


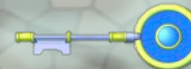
LEARNING AIM



Have an Academic unit of work that teaches a topic of English within a game style system to;

1. Provide further learning incentives.
2. Facilitate ongoing assessment of individual skills.
3. Gathers data for final assessments of skill.
4. Cater for multiple intelligences.
5. Enable group work and assist in teambuilding.
6. Meet the needs of learners differentiating as beginner, consolidated, achieving, or excelling.
7. Incorporate tasks based on the values, ICT and citizenship.
8. promotes student decision making, peer review, and independent learning.
9. Allow students to greater degrees of autonomy.
10. Be used as a tool of learning.


Mindsapes Education

Take notes  and use them to complete  fiery directives .

Answer test  questions and to unlock the level. 

As you explore more complex levels, you will face encounters.  Win these to collect points. 

Save enough to win the game or spend them as you play to pass test to buy easier & shorter test questions.

Go up levels to win badges  and use them to to join teams  & share points.

Win a diamond.   





Red – Test (Summative Assessment)



Fiery Directive. – Reset point risk. (Formative Assessment.)



Paradoxes – Topic of discussion.

Scroll – Language clue. (word meaning, meta-language & advice on difficulty)



Pink – Note taking (Writing skills, and test revision.)



Bronze - 1 point task. (locate questions, no guidance necessary.



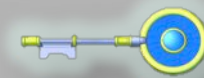
Silver – 2 point mission. Inference comprehension. Standard, guided questioning.}



Gold – 4 point quest. (Inference Comprehension. Consolidated.)



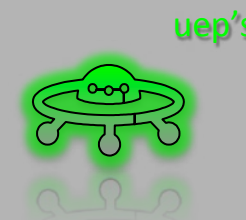
Phantom– 10 point campaign.(Creative Comprehension & Research\Homework, Independent Learning, Achieving.



Magic Key – Unlocks Level



Winning Diamond Unlocks All



TEAM BADGES

1

Number – Bonus points.



Brick – Elements (Spelling, Gramma & Punctuation)



Scout – Insight Predicting & Pattern recognition)



Medic – Editing, (Proofreading & transformation)



Wings– Communications (I.C.T & Citizenship.)



Tower – Presenting (Oral Presentation & Peer Assessment.)

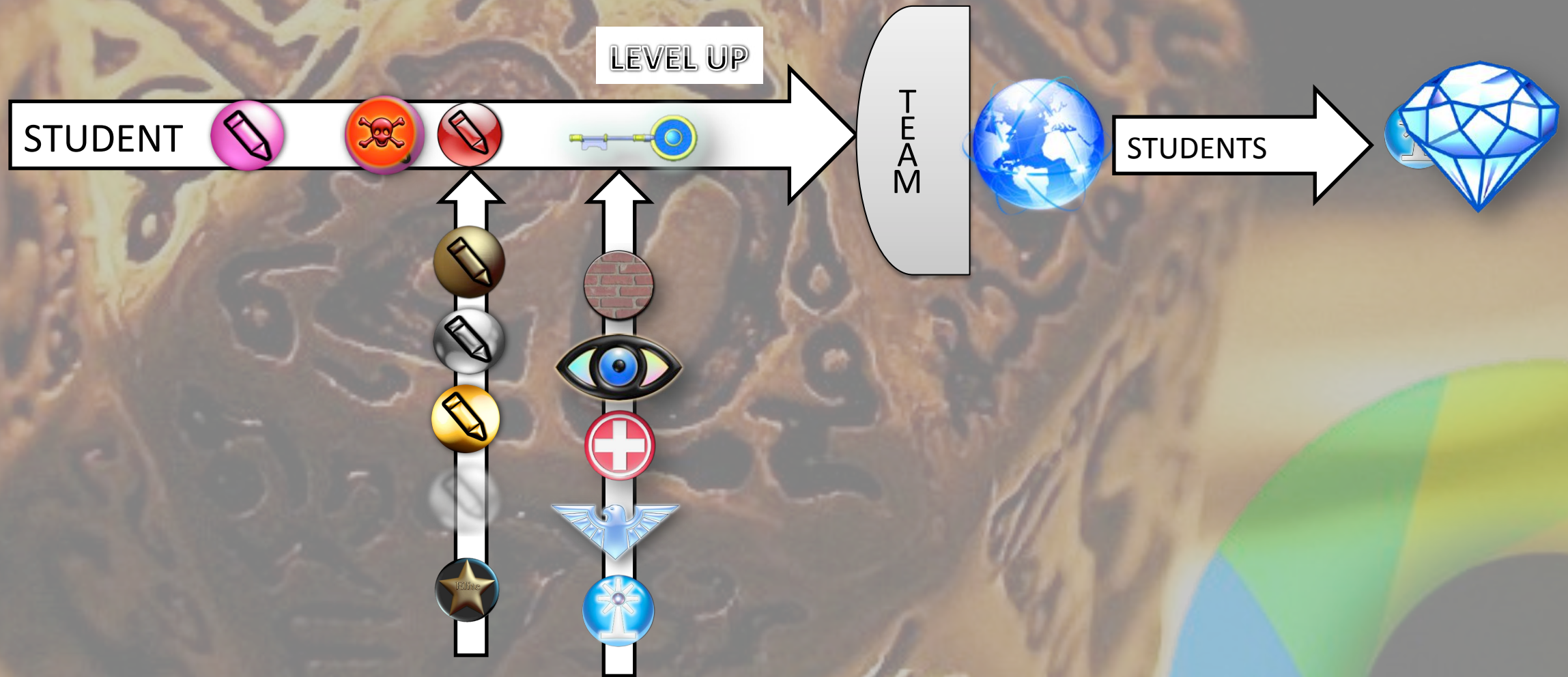


Elite – 25 points Epic Quest, Free Pass

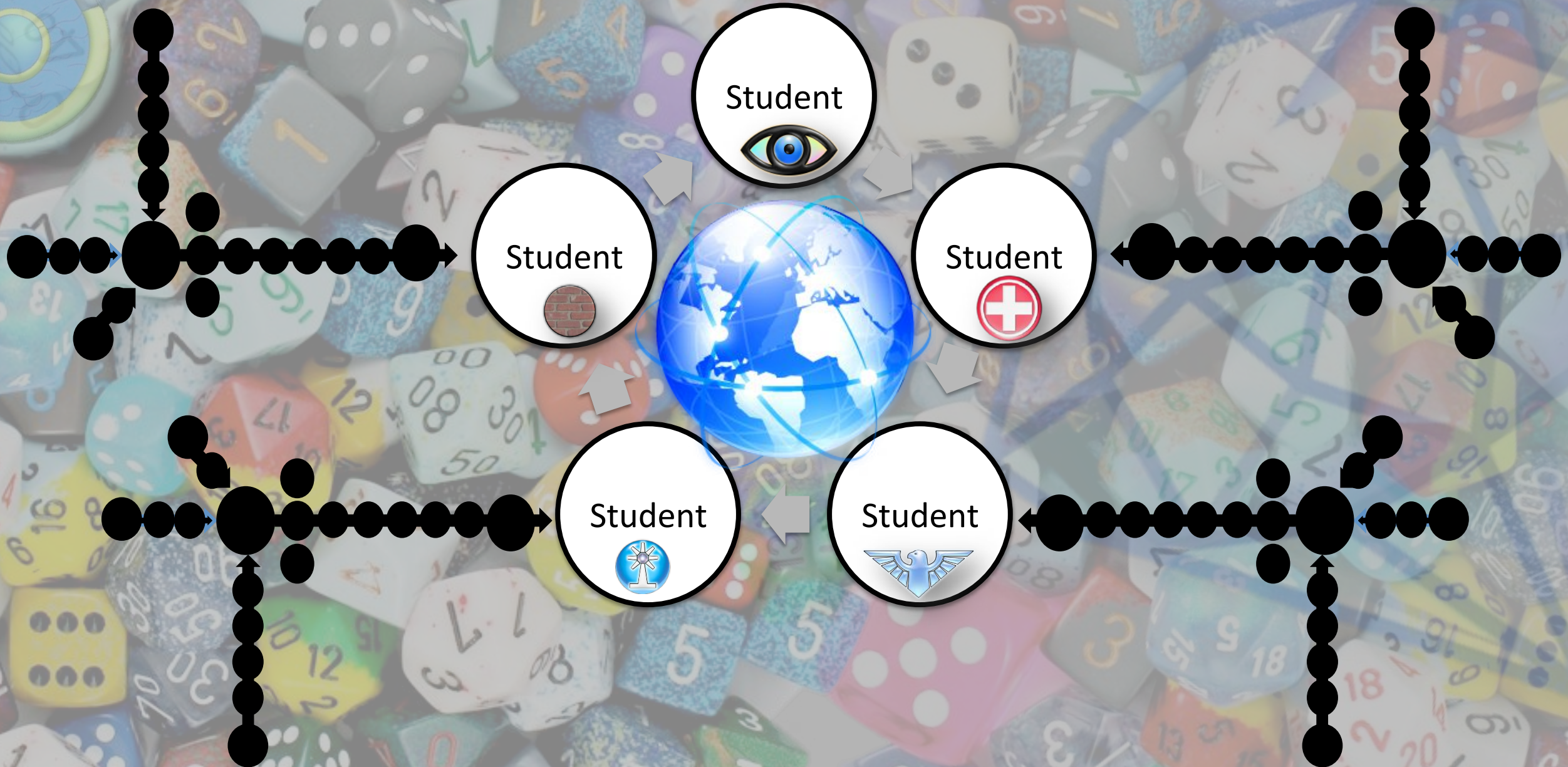


Team Project

Encounters



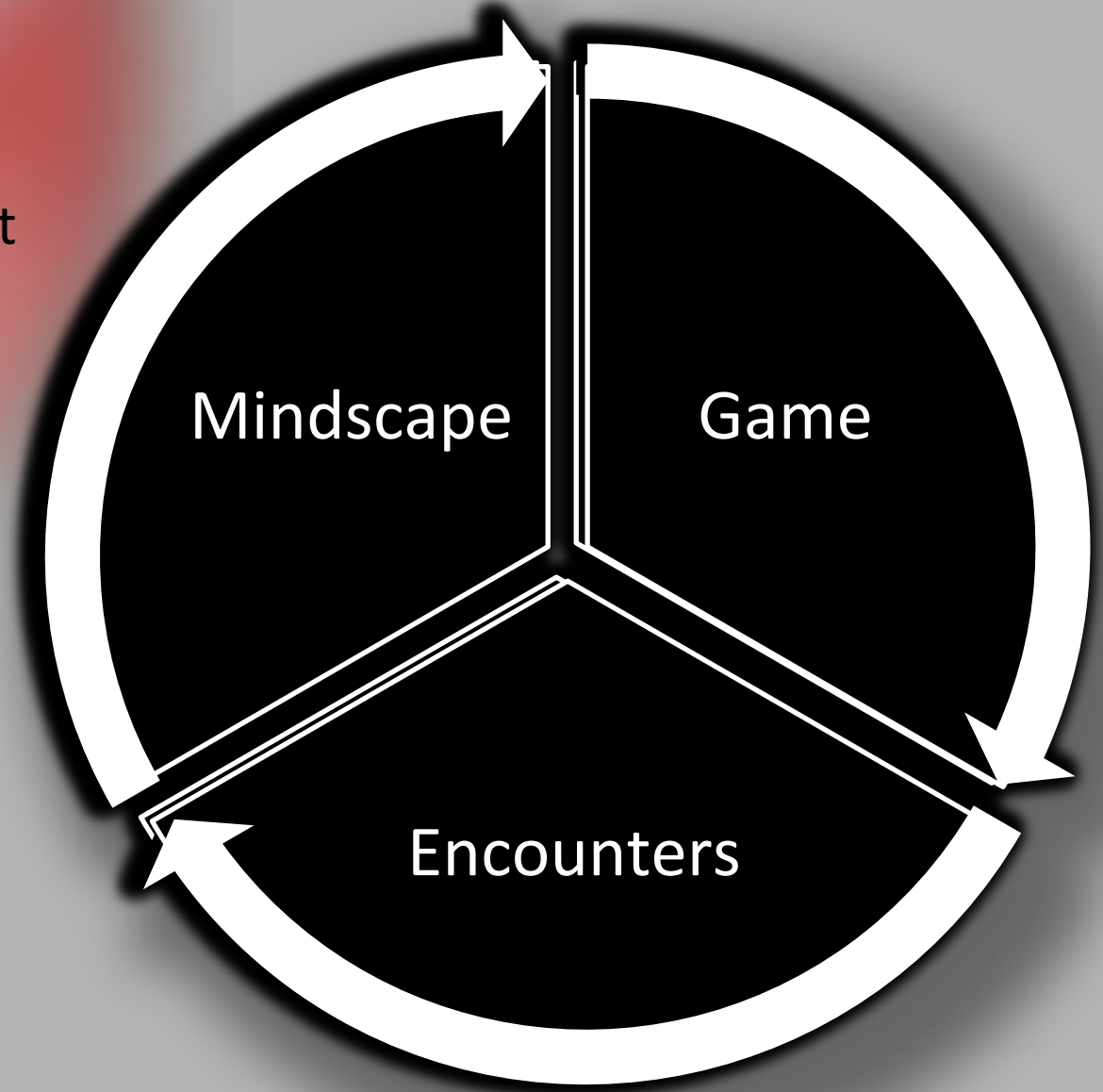
Teams members can earn team points as specialists collecting badges and completing projects.



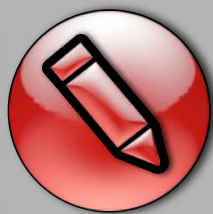


WARNING

The standard test will requires an understanding of the association of the ideas presented in the unit. These questions require extended answers on a very precise topic. Good players will be able to purchase easier questions. More costly questions require short answers on the topic or on far more general areas. All answer will be evaluated on choice, and the quality of understanding. These evaluation can be included in a student's written reports.



Test!



Questions Menu

Expected Word Count

KEY	OPTIONS
A	This Module
B	The Students
C	The Teacher
D	This Topic
E	In Topic Format

\$	Provide an extended text :	Yr10	Yr09	Yr08	Yr07
27	on anything.	35	30	20	10
2	on any option.	45	40	25	15
21	on A. B or C D	55	45	30	20
18	on A , B or C	65	50	35	25
15	In D on anything.	75	60	40	25
12	On A	85	70	55	30
9	on B	95	80	60	35
6	on C	105	90	65	40
3	Any option in D	115	95	70	45
0	on E	125	100	75	50

Encounters

Fiery Directive – Reset Point Risk.

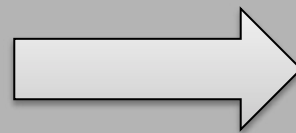


Medium difficulty challenge which all players must answer. Usually requiring answers of a set word length. Assumes no prior knowledge but may require knowledge of notes. Players can sacrifice sections of notes to cover word length.

Question & Expected Answer.



Write a 120 word speech on saving the environment.



In warm climates, building homes with skylights can save energy on lightning. Skylights when properly positioned can also be helpful in heating houses as well....

Encounters

Pink— Copy to Gather for Tests.



Pink pens indicate sections which have notes for dictation. Long sections will ask for only underlined words to be copied, smart players will copy entire sections to earn greater chances of passing tests.

Encounters

Bronze – 1 point Task.



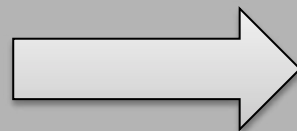
Bronze tasks are very easy. They usually require only that the question be written and a short answer given. Bronze questions are low level locate comprehension with simply vocabulary.

Should not require teacher assistance.

Question & Expected Answer.



What is the the Nile?



What is the the Nile?
A river.

Encounters

Silver – 2 Point Mission.

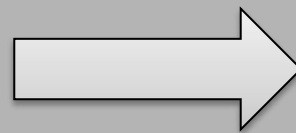


Medium difficulty usually requiring teacher guidance. These questions may include difficult words. Generally requiring comprehension of inference and teacher guidance. Answers must be at least one sentence and contain the rephrased question.

Question & Expected Answer.



Apart from neutrons, what other particle are in the center of atoms?



Apart from neutrons, at the center of an atom are found protons.

Encounters

Gold – 4 Point Quest.

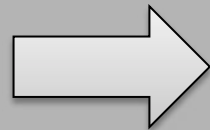


Hard challenge beyond teacher guidance. May contain difficult words and complex ideas. Typically requiring creative comprehension. Answers are at least one paragraph long and begin with the rephrased question. Beyond teacher ability and students expected skill.

Question & Expected Answer.



Explain what rainfall has to do with river heights?



What rainfall have to do with river heights is that they increase or decrease them. This depends on the amount of rain that falls. If there is not sufficient rain, such as when there is a drought, rivers can run dry, and if there is a lot of rain such as a cyclone, rivers can flood. **This is why people who live besides rivers are interested in the amount of rain that falls.**

Rephrase the question and answers it.

Give examples or evidence.

Make a comment or analysis.

Encounters

Phantom – 10 Point Campaign.

Extremely hard challenge that may require research. May contain very difficult words and ideas. Far beyond teacher ability and expected student comprehension.

Scrolls– Language Clue

Bonus piece that increases pass chance of point scoring encounters.



Encounters

Elite – 25 Point Epic Quest.

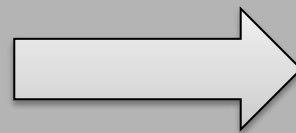


Extreme difficulty always requiring great skill. Elite badges are very rare. Epics involve sustained 100+ word responses. They require existing skill base of equivalent number to this module.

Question & Expected Answer.



Write a 300 word article on



A developed sustained piece of writing that is engaging, structured, has correct spelling, punctuation and grammar, shows audience awareness, and uses language for effect.

Encounters

Paradox– Topic of Discussion.

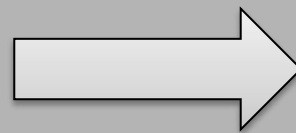


Possibly beneficial encounters as they provide hints on gaining more points.

Question & Expected Answer.



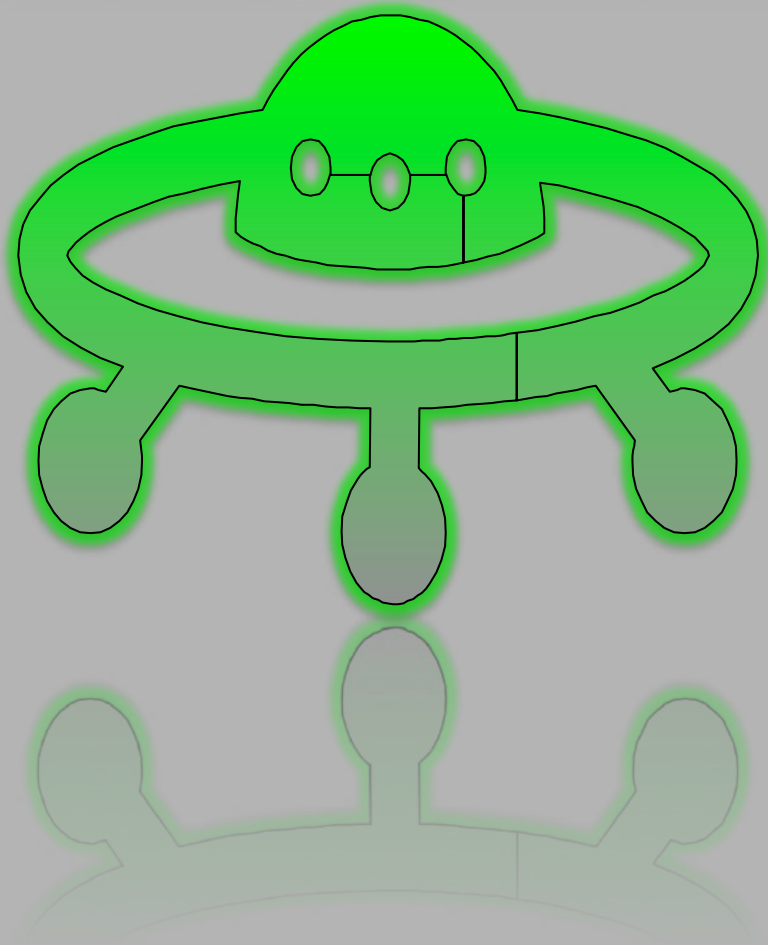
Any that enable conjugation of the unit being played.



Informal peer analysis and opinion.

Encounters

ueps – Unknown Encounter Piece.

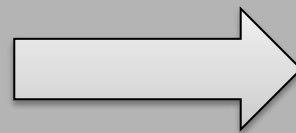


Nothing is known about these encounters only that they often pose riddle like questions. Since they are from beyond the module. They are awarded no points.

Question & Expected Answer.



Unknown



Unnecessary.

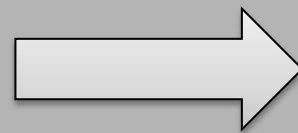
Encounters Team Badges.



These are thematic encounters. Team badges award points as well as enable players to join together, share extra team badge points, attempt team encounters for bonus points.

Question & Expected Answer.

Either, rules, pattern recognition, repair and transforming, creating and presenting.



Varies in form.



WORK PALLET