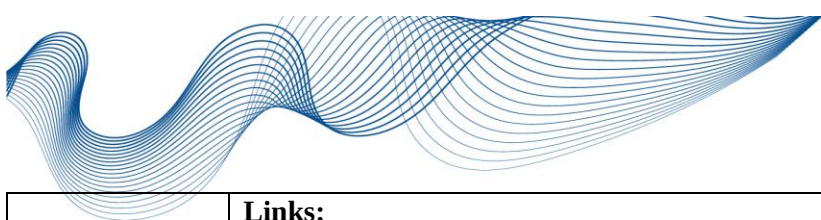
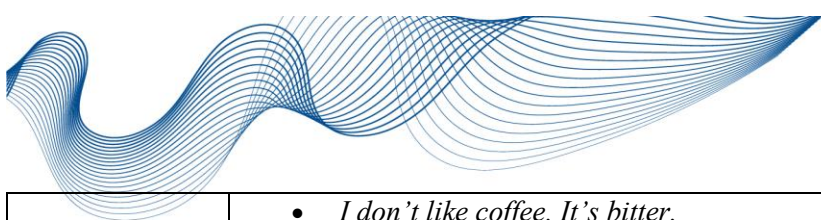


Gamification – lesson plan

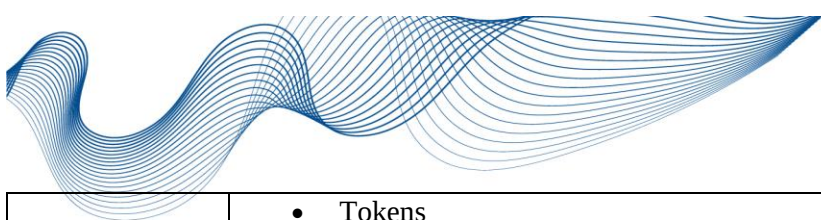
Institution's name:	ASE Foundation		Date:	October 04, 2025
Teacher's name:	Paula Stefani Padilla Ramos		English course:	A1 (II) Adults
Topic:	Likes and Dislikes + Adjectives			
Learning objective:		By the end of the class, students will be able to express and justify their likes and dislikes about food, activities, and objects using adjectives.		
Design engaging content for the game				
Introduction to the game:	Students will participate in a gamified challenge called “ <i>The Like & Dislike Quest</i> ”, where they earn points by expressing preferences and justifying them with adjectives.			
Set the rules for the game:	1. Speak in English during the activities. 2. Use “like / don’t like” + an adjective in your answers. 3. Respect turns and listen to your partner.			
Points and Rewards:	Points: Each correct sentence = 1 point. Rewards: stars on the board			
Development of the game				
Gamified warm up activity:	Students look at emojis of food and drinks (from provided links by whatsapp). They write: <i>I like / I don’t like + food item.</i> Teacher models pronunciation and adjectives (sweet, spicy, tasty, etc.).			Time: 35 min



	Links: • https://emojipedia.org/food-drink • https://pin.it/i/eLs4rbDbC/ • https://pin.it/i/q5reTVd9w/	
Gamified practice:	Level/mission 1: Juego: What Food Do You Like? 1. Each player puts their token on <i>Start</i>. 2. Roll the dice and move forward. 3. Say: <i>I like / I don't like...</i> + an adjective (<i>delicious, boring, etc.</i>) 4. Special squares: • <i>You're sick / Wash your hands</i> → <i>lose a turn</i> • <i>You're hungry / It's lunch time</i> → <i>roll again</i> 5. First to reach <i>Finish</i> wins. Play game: https://pin.it/i/6nTluQ5UR/	Time: 45 Min
	Level/mission 2: “Emoji Talk” Teacher shows emojis of food or activities on the board. Students must form sentences: • <i>I like pizza. It's delicious.</i>	Time: 40 min



	• <i>I don't like coffee. It's bitter.</i>	
	Level/mission 3: Guessing Challenge “What Am I?” Teacher gives clues: “I’m cold and sweet. Many people like me. I’m delicious.” Students guess (<i>Ice cream</i>). Then, each student creates one riddle using adjectives and reads it aloud. Play game: https://pin.it/i/UrTsmHGw1/	Time: 35 Min
Gamified assessment and feedback:	Each student receives 3 random pictures (food or objects). Task: make 3 sentences using <i>like / don't like + adjective</i>. Example: • <i>I like apples. They're sweet.</i> • <i>I don't like onions. They're smelly.</i> Teacher gives immediate feedback, corrects pronunciation, and announces the winner (based on stars earned).	Time: 25 min
Resources or materials:	• Dice	



- Tokens
- Printed pictures of food and activities
- Flashcards
- Whiteboard
- Markers

Emojipedia. (n.d.). *Food and drink emojis*. Retrieved October 13, 2025, from <https://emojipedia.org/food-drink>

Pinterest. (n.d.). *Adjectives and food vocabulary images for class display*.

Retrieved October 13, 2025, from <https://pin.it/i/eLs4rbDbC/>

Pinterest. (n.d.). *Food and activities visual support for ESL lessons*. Retrieved

October 13, 2025, from <https://pin.it/i/q5reTVd9w/>

Pinterest. (n.d.). *What am I? Food riddles reference*. Retrieved October 13,

2025, from <https://pin.it/i/UrTSmHGw1/>

Pinterest. (n.d.). *What food do you like? Board game template*. Retrieved

October 13, 2025, from <https://pin.it/i/6nTluQ5UR/>

Extra resources to create your gamification lesson plan:

1. <https://www.youtube.com/watch?v=cCMzRspk3s> (example of a gamified lesson plan)
2. <https://www.youtube.com/watch?v=uGTQRfelUhk> (apps to gamify your classroom)