

POSITIVE COMPETITION

An ongoing inquiry synthesis on how to implement positive competition in the classroom.



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WHERE I AM COMING FROM

Biases have really been the defining factor of my inquiry project. Two biases have played the most significant role. My bias and the biases of others.

MY BIASES

First off my bias of liking competition, being motivated by it, and seeing it as a positive thing indicated to me that, yes, it does have a place in the classroom. Furthermore, I felt it had a valid place in the classroom as it reflects the reality of the world

BIASES OF OTHERS

When discussing the idea of competition with colleagues, it became increasingly obvious that many people have very strong emotions in connection to competition. I needed to find a way to address concepts like helplessness, bullying, and self-deprecation if I wished to find a way to make competition positive.

WHERE I AM NOW

Through an investigation of my topic, two key concepts came into focus; collaborative competition and gamification. These became my two avenues to reach my ideal of a positive competitive atmosphere.

COLLABORATIVE COMPETITION

In my exploration of this topic, I came across an article that stated competition, cooperation, and collaboration are all separate entities. However it got me thinking that maybe, somehow, collaboration and competition can be linked. If I can find a way to make an open, comfortable, sharing space that encapsulated the motivational engagement of competition, it would be a powerful tool.

Snow, C. C. (2015). Organizing in the age of competition, cooperation, and collaboration. *Journal of Leadership & Organizational Studies*, 22(4), 433.

GAMIFICATION

The concept of gamification is one that is inherently linked to competition as games in their very nature are competitive. In a particular article, the skills developed through gamification were discussed, such as problem solving, exploration, creativity, imagination, and many more. These are also skills that competition can foster, so the two lend themselves to this system.

Savides, S. (2016, January 17). What is gamification? Bright Classroom Ideas [Web log post]

WHERE I AM GOING

So I've reached this point. I have my theories, I have some research, and I have reflected and reflected and reflected. Now I need evidence and I will get there through observations in my practicum class.

COLLABORATIVE COMPETITION

From here I need evidence and a particular focus of mine will be on collaborative competition. This *can* exist in a system where students are competing against each other or other people, however it is strongest in situations where they are competing against a system. If I am able to properly scaffold scenarios that encouraged this, I should be able to see the student motivated by the prospect of winning, but also working together as a team.

HOW TO PROCEED

So I come to my plan for the future of my inquiry. I plan on utilizing lesson design to help further investigate my inquiry topic and correctly frame situations to help bring together this competitive collaborative classroom environment. With this, hopefully I can continue to find evidence to answer my question;

How can we implement positive competition in the classroom?