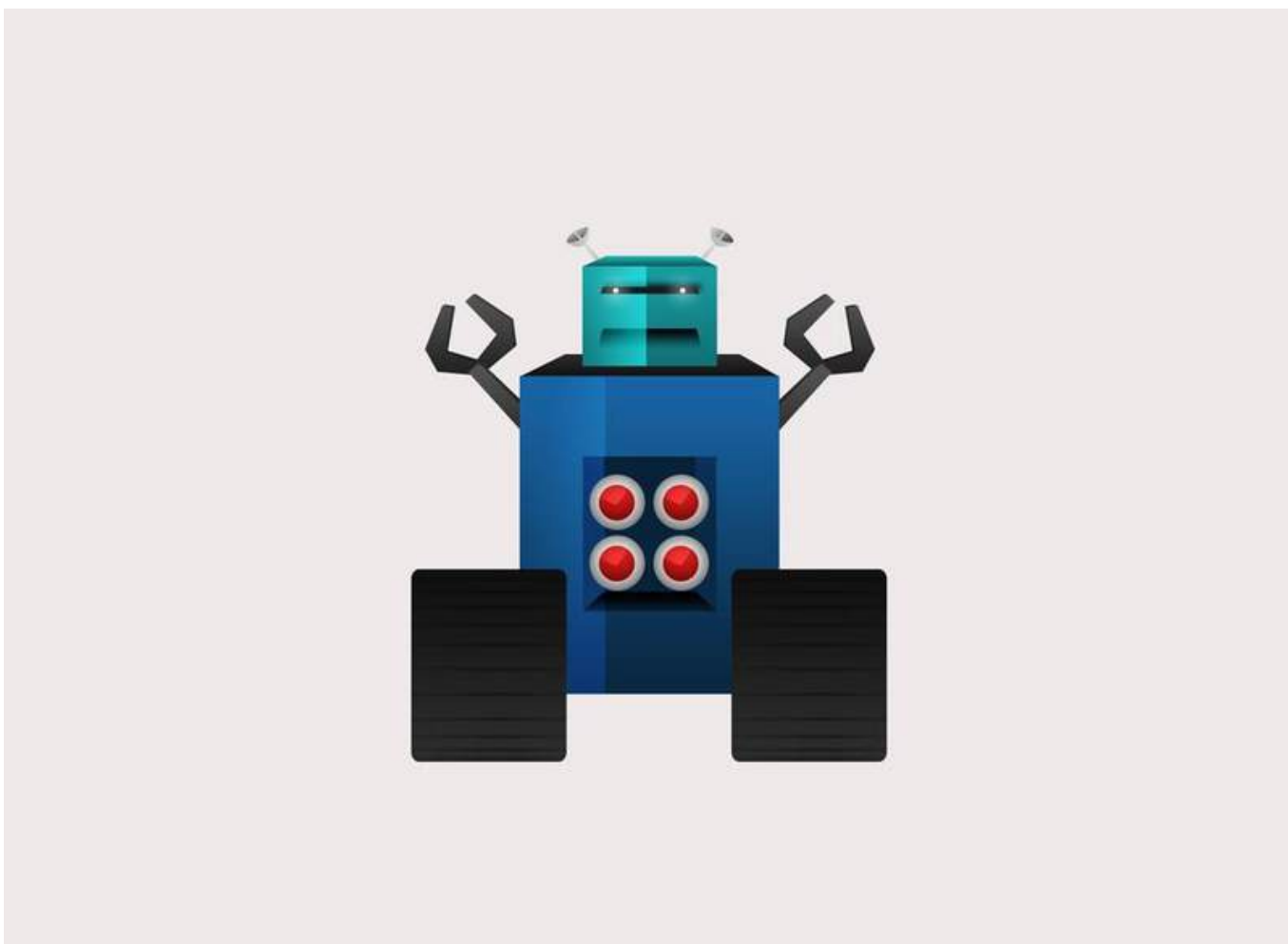
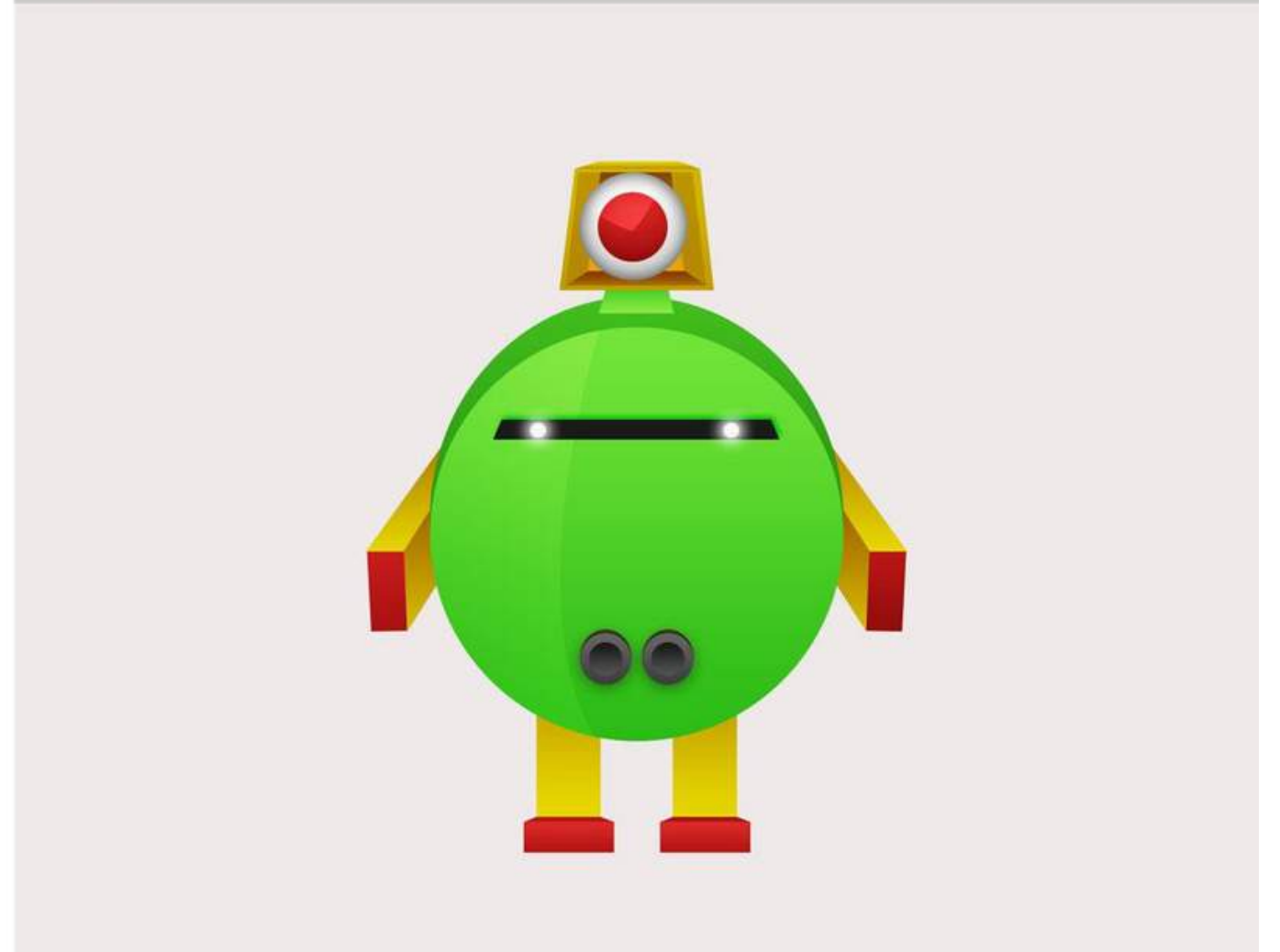
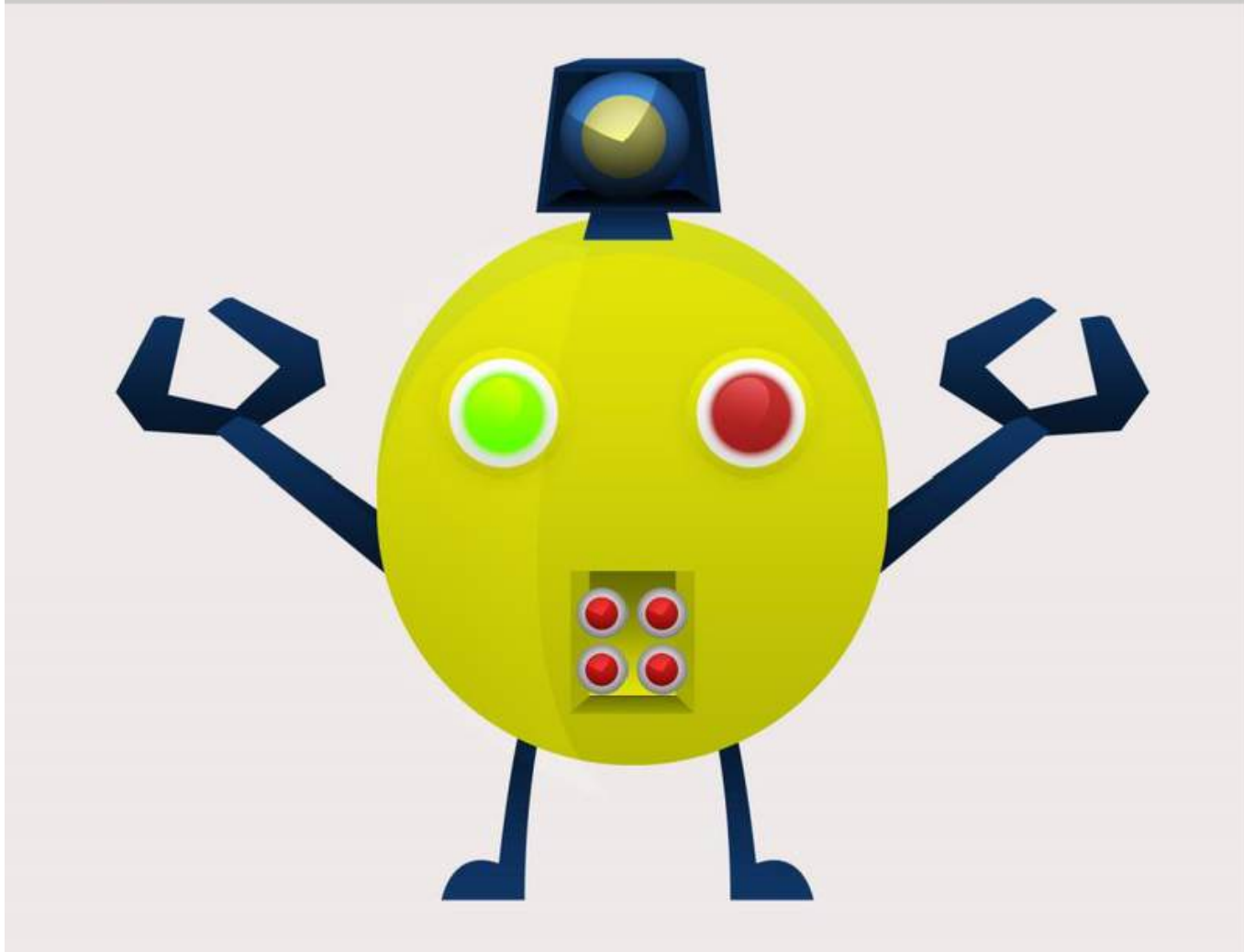
2	Finish this sentence. 'Once upon a time....	Write down five lakes, oceans or rivers	10 sit-ups
3	Write down five verbs	Write down three states in the USA	10 lunges
4	Sing a nursery rhyme out loud	Write down three countries in Asia	10 squat jumps
5	Write down five words that start with the letter 'X'	Write down three different languages from around the world	10 push ups
6	Write down three pronouns	Write down three countries that have red in their flag	20 second plank
7	Write down five action verbs	Write either Australia or New Zealand backwards	10 leg raises
8	Write your full name using your opposite hand		10 burpees
9			30 second wall sit
10			50 star jumps



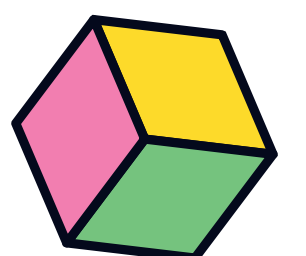
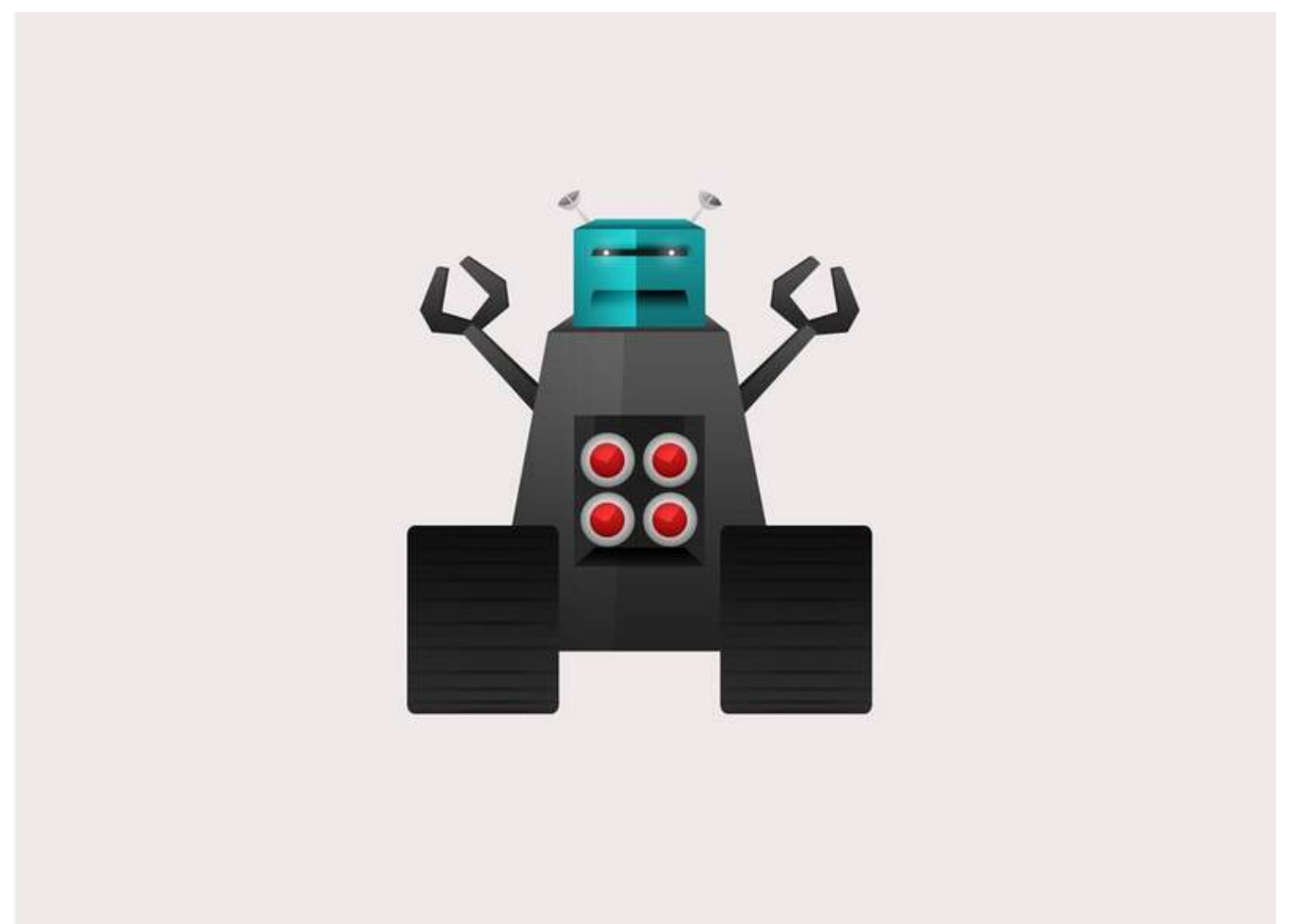
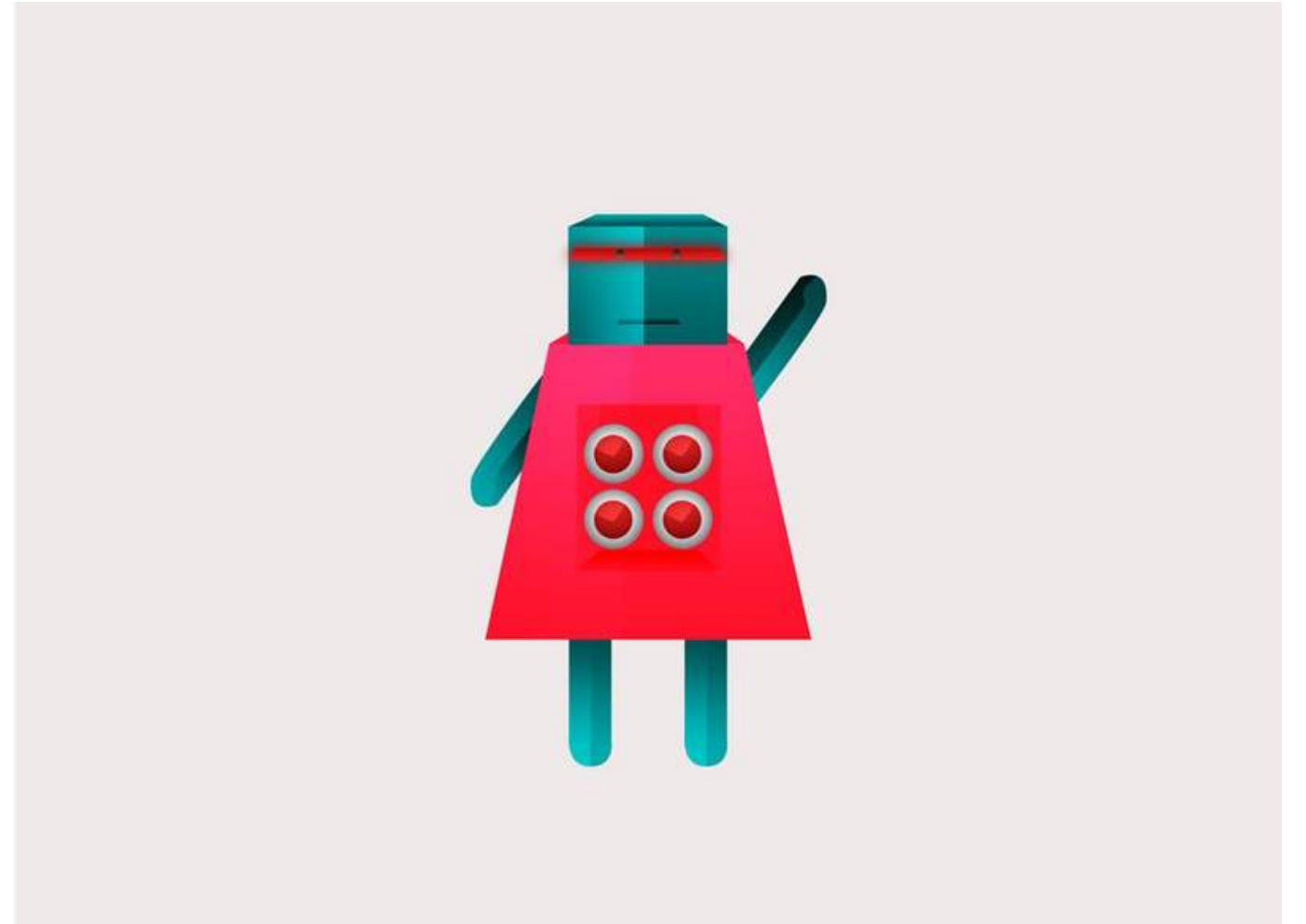
# GAME MECHANIC: AVATARS



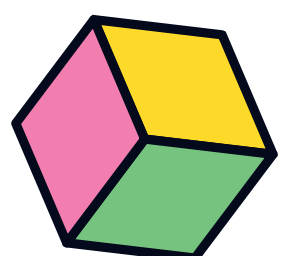
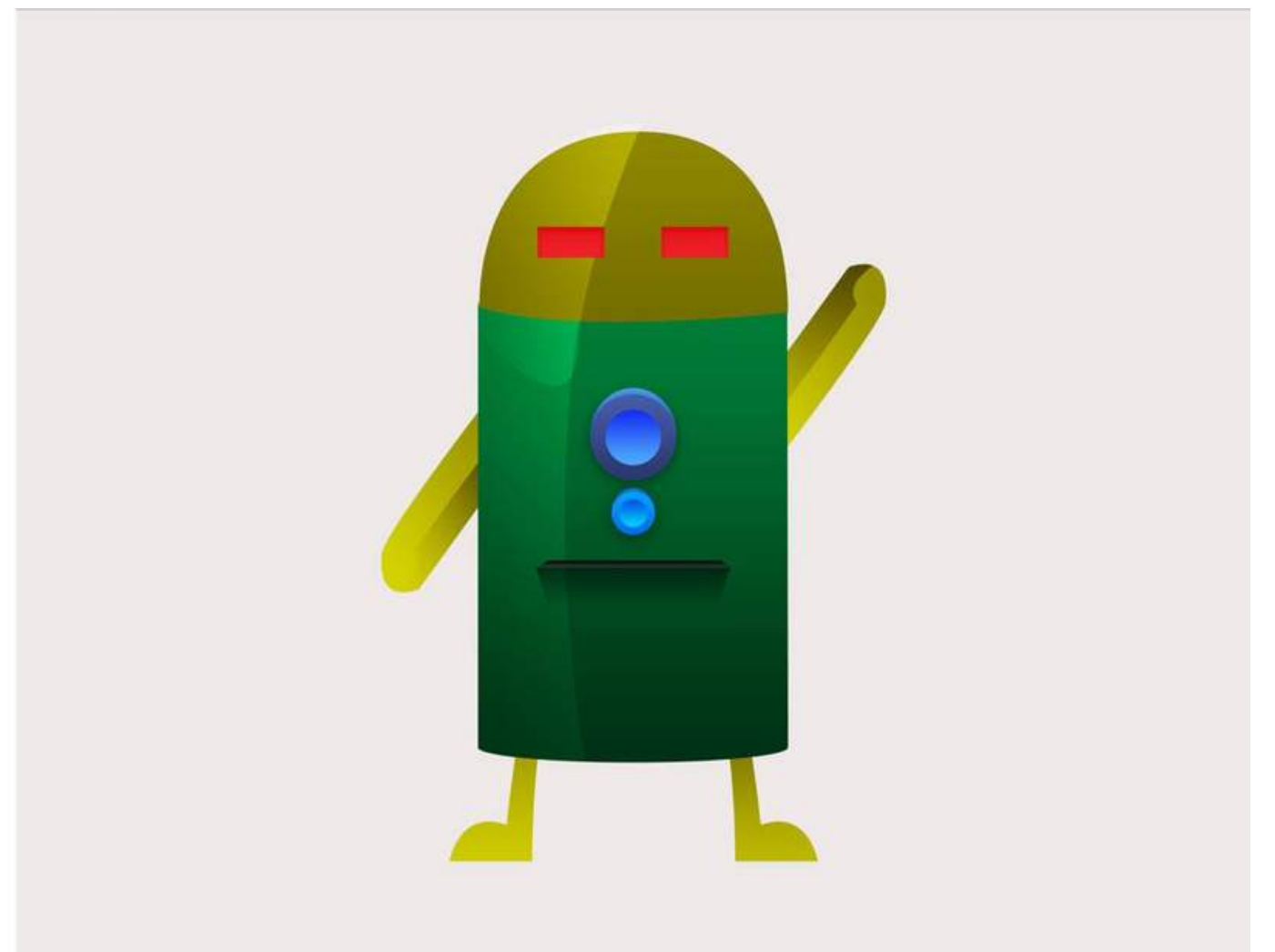
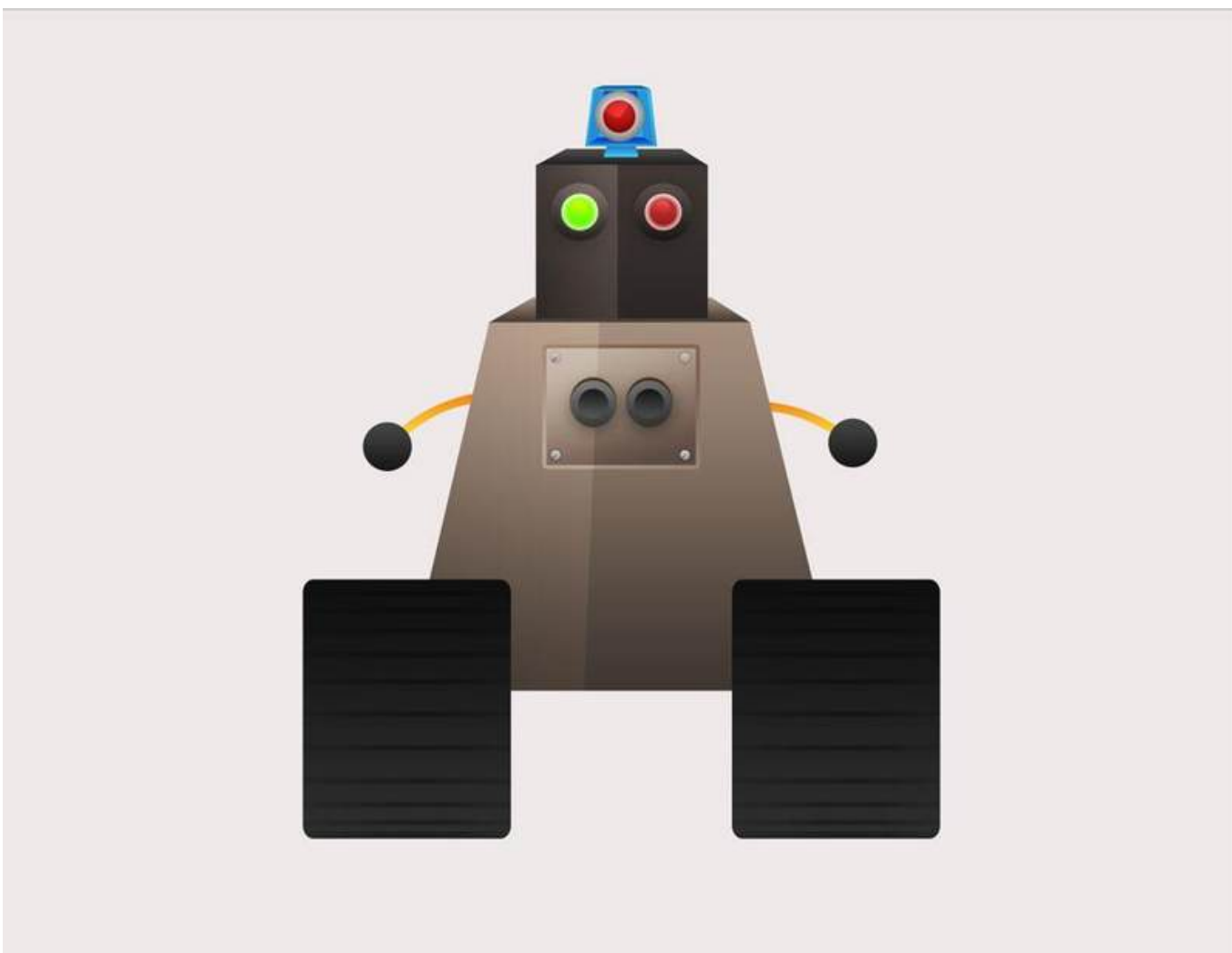
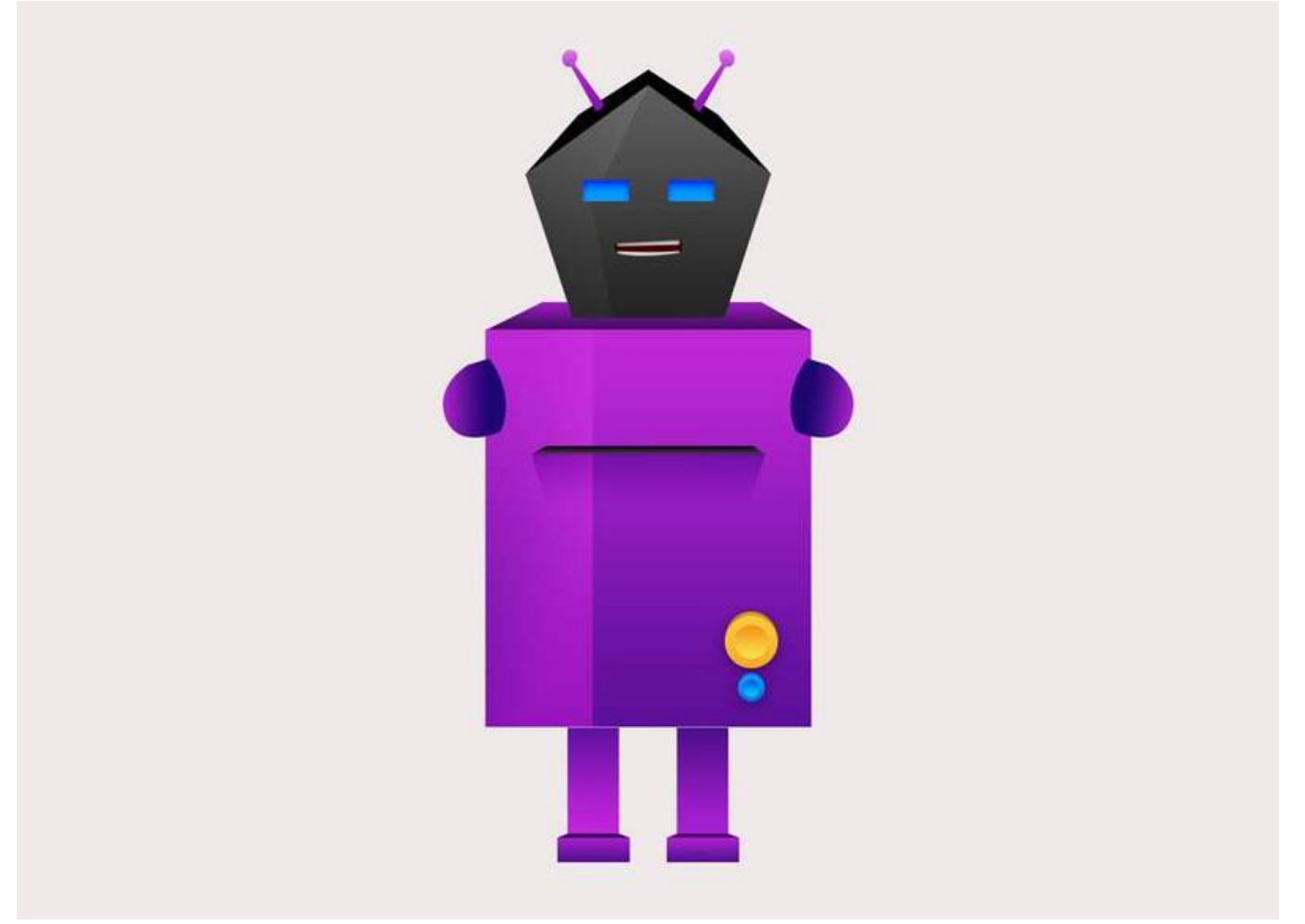
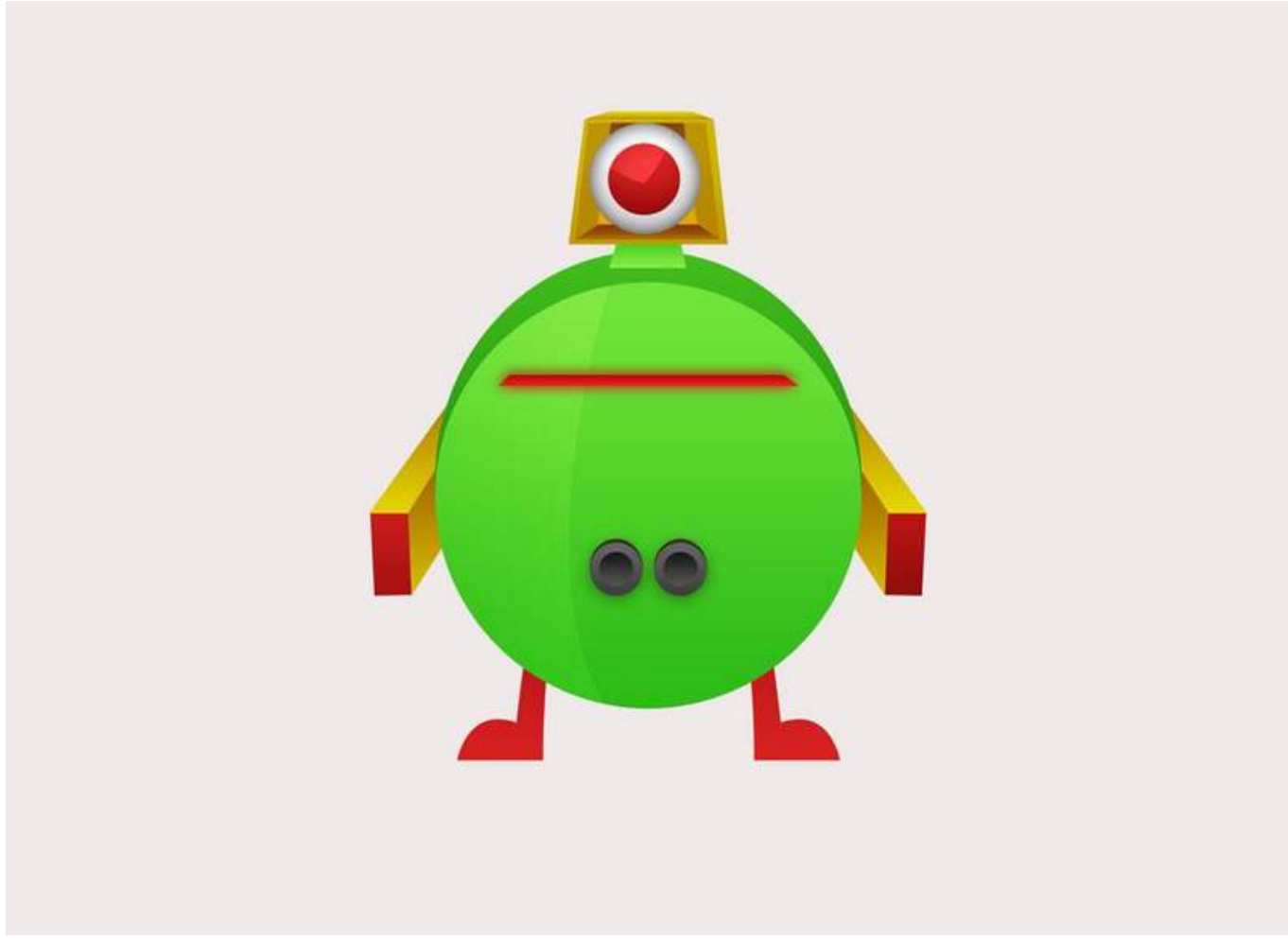
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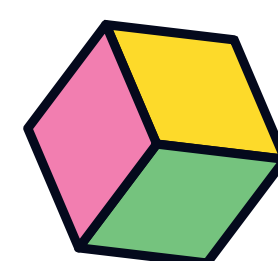
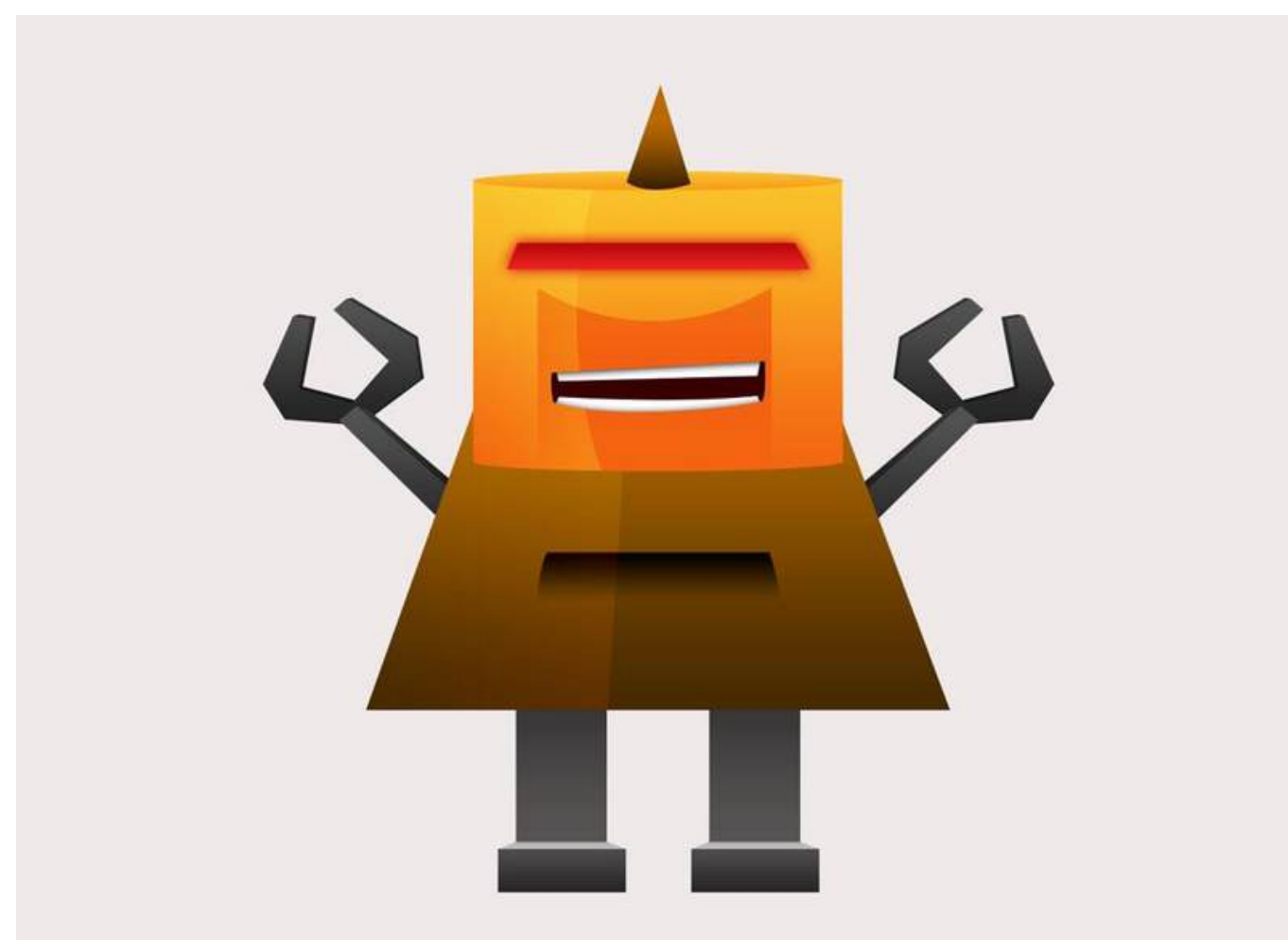
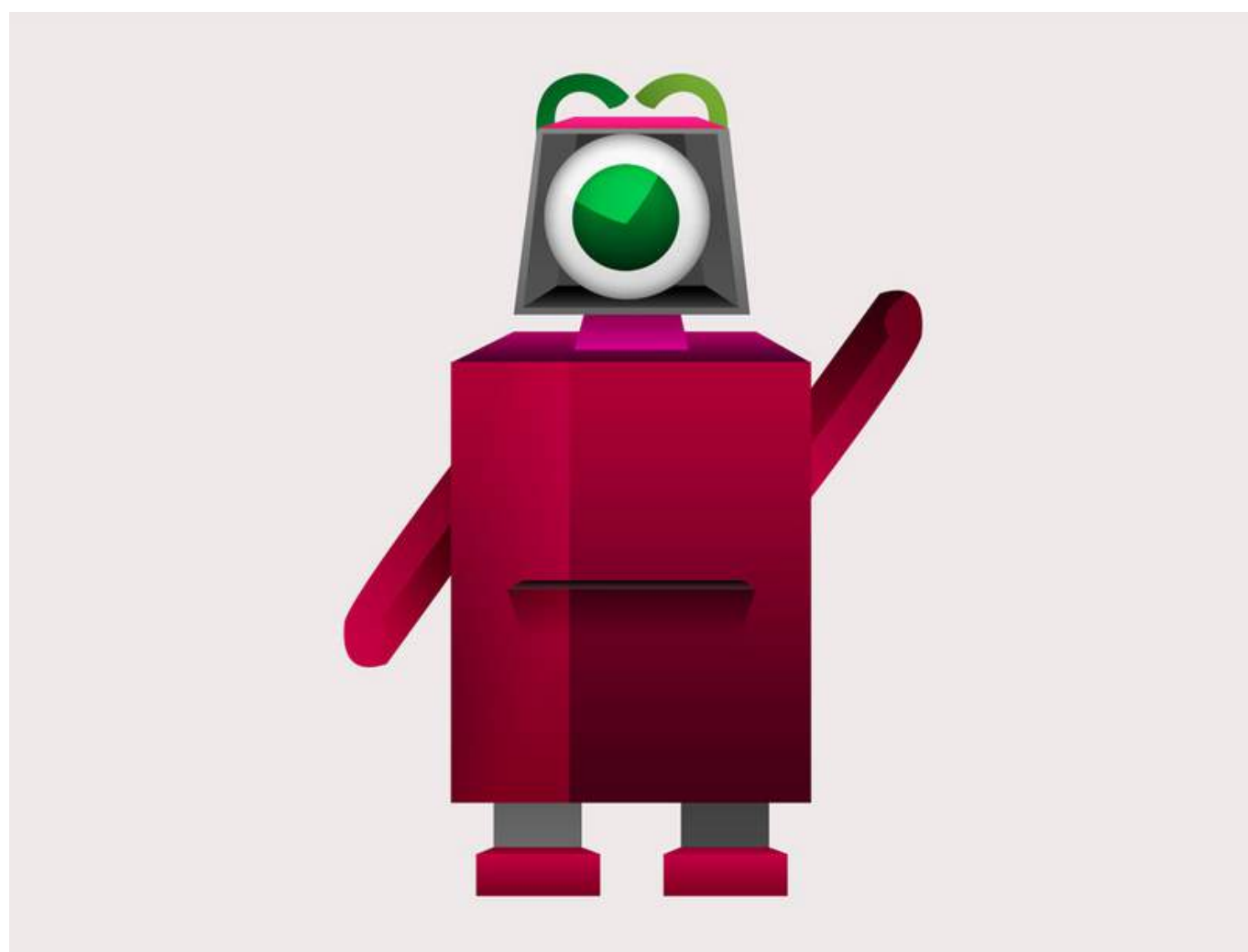
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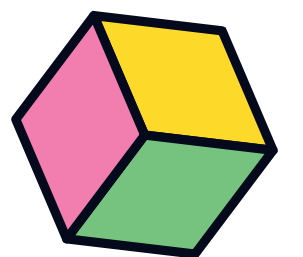
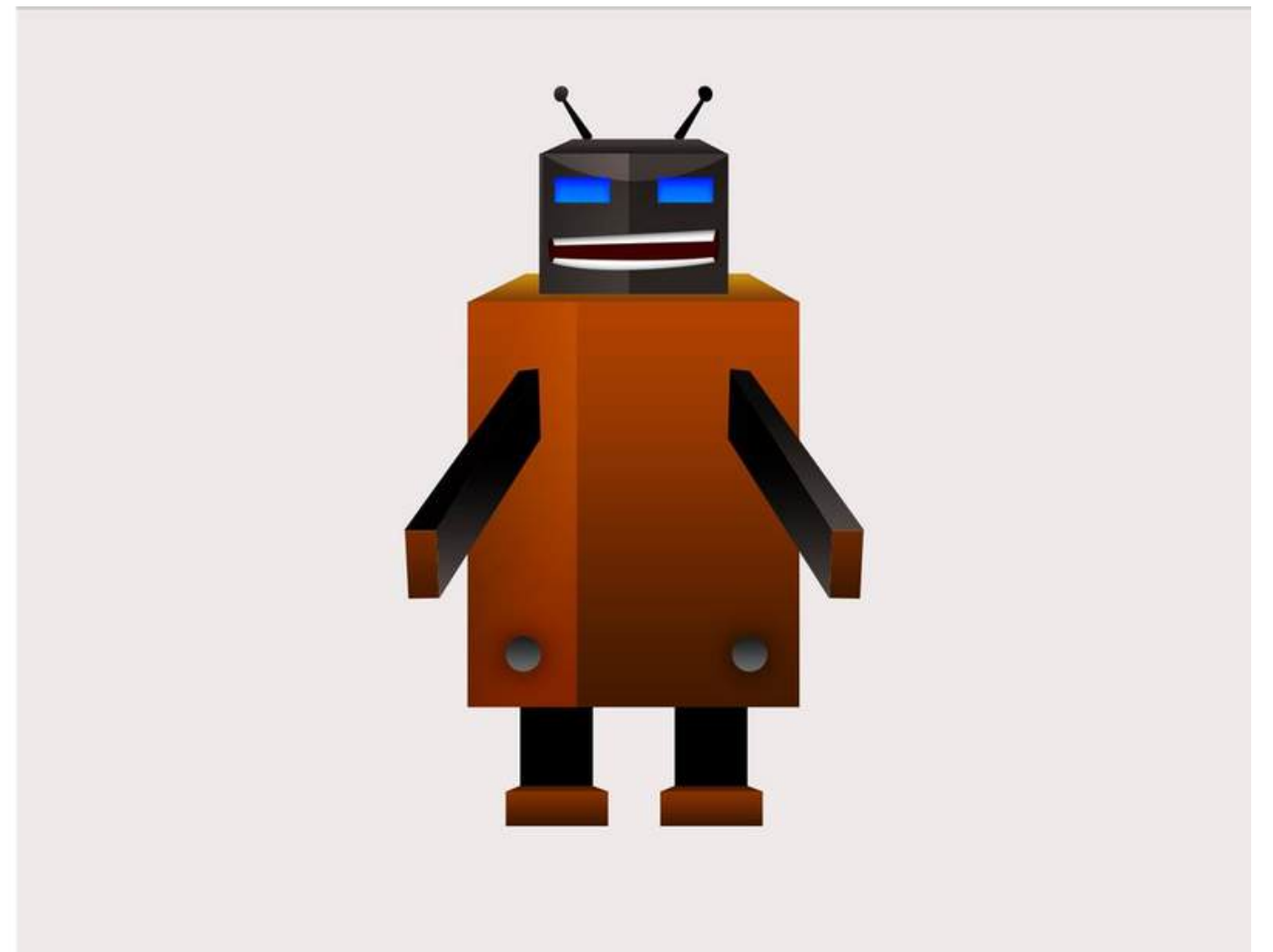
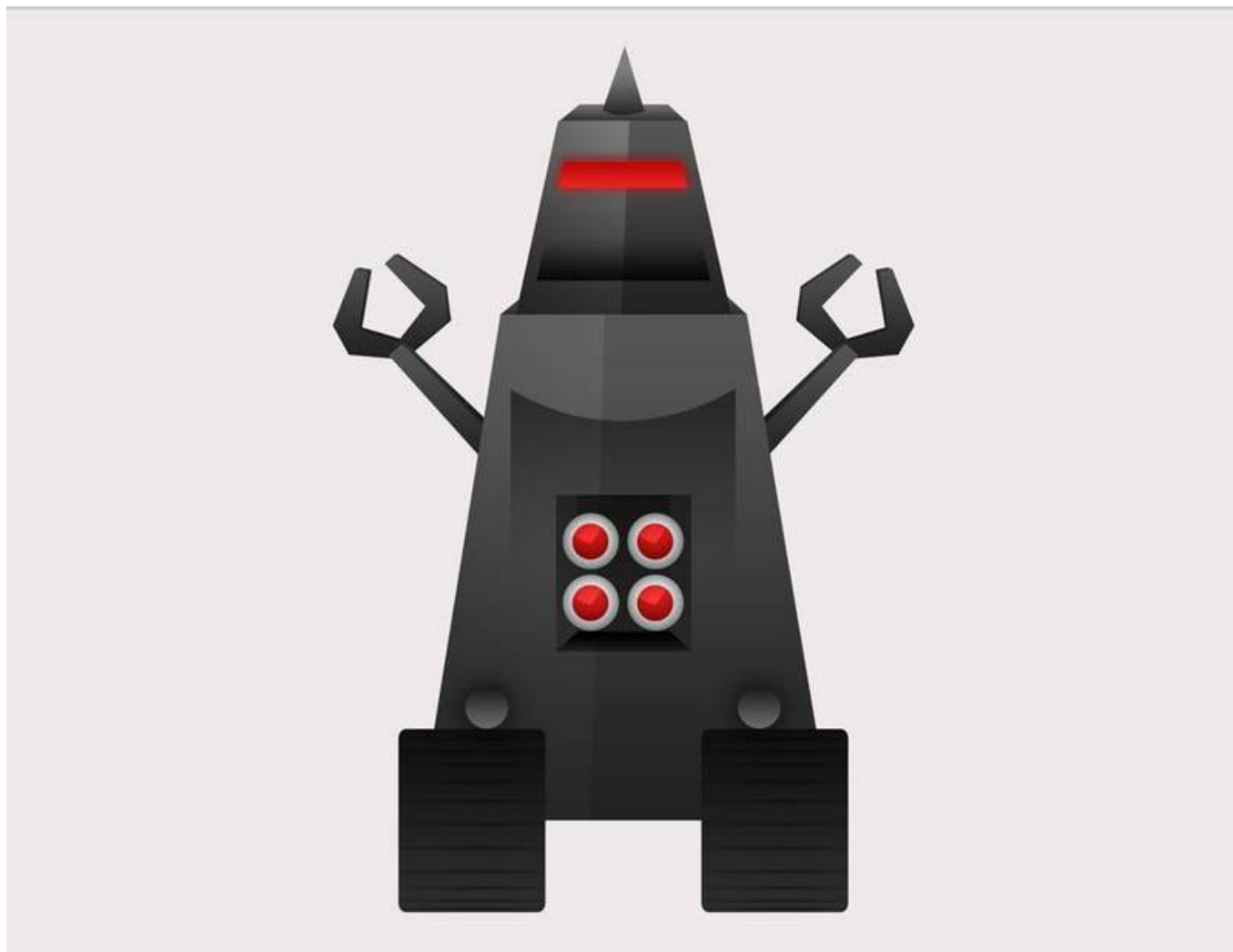
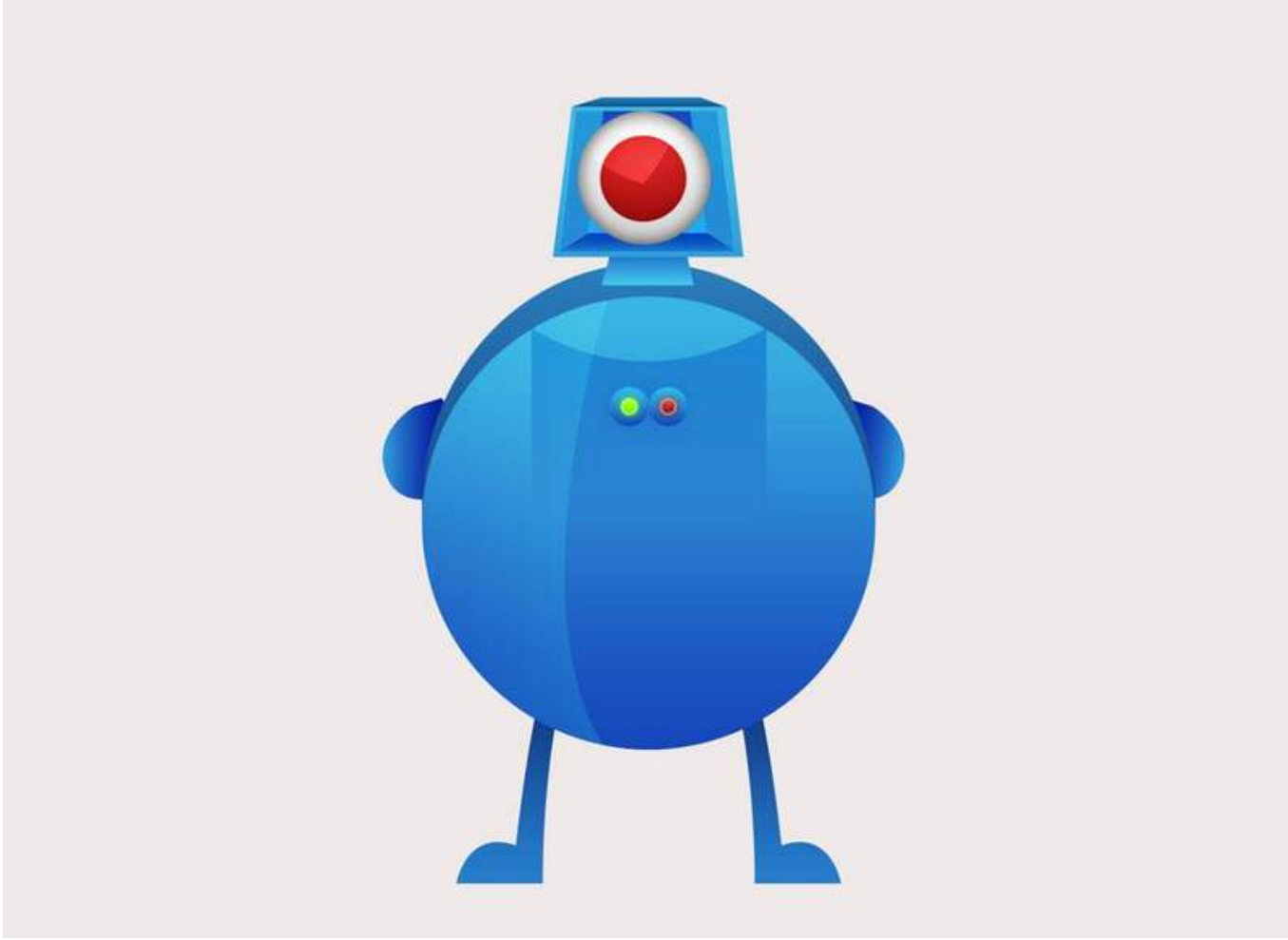
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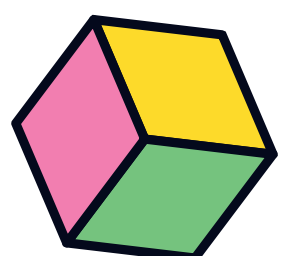
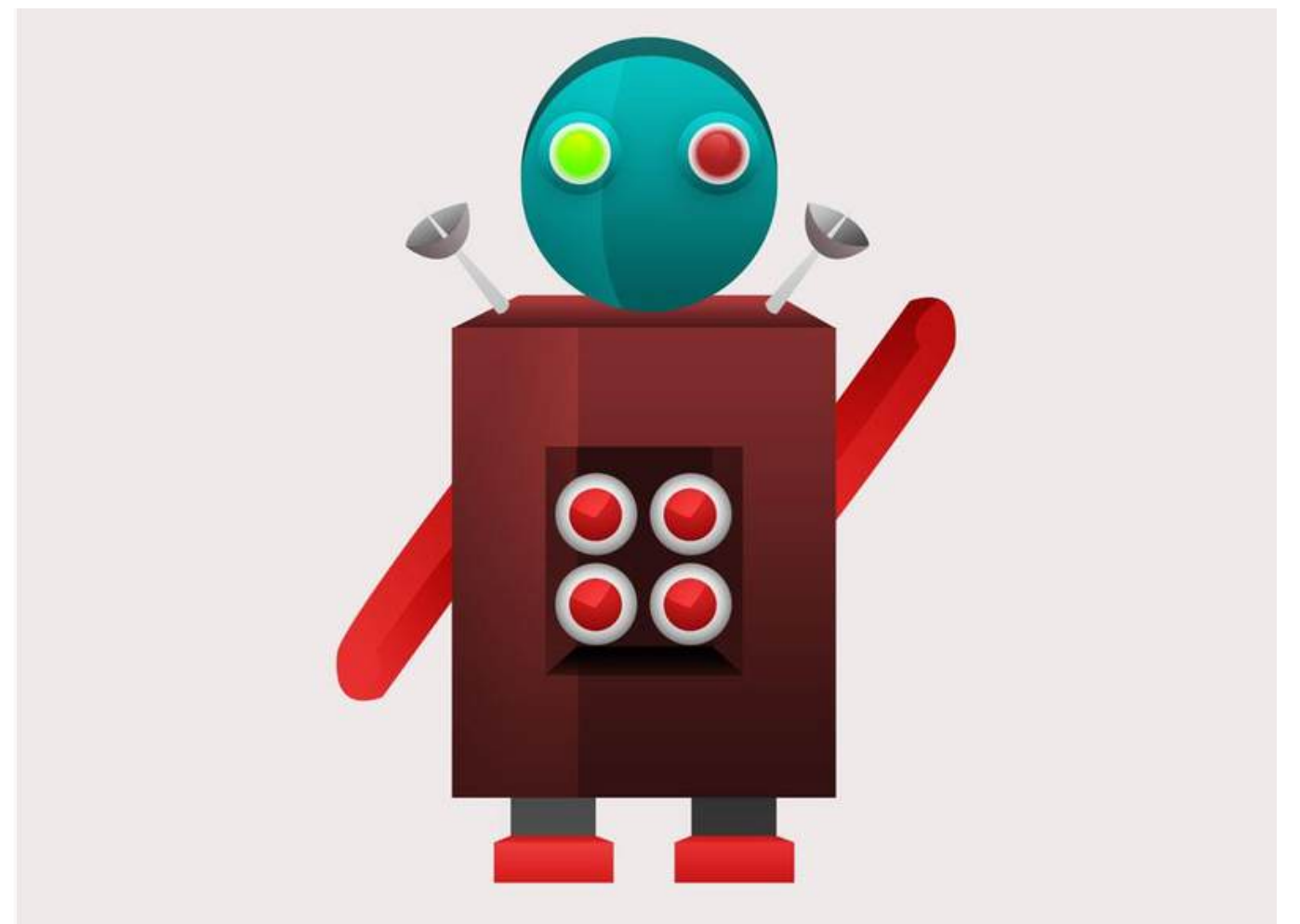
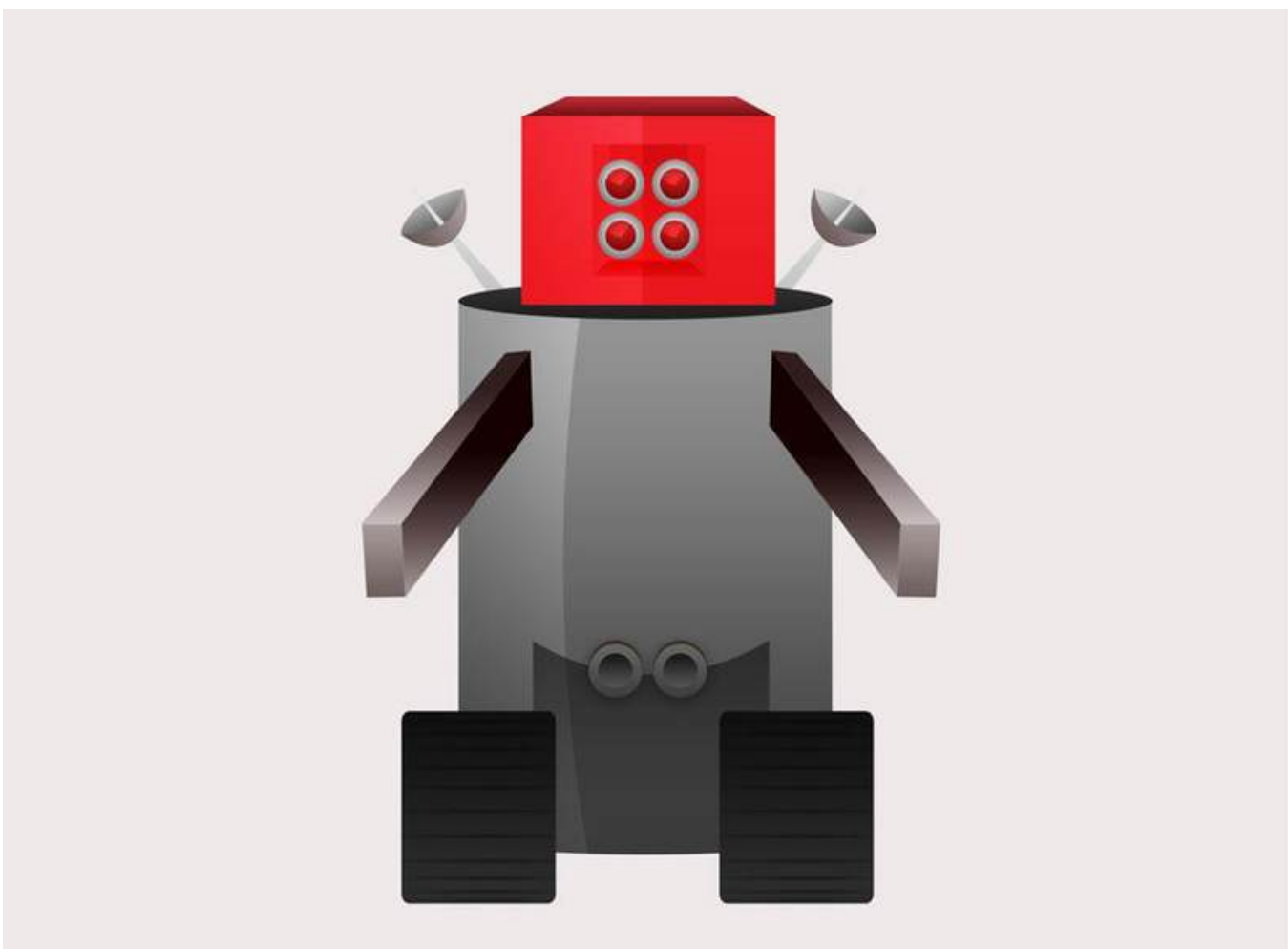
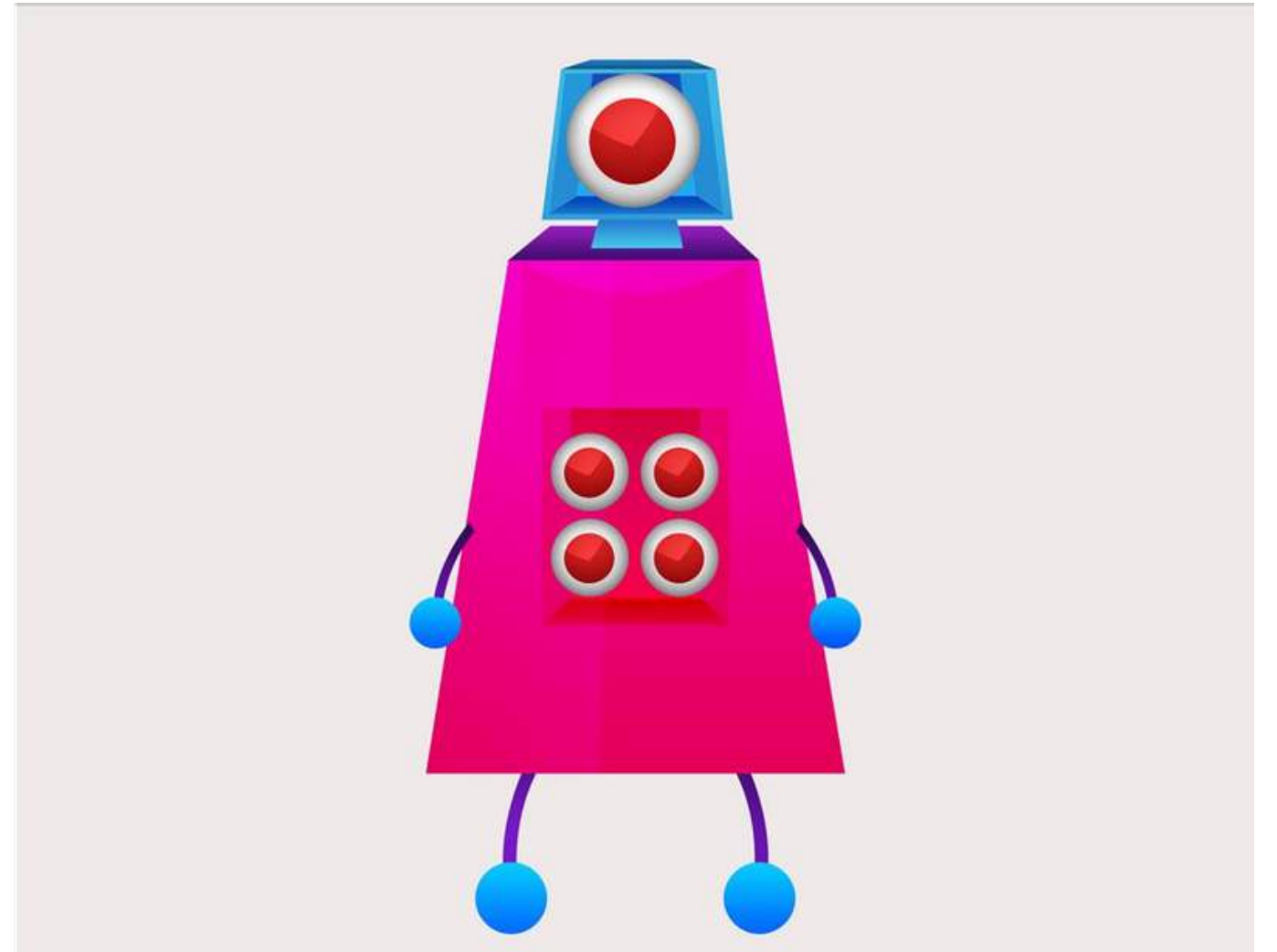
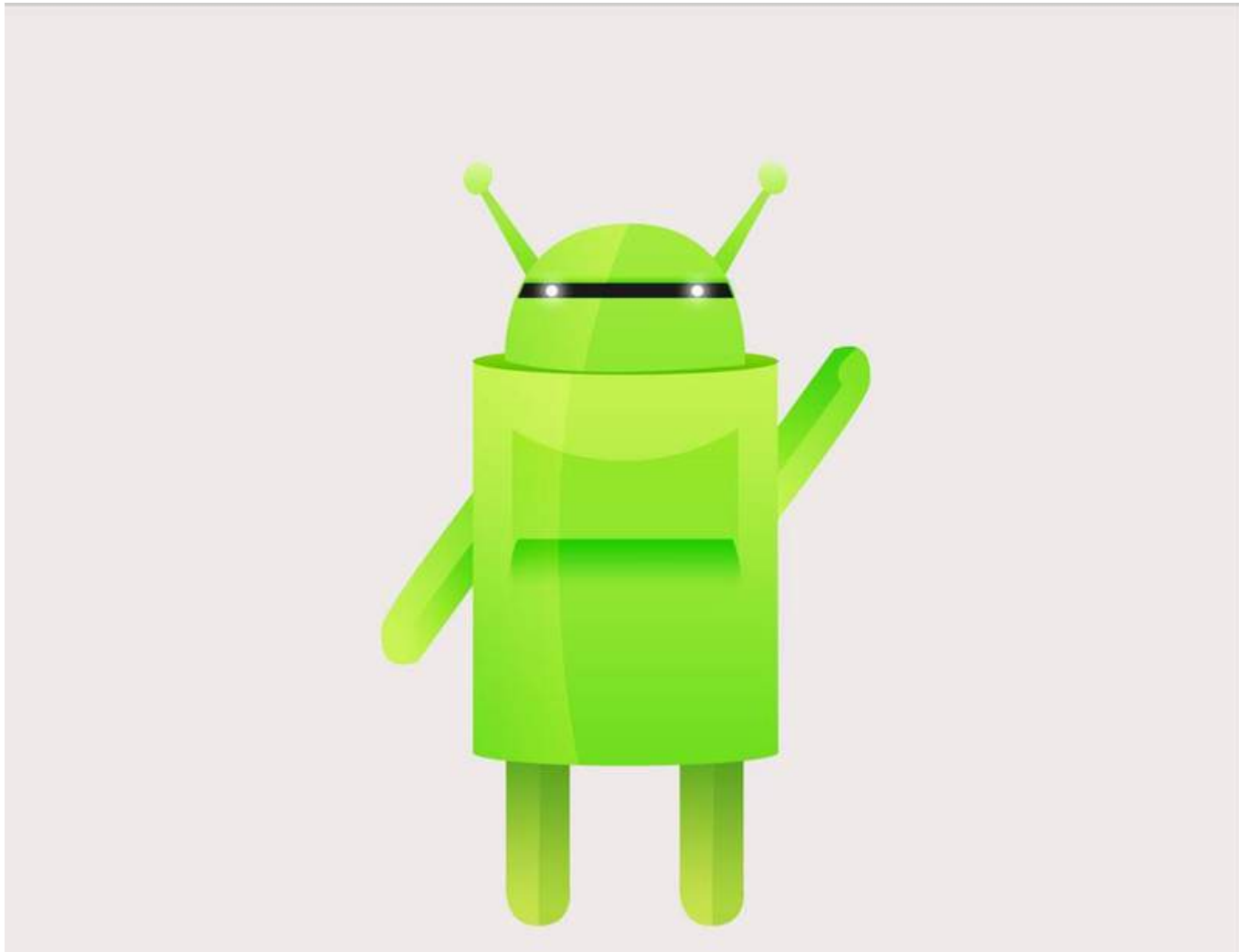
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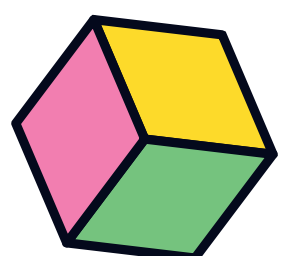
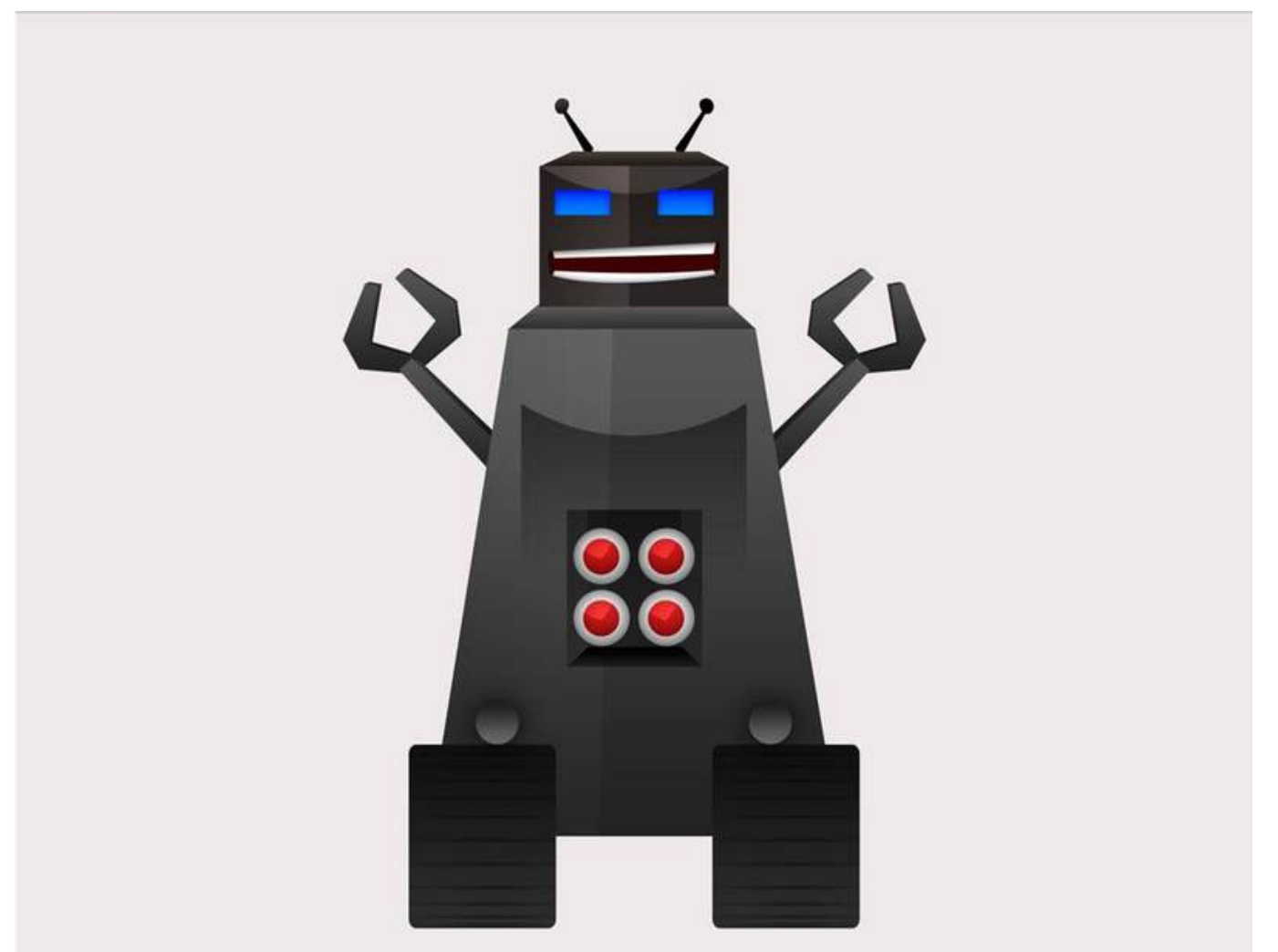
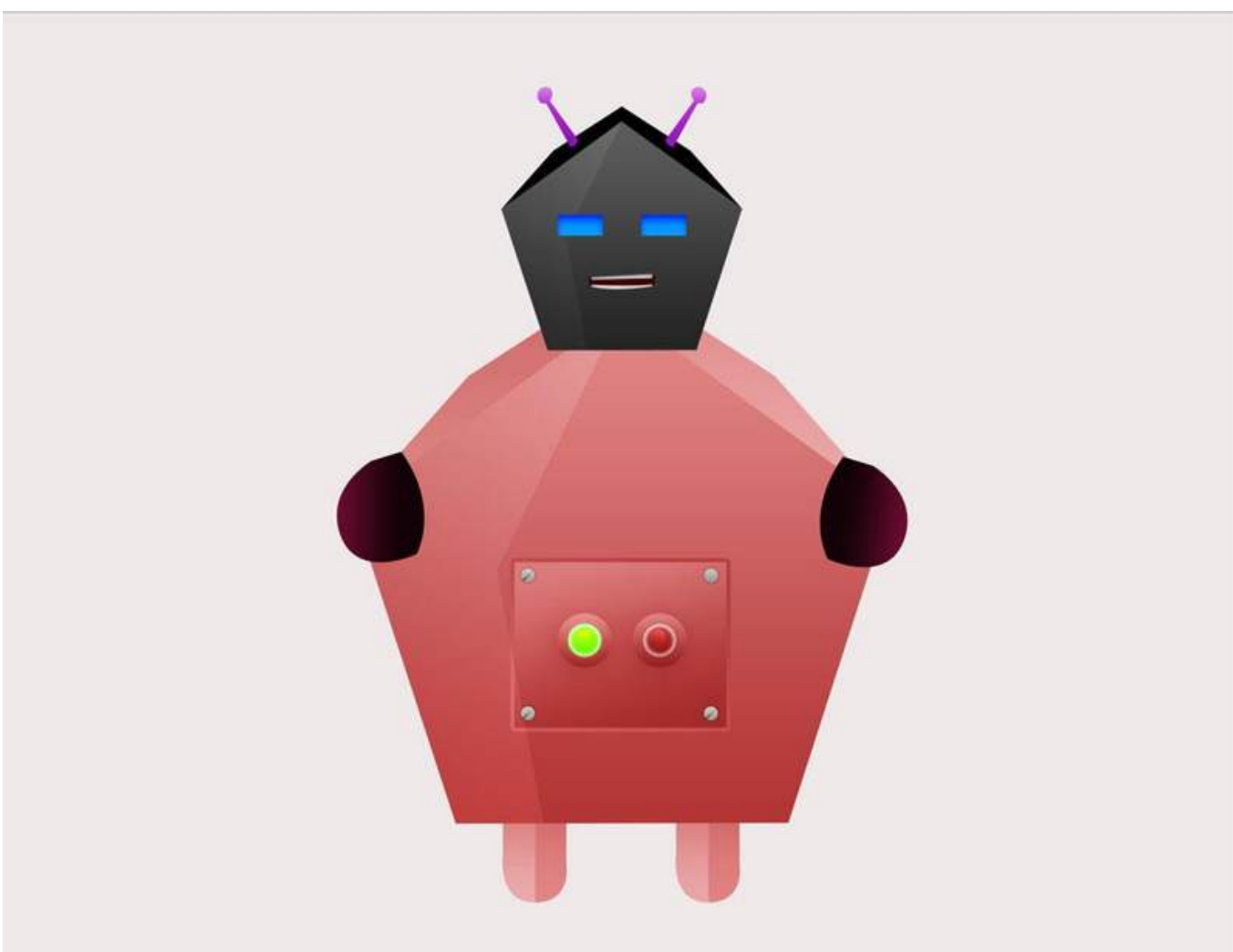
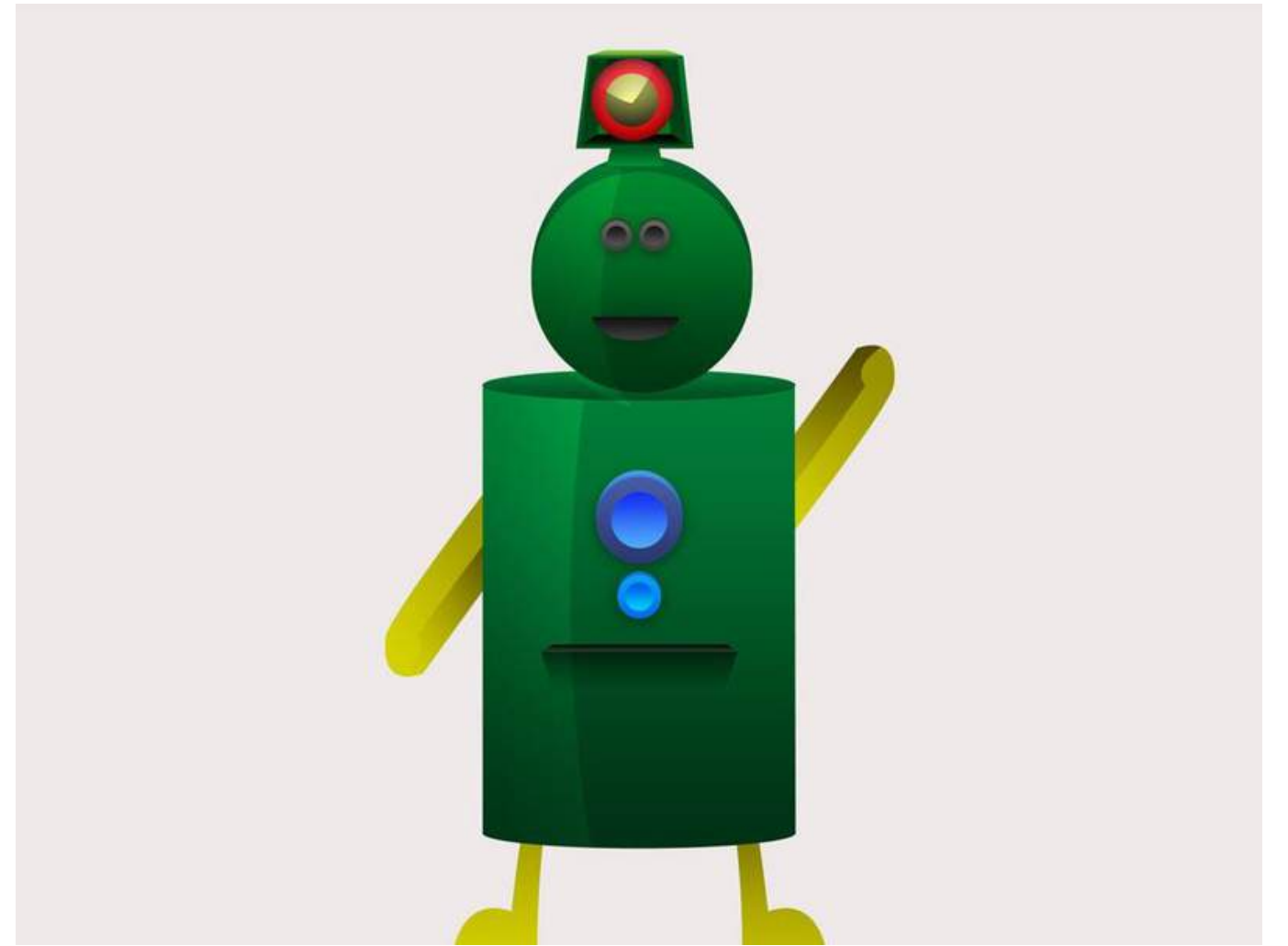
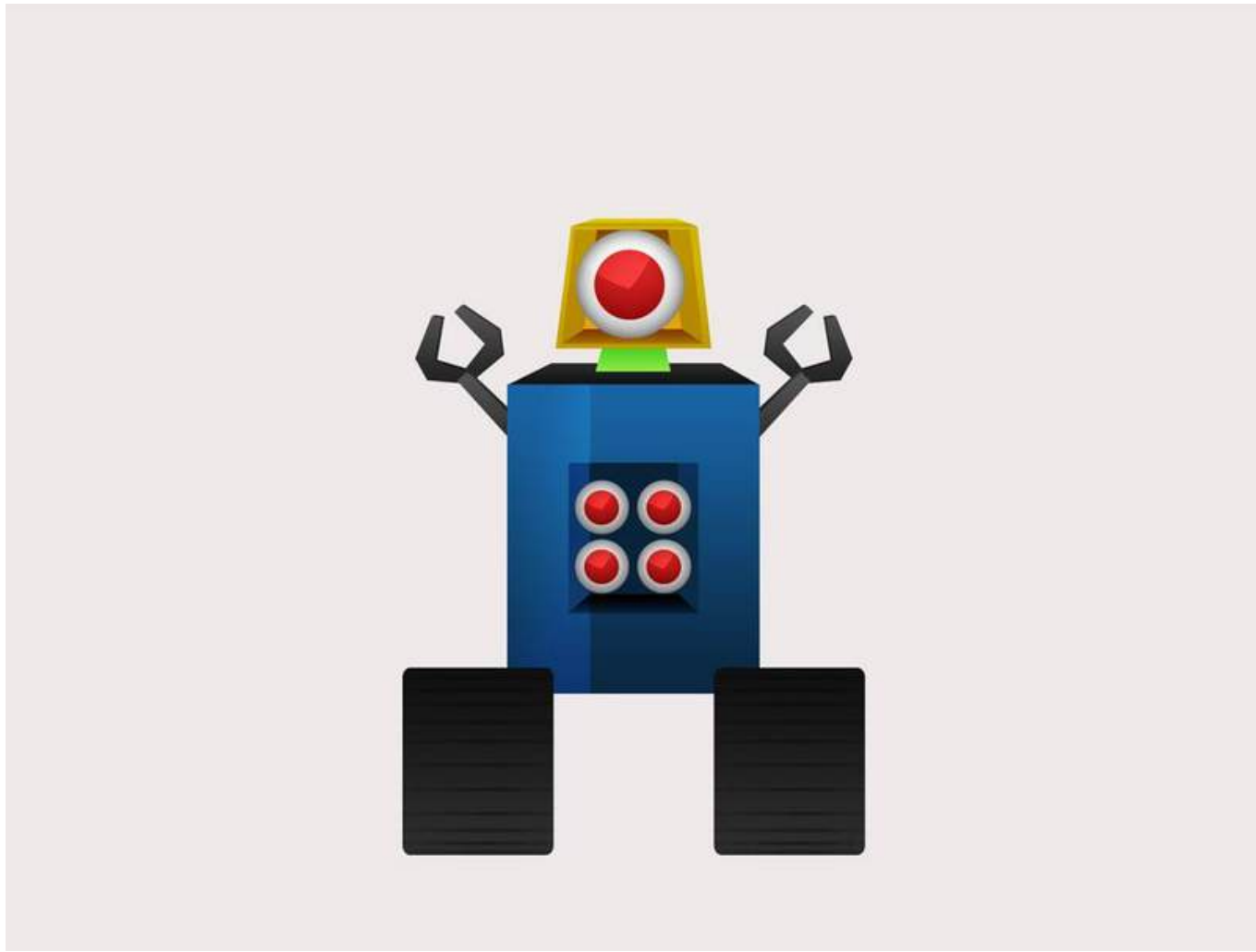
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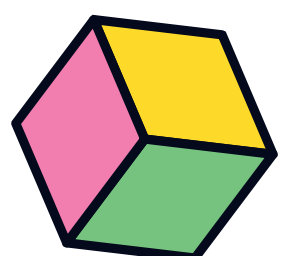
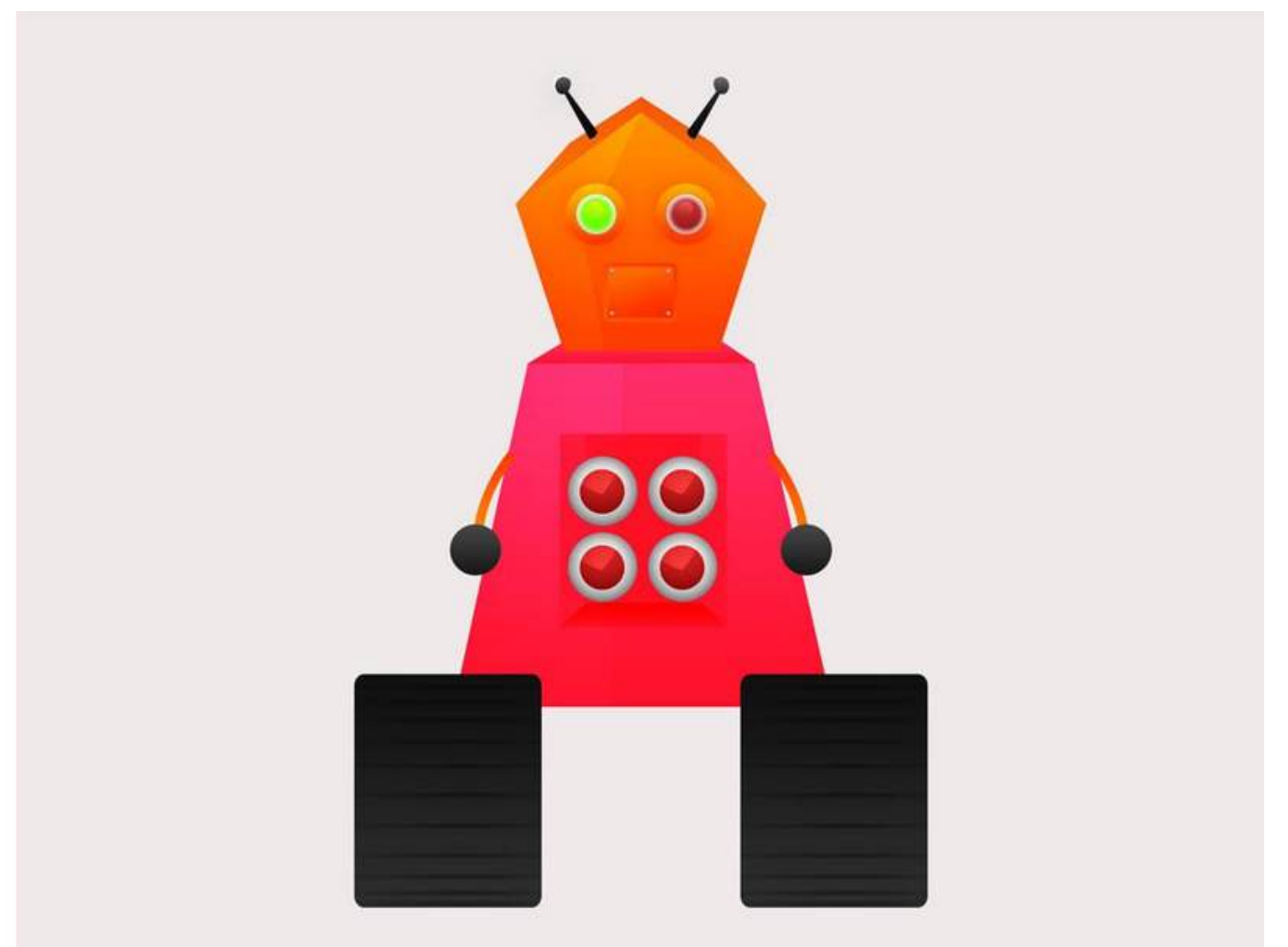
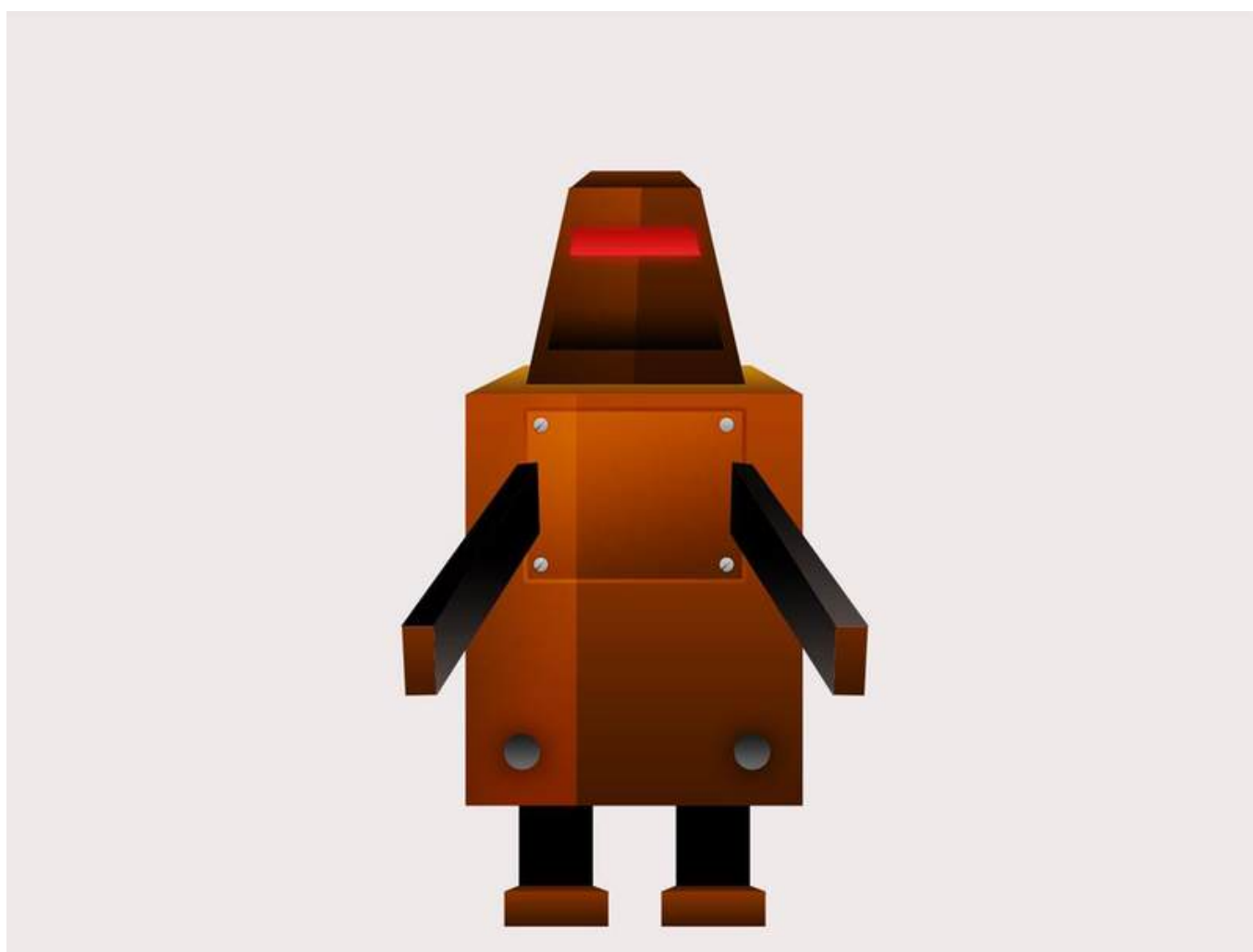
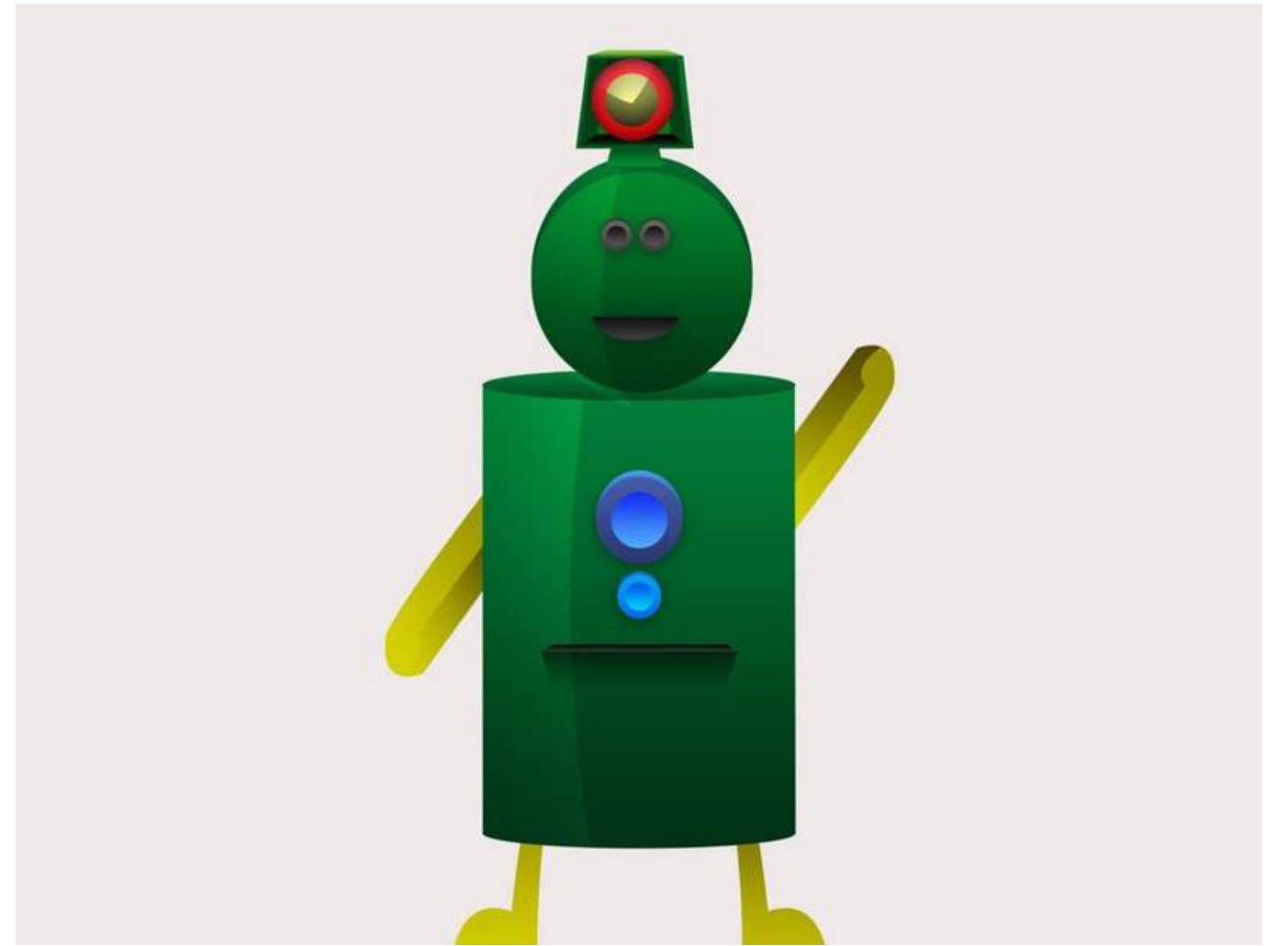
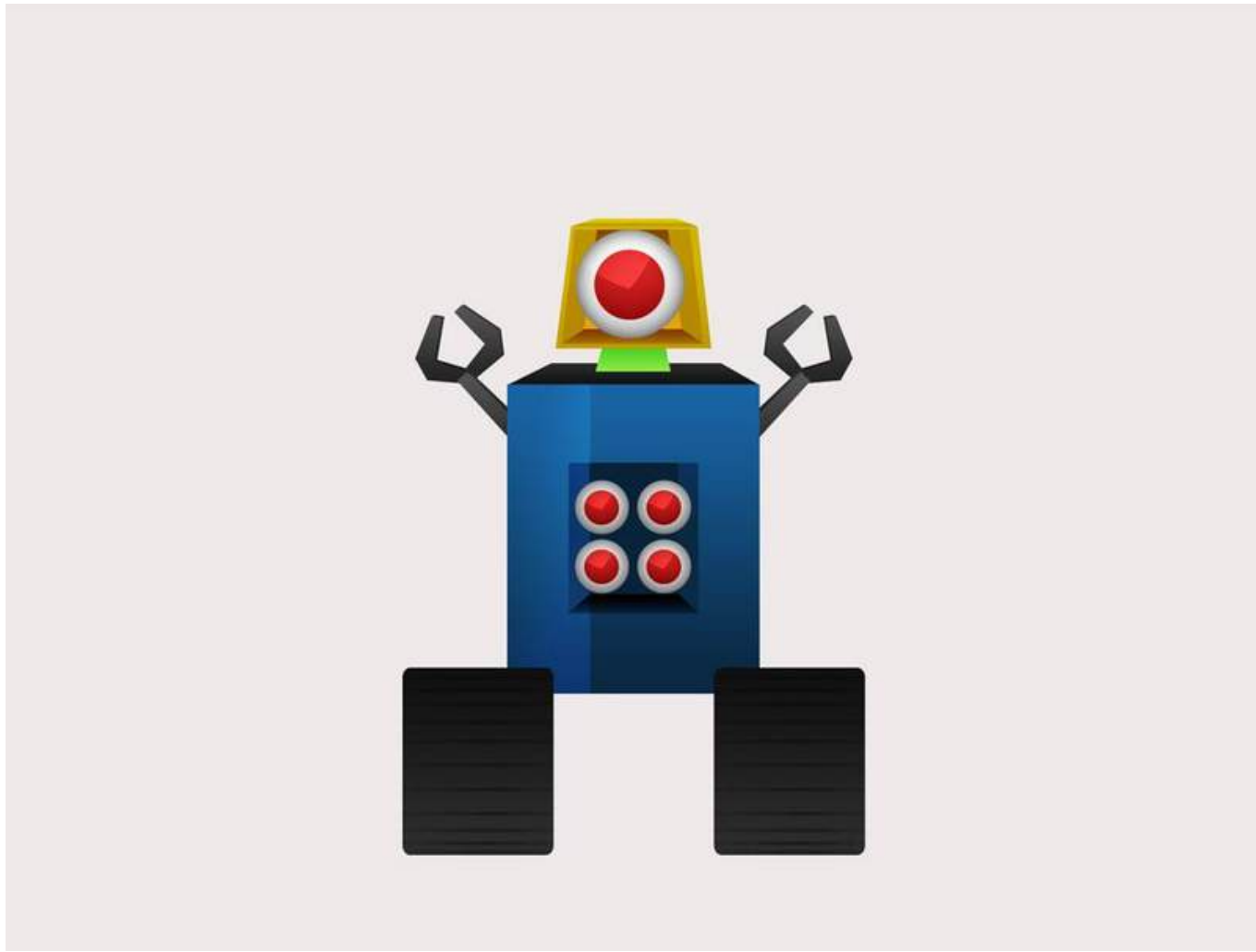
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