

Game Template

Game Name: For personal reference, organizing, and sharing

Animals Everywhere

Game Designer: For credit as well as questions that might arise when others run your game

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Content Areas: Identify learning areas, if any specific ones exist, to help organize your information)

Science (Life Science), Social/Emotional

Recommended Ages: For ease, keep this flexible when building puzzles. Content-driven puzzles may have limited age range. Take literacy levels into account.

K-5th Grade

Suggested Time: Having games available at several lengths to accommodate class schedules is a great tool for flexibility

30 minutes, plus brief and debrief time

Lock Combinations:

3-Digit Lock - 3 Numbers	105
4-Digit Lock - 4 Numbers	1300
ABC Lock - 4-5 Letters for the ABC Multilock	FOAL
Key Lock - Where is the key hidden?	Back of panda info sheet
Other Lock - Other possible locks include directional locks, dial locks, cable locks, locking pencil boxes, etc	-

Setup Instructions: Make them clear enough that someone else can follow them.

STEPS	
1	<i>Inventory all the pieces (20 small pieces in 10 matching sets, 13 large pieces in 6 matching sets plus horse.</i>
2	<i>Hang animal information sheets from a shelf, wall, or other flat vertical surface using tape.</i>
3	<i>Hide clues throughout the room, taking into account off-limits areas and student height.</i>
4	<i>Hang on to the code sheets - pass these out to students who may struggle to integrate into other clues (feel free to ask the teacher for suggestions).</i>
5	<i>Get flashlights ready for the groups that need them (both small and large clue groups for grades 3-5, only small clue group from grades K-2).</i>
6	<i>Put prizes in box. Place hasp on box. Attach locks and spin the dials so that the correct combination isn't listed.</i>

Brief and Debrief Questions: For use before or after the game to prompt learning and reflection.

QUESTION	
1	<i>-How do you feel about how things went?</i>
2	<i>Ask them about the teamwork aspects you had talked about before the Breakout Room, and whether they successfully displayed those behaviors in order for everyone to have fun.</i>
3	<i>-What did you do well (be sure to add some amazing things you observed)? -What didn't go so well (it's important to ask this, but don't let it get out of control)?</i>
4	<i>-You can also introduce the idea of stress, noting that it gets harder to act like a team when they felt pressure to finish on time, and briefly talk about ways to self-calm when feeling stressed.</i>
5	<i>-Ask how they can apply what they learned about teamwork in their classroom, lunchroom, and playground.</i>



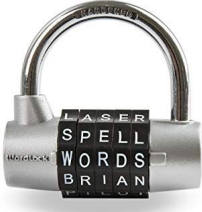

Digital Files: Link to a folder containing all printable assets, the game template, and any other necessary resources to recreate the puzzle in case of lost pieces or duplication.





On the Spring Institute website

<https://drive.google.com/open?id=1cFciVrHXOEJjKq-NJ5LxD-fMgK3UNjSk>

Clue Worksheet

This guide below can serve as a visual mapping or brainstorming tool for creating your game. It can also serve as a quick reference for you or a new facilitator.

LOCK TYPE	LOCK COMBINATION	HOW WILL THEY KNOW THE COMBO?	WHERE WILL IT LEAD?
 <p>4-Digit Lock</p>	105	<p>Solves the invisible ink on the animals cut in half “How long can a blue whale grow to be?”</p> <p>Information on animal sheet.</p>	Unlocks the 4 digit lock (grades 3-5)
 <p>3-Digit Lock</p>	1300	<p>Solves the invisible ink on the back of the half sheets “What is the largest that a trichechus manatus grows to be by weight?”</p> <p>Information on animal sheet.</p>	Unlocks the 3 digit lock (K-5)
 <p>ABC lock</p>	FOAL	<p>Solves the half-sheet animal pictures – all animals have an adult and a young example, except the horse.</p> <p>May require pulling a book on horses that has the word FOAL.</p>	Unlocks the word lock (K-5)
 <p>Key Padlock</p>	Key is taped to the back of the panda information sheet	Solves the code sheets “Slower than a car” and “Lighter than a piano”	Unlocks the key lock (K-5)

ITEM TYPE	PURPOSE / ROLE	WHAT WILL THEY DO WITH IT?	WHERE WILL IT LEAD?
 <p>UV Flashlight</p>	<p>Reveal hidden messages on the back of the small clues once matched and the large clues.</p>	<p>Find the hidden messages on clues.</p>	<p>To the question that must be solved to open the 3-digit and 4-digit locks.</p>
 <p>UV Pen</p>	<p>Used before the game and during setup if necessary to brighten the invisible message.</p>	<p>For staff use only.</p>	
 <p>Lock Box</p>	<p>Holds the prizes, and is what the students will be breaking into.</p>	<p>Take turns asking to put in a combination after checking with staff. Place box in easy to reach and visible location to minimize fighting for the box.</p>	
 <p>Hasp</p>	<p>Attach to box, allowing you to hang all 4 locks from the box.</p>	<p>Staff can remove it once all 4 locks are removed.</p>	
<p>Other Item</p>			