One gamification I would use for one of my classes would be Kahoot!.  Kahoot is an useful way that could be used as an icebreaker for the beginning of each class.  Since my class will be a technology class, using Kahoot will be an active way to engage students with one another because Kahoot is considered a game-based learning (Gibson, 2015).  However, Kahoot can be used for all different subjects as it is user-generated (This means that the teacher can update it based on the subject/requests). Kahoot can be accessed via a web browser or the Kahoot app where the students can participate. Kahoot can be considered as an effective classroom activity since it mandates students to participate and collaborate with each other.  However, one downside is that it requires every student to have their own mobile device to participate (Lipp, 2015), but if there are enough resources available in the school, every student can have their own device to participate in the class activity. For my own class, I will use Kahoot in the very beginning of my class so I can wake up students and get their attention. I will use different subjects for the content such as new current trends, worldwide events or even my own subject but I will plan to make this respectful and set boundaries from the very beginning so students are aware of what to do and what not to do.  My hope is by using Kahoot daily in the very beginning of each class, I can encourage students to participate in the class, engage with the class’ content of the day, debate among each other and create a safe space where students can express their thoughts and ideas. By doing this, students will hopefully be more motivated and retain more knowledge from the class.

**References**

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*Lipp, G. (2015, July 2). Kahoot! as Formative Assessment. Retrieved April 2, 2020, from https://web.archive.org/web/20170201123005/https://cit.duke.edu/blog/2015/07/kahoot-as-formative-assessment/*