



## **INCREASE STUDENTS' MOTIVATION TO LEARN IN PRIMARY SCHOOL WITH THE HELP OF GAMIFICATION**

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**ANNOTATION:** In the modern educational process, more and more attention is paid to finding new methods to increase students' motivation. One of such methods is gamification - the introduction of game elements into the educational process. This article is devoted to the study of the possibilities of gamification as a tool to increase the motivation of primary school students. The theoretical foundations of gamification, its advantages and limitations, as well as practical examples of use in the educational process are considered. The results of the study show that gamification helps to increase interest in learning, develop independent work skills and improve academic performance.

**Key words:** gamification, motivation, primary school, game elements, educational process, learning activities.

### **INTRODUCTION**

Modern education faces challenges related to low motivation of students to learn, especially in primary school. Traditional teaching methods are not always able to hold the attention of children who are growing up in the digital age and are accustomed to interactive formats of interaction. In this regard, there is a need to search for new approaches that could make the learning process more exciting and effective. One such approach is gamification - the use of game mechanics in non-game contexts, in particular, in education. Gamification allows you to turn the learning process into an exciting adventure, where each student can feel successful and involved. This article examines the theoretical and practical aspects of using gamification in primary school, as well as its impact on student motivation.

### **LITERATURE REVIEW**

Gamification as a method of increasing motivation has been actively studied in recent decades. Research by authors such as Jane McGonigal and Kevin Werbach shows that game elements can evoke a sense of satisfaction, excitement, and involvement in people. In the educational context, gamification is seen as a way to increase interest in learning and improve learning outcomes.

Several studies conducted in primary schools confirm the effectiveness of gamification. For example, a 2018 study found that using game elements such as points, levels, and rewards increased student engagement by 30%. Other studies highlight that gamification promotes critical thinking, collaboration, and independence.

However, despite the positive results, there are also critical views on gamification. Some researchers point out the risk of excessive fascination with game elements, which can distract attention from educational goals. It is also important to take into account the individual

characteristics of students, since not all children react to game mechanics in the same way.

## **MAIN PART**

Gamification as a method of increasing the motivation of primary school students is actively studied in modern pedagogy. Its essence lies in the use of game elements in the educational process, which makes learning more exciting and engaging. In primary school, where children are especially receptive to game forms of interaction, gamification can become a powerful tool for increasing interest in learning and improving academic results.

The theoretical basis of gamification is the use of elements such as points, levels, rewards, and ratings. These mechanisms create a sense of progress and achievement in students, which encourages them to actively participate in the learning process. For example, a system of awarding points for completing tasks or moving up to new levels as they master the material helps children see their successes and strive for further achievements. Rewards and badges, in turn, serve as an additional incentive, as they symbolize recognition of the student's efforts and achievements.

The benefits of gamification in primary school are obvious. Firstly, it increases interest in learning, which is especially important for primary school children who are still forming their attitude towards education. Game elements make the learning process more dynamic and exciting, which helps to keep students' attention. Secondly, gamification promotes the development of independence. Students learn to set goals, plan their actions and achieve results, which forms self-organization and responsibility skills. Thirdly, research shows that the use of game mechanics improves academic performance. Children learn the material better when it is presented in an interactive and game form. Finally, gamification promotes the development of social skills. Many game mechanics involve cooperation and interaction, which helps students learn to work in a team and develop communication skills.

Practical examples of using gamification in primary schools are varied. One popular tool is educational platforms such as Kahoot! or Classcraft. These platforms allow teachers to create interactive tasks, quizzes, and quests for which students receive points and rewards. For example, on the Classcraft platform, students create their own characters and complete levels by completing educational tasks. This not only makes the learning process more interesting, but also helps children develop strategic thinking and planning skills. Another example is the use of a reward system in the classroom. Teachers can introduce badges or certificates for academic achievements, which creates additional motivation for students.

However, despite its many advantages, gamification also has its limitations. One of the main risks is the possibility of excessive fascination with game elements. Students may focus on earning rewards and points, forgetting about the goal of learning. This requires careful planning and a balance between game and educational elements from teachers. In addition, it is important to take into account individual differences among students. Not all children respond to game mechanics in the same way, and for some, they may not be effective enough. This requires a differentiated approach and consideration of the characteristics of each student. Finally, technical limitations can also be an obstacle to the implementation of gamification. Not all schools have access to the necessary technologies, which can limit the possibilities of using interactive platforms and tools.

Thus, gamification is a promising method for increasing the motivation of primary school students. It makes the learning process more exciting and engaging, promoting interest in learning and improving academic results. However, for the successful implementation of gamification, it is important to consider its limitations and risks, as well as to approach its use

taking into account the individual characteristics of students.

## CONCLUSION

Gamification is an effective tool for increasing the motivation of primary school students. It makes the learning process more fun and engaging, promoting interest in learning and improving academic results. However, it is important to consider the limitations and risks associated with the use of game elements and to approach the implementation of gamification taking into account the individual characteristics of students. In the future, gamification may become an integral part of the educational process, helping teachers create more effective and interesting lessons.

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