Teacher's Guide Course 3 - What's Your Story?

In this course we look at how the theme and story are important elements in a digital game. The story will be broken down into characters, setting and plot with examples given of each element. Students will be given the foundation to get them crafting their own Digital Game story.

Course Pacing:

1. Lesson Video 5 - 10 minutes including discussion time
2. Digital Game - 10 Minutes
3. Reflection Discussion- 10 minutes
4. Small Group Activity - 15 minutes
5. Extension Digital Game 10 minutes

Course 3 Video Script:

1. Welcome to Breakout EDU Digital Game Design. What's Your Story? In this lesson we will look at what makes a fun, engaging, awesome Digital Game Story.
2. Every Digital Breakout EDU Game starts with a story. Why do players want to play your game, solve your puzzles, get to the end and Breakout? Stories do not need to be long, complicated or involved, they just need to hook your players. The story weaves the theme and your clues together.
3. Before we get started with the story - we need to know our theme. If you are creating a game for a specific Subject Area or Unit, keep that central theme in mind as you craft your story. Weaving the theme into the elements connects the story and clues to keeps your players engaged.
4. As you are designing digital games for Breakout EDU, remember that the EDU stands for education! Your games to be fun and engaging, but also school-appropriate. Keep your stories and the games that go with them light and positive. Please avoid dark plots like crime stories or mental illness. We do not allow games on sensitive topics including slavery or the Holocaust. There are other tools better suited to teach and talk about those important matters - a game is not one of them.
5. Are you creating a game to go with a Science Topic such as Recycling, the Earth's Crust, or the Life Cycle of a Frog? Are you in History Class learning about the The Automotive Industry, The Space Program or your state? Or are you in another class working with Fractions, Adjectives, Shapes or the Main Idea of a Story? Whatever the overall subject area or theme, it is important to keep it in mind as you write your story and create the clues for your game.
6. For example: The Game on the left, Mercury 13 uses the central theme of Space Exploration and the story and clues teach us more about the women who were pioneers in the the Space Program. The game on the right, Its a Symmetry Trap, uses the central theme of Geometry and design, and has players work through the story of a character who has caught you in her Symmetry Trap! Pause the video and talk about the topics for your game.
7. Even the most basic story has these three story elements, character(s), a setting and a plot. Paying attention to these elements as you craft your story, will help get your players hooked and will make designing the game even more fun!
8. Character - Who needs our help? Breakout EDU Games always seem to have someone who

needs our help. Are we helping a character in a book, someone from history, a new character, our teacher, our classmates, or are we the one who needs help? Choosing a character will help drive the story and get your players to buy in to the premise.

9. Characters may be real people, characters from a book, made up characters, animals, creatures, aliens, zombies, insects, arachnids, invisible, small, large, polka dotted, slimy, bumpy, able to fly, with magical powers.....well you get the idea, your characters may be anyone or anything. Pause the video and share some ideas for characters in your game.
10. For Example: In Silly Shamrock, it is the Leprechaun that got in our room and messed things up. We need to catch him! In Winter Sports, we are the character, and we're working our way through all of the sports competitions to win the big event.
11. The Setting: Where is your story taking place? Are you in your classroom, on the moon, on a plane, alone on an island, stuck somewhere? Part of the fun of creating a Digital game, is choosing a fun setting to go with the story. There are no limits - where will you land?
12. For Example: On the left, the setting for School Daze is the classroom. On the right, Show Me the Code finds players trapped inside the computer. They need to figure out how to rewrite some code to escape. Where will your story take place? Pause the video and share your ideas.
13. The Plot Thickens - what is the plot? The Plot tells us what the problem is, or what is happening. The Plot is the sequence of events or the WHY for the developments of the story.
14. What is happening in your story? Why do the players need to solve your puzzles to get to the end and Breakout? This is the crucial part of the story, as this is where we engage our players and get their attention. Are you trying to recover a treasure map, find a lost object, capture that pesky leprechaun or save the world?
15. For example: In Tricky Travel, your ticket is locked up, and you cannot travel without it. You need to open the locks to break out your ticket! In Finding Frosty, we are asked to help bring Frosty Back to life, players need to solve the puzzles to get the pieces to get Frosty Put Back together. So What's happening? Pause the video and outline your ideas for the plot of your story.
16. As you design your games, keep these story elements in mind. What is your central theme? Who is the story about? Where does it take place and why do we need to Breakout?
17. Time for Reflection: How will you measure if your Digital Game story is engaging? Pause video for 2-3 minutes to discuss and share out.
18. Let the games begin...before you go off to craft a great game story, check out this digital game and pay attention to how the theme is represented in the story and the clues, and how the characters, setting and plot move the game forward.

Digital Game:

- Link to Game: bit.ly/whereswade
  https://platform.breakoutedu.com/game/digital/where-is-wade-wizard-78
- Students will also find the link shared at the end of the instruction video.
  This Digital Game includes a puzzle that uses each of the 5 lock types.
- Once players have completed the game, they will see Reflection Questions 2 and 3. They should discuss the questions with their small groups until all groups have completed the Digital Breakout Game.
- Once all students have completed the Digital Breakout, take time to discuss and share the

reflection questions below.

Reflection Questions:

1. How will you measure if your story is engaging? (In video)
2. What theme and topic did the game follow? (end of game reflection)
3. Did the clues follow the theme? Share how a clue did or did not follow the theme and topic. (end of game reflection)
4. What strategies did you use to help you solve the clues? How did your group work together?
5. What elements of a story do you feel are important when creating a Digital Breakout EDU Game?

Small Group or Partner Activity:

1. What's Your Story? Using the story design template, Guided by your Central Theme list 3-5 of each of the story elements, character, setting and plot.
2. Now randomly combine yours with the others in your group and create some fun stories with these characters, settings and plots.

Extension Activity: Zombie Outbreak

- Digital Game Link: https://platform.breakoutedu.com/game/digital/zombie-outbreak-38
- This Digital Game is a perfect extension to the lesson.