



TARGET

TASK

This is the design of the activity/challenge, e.g., is it collaborative or competitive?

AUTHORITY

The task offers opportunity for responsibility and control, e.g., is the learning democratic or autocratic?

RECOGNITION

The incentives and praise for the task, e.g., is it given for effort and improvement or ability?

GROUPING

This is how the players are arranged to do the task, e.g., are players of mixed ability playing together or segregated?

EVALUATION

The methods used to assess and provide feedback to players, e.g., is feedback private or public? Is it based on effort and improvement or group norms?

TIME

The time given to the task, e.g., are you timing your activities based on everyone achieving, or at the pace of the best learners?