

Learning Quest Board Template

Motivation fades when progress is invisible. Games solve that with levels, clear quests and immediate feedback — and the same mechanics work for learning anything.

This template walks you through mapping one skill into five levels, writing quests for each, and choosing a scoring rule that rewards real practice rather than busywork.

Skill-to-levels map

- Skill: _____
- Level 1 (can ...): _____ Boss challenge: _____
- Level 2: _____ Boss: _____
- Level 3: _____ Boss: _____
- Level 4: _____ Boss: _____
- Level 5: _____ Boss: _____

Quest card (copy as needed)

- Quest name: _____ Level: ____
- Objective (one sentence): _____
- Evidence it is done: _____
- XP: ____ Estimated time: ____ min
- Unlocks: _____

Scoring rules

- Score: completed quests, recall sessions, real-world uses, boss challenges passed.
- Never score: minutes spent, pages read, videos watched.
- Bonus XP for teaching someone else or using the skill in real work.
- Level up only after the boss challenge — not after accumulating XP.

Streak and recovery

- A streak day = daily minimum met (define it, e.g. one quest or 15 minutes).
- One miss does not break the streak if you do a 'recovery quest' within 48 hours.
- Two misses in a row: the streak resets — and the daily minimum shrinks by half for the next week.

Worked example: spreadsheet formulas

- L1 Can enter formulas and reference cells — boss: build a monthly budget sheet.
- L2 Can use SUM/AVERAGE/IF — boss: flag over-budget rows automatically.
- L3 Can use lookups — boss: pull prices from a second sheet.
- L4 Can build pivot summaries — boss: summarise a year of expenses by category.
- L5 Can debug and document — boss: fix a broken sheet someone else made.

Go further: **Gamified Learning Design** — <https://skillstacksuite.com/gamified-learning-design/>