Technology-Enabled Activity Planning Document

This document may help you plan your creation, as well as encouraging you to estimate how much time you will need to invest.

Title:	Student motivation by gamification + Blackboard
Tool using:	Kahoot + Collaborative Blackboard
Idea:	motivate student participation in the classroom with gamification, and at the end develop a collaborative blackboard with what the class learned and contribute to the study of the quiz.
Curriculum integration:	• Learn Keys and concepts. • Encourage participation

Now, identify what tasks are involved in your creation and estimate how much time it will take to complete them. It's not a commitment to a particular approach, rather a guide for you to anticipate what will be required.
Enter an 'X' in any column next to a task your creation will entail, and then predict how long it will take you to do (in hours).

[X]	Task	Est. time (in hrs)
x	Generate ideas and research to create de questions.	3
x	Write Question and Answers	2
x	Design Kahoot questions according to content – Include images and layouts	2
x	Test with pilot project/class	1

x	Edit questions according to feedback	1
x	Re-test	1
x	Edit questions according to feedback	1
x	Create a collaborative Blackboard with main concepts, and after share it with the class.	1
x	Include Kahoot and collaborative Blackboard in class agenda.	1
	Total	13h