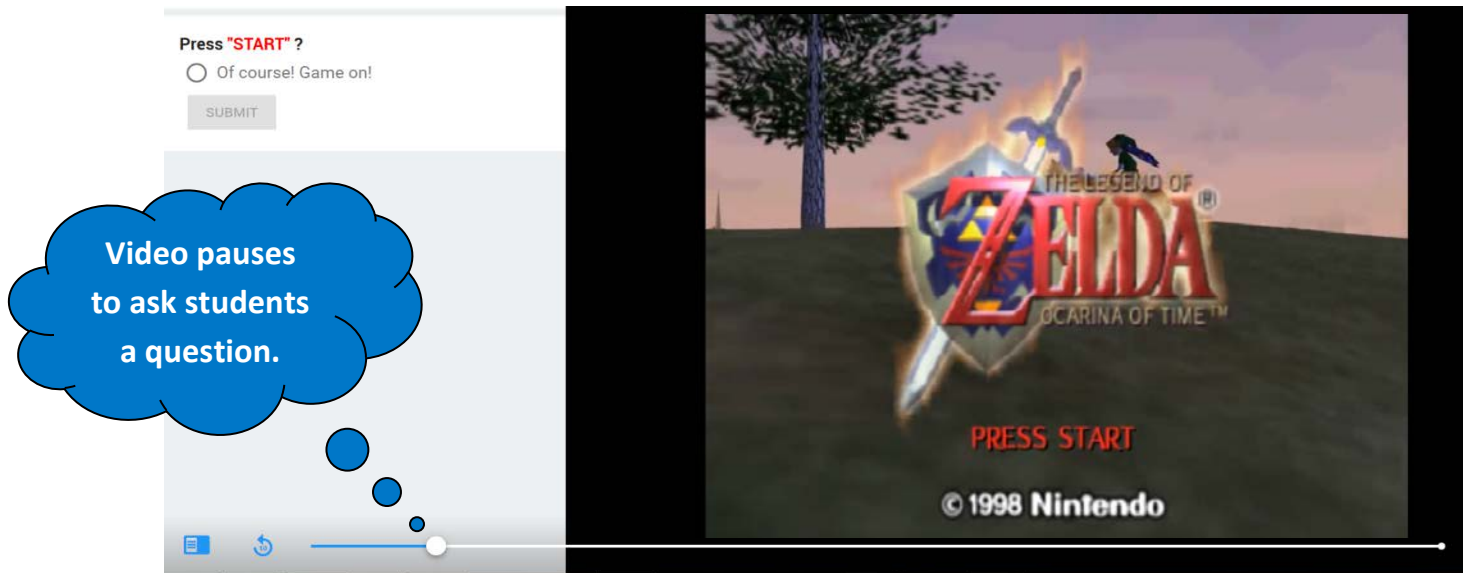
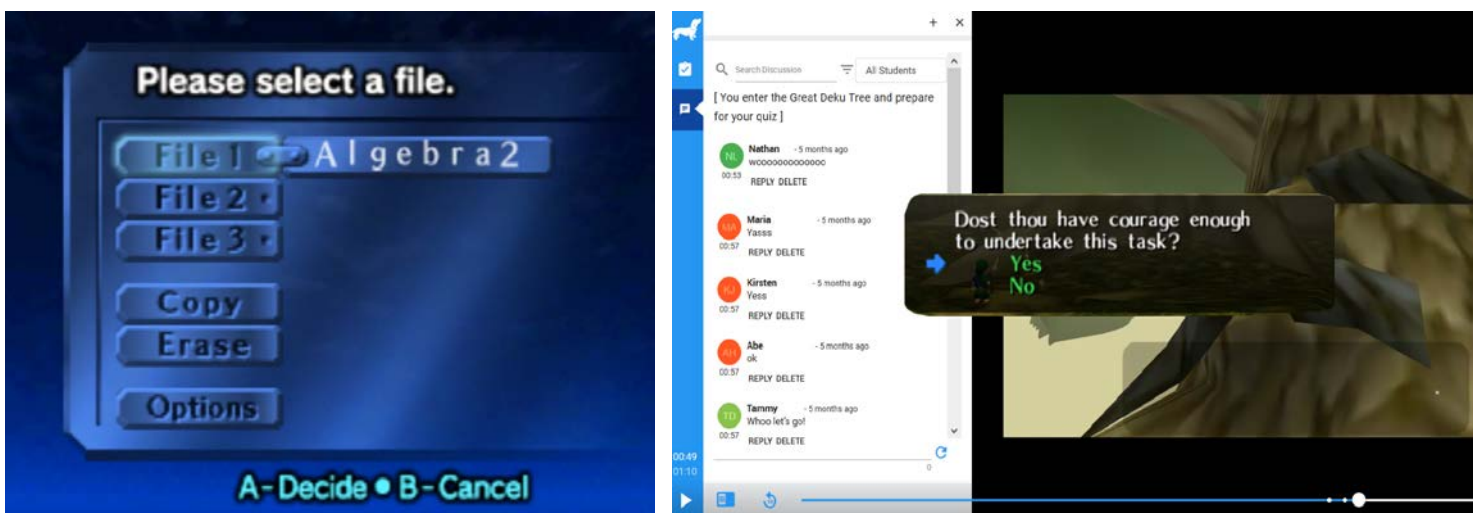


Interactive Game-Play Chapter Intros & Reviews

I build custom, interactive, chapter reviews that follow a game character through a dungeon. To progress in the dungeon, students must answer review questions over the lessons in the chapter. The questions are imbedded in the game as natural and seamlessly as possible. The review is actually a video that the students watch, but throughout the video, it pauses to ask the students questions. This simulates them actually playing the game themselves. This allows the students to get involved in the story which then provides additional motivation to do many other activities, some optional, in the course. Each chapter of the course is a different chapter of the video game. Many students seem to be addicted to games these days, but this is one game I don't mind them playing as they do math and prepare for their test too!



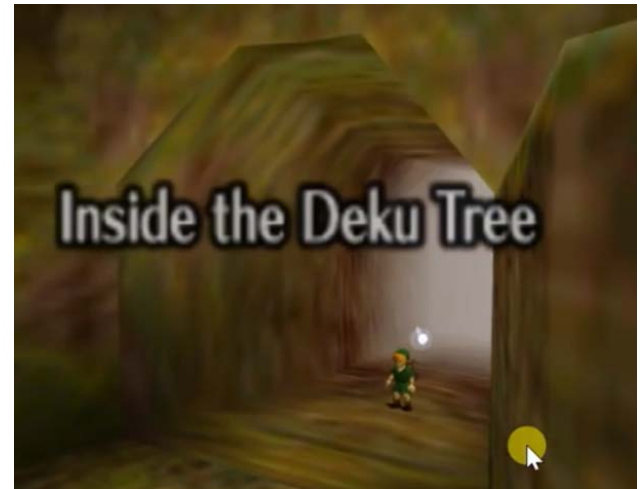
Students start by watching the opening cinematic scene to start the storyline.



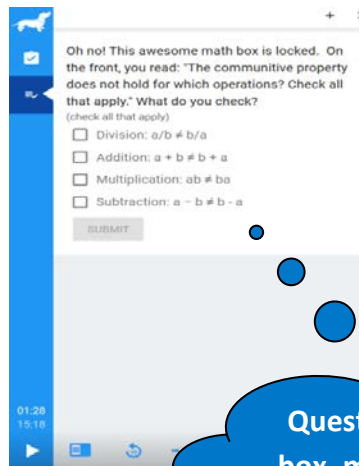
Interactive Game-Play Chapter Intros & Reviews

This is the very first interactive review. It involves embarking inside an ancient tree to destroy the evil the lurks within. Students have to solve math problems to open chest, determine distances, aim their sling shot, etc. At the end of the dungeon is a boss fight to conquer....their test.

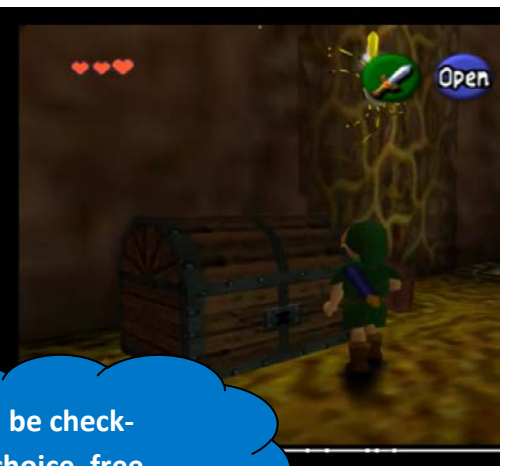
1st Review: "Inside the Great Deku Tree"



Each dot represents a question embedded in the video that students must interact with.



Questions can be check-box, multiple-choice, free response, or essay.



The queen likes to see her subjects work! You'll get partial credit if you show your steps. Don't erase everything out of frustration!

Helpful hints can be inserted over the video as it continues playing!

Interactive Game-Play Chapter Intros & Reviews

1st Review: "Inside the Great Deku Tree"

Questions actually relate to both the game and the lesson!

Hmm...you ponder whether or not you can make that jump by solving a literal equation for d , the distance across that void. Which expression below represents this distance if $dt = \frac{d+2}{v+1}$?

- $d = \frac{2}{vt+t}$
- $d = \frac{2}{vt+t+1}$
- $d = \frac{1}{vt-1}$
- $d = \frac{1}{vt}$
- $d = \frac{2}{vt-t}$



You quickly realize that the web below is the next location to visit in the dungeon, and you got to jump juuuuuust right to be right in the center. It looks like that hole is 6 ft wide. Which inequality represents how far off you can be from the center and still land on the spider web?

- $|x| \geq 6$
- $|x| \leq 6$
- $|x| \leq 3$
- $|x| \geq 3$



Lets sharpen your accuracy! Quickly, what is $\frac{1}{4} + \frac{1}{3} = ?$

Answer: fill in blank
(leave your answer as a reduced fraction. NO CALCULATOR!!!)



You find yourself jumping on a spider web, in a dungeon...full of spiders. Maybe you've lost your mind, but you haven't lost your math ability.

What is the absolute value of p , $|p|$, if

$$\frac{4}{p} + \frac{47p}{9} = \frac{17p}{3} ?$$

Answer: fill in blank



The number of attempts per question can be adjusted.

Interactive Game-Play Chapter Intros & Reviews

1st Review: "Inside the Great Deku Tree"

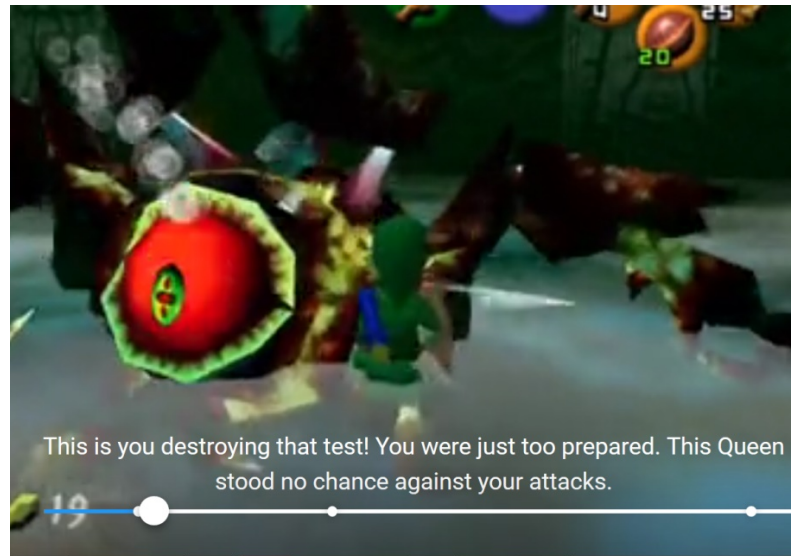
Polls at the end of the videos collect student feedback and allow for commentary.

That was a tough review! Do you feel more prepared for your test this week?

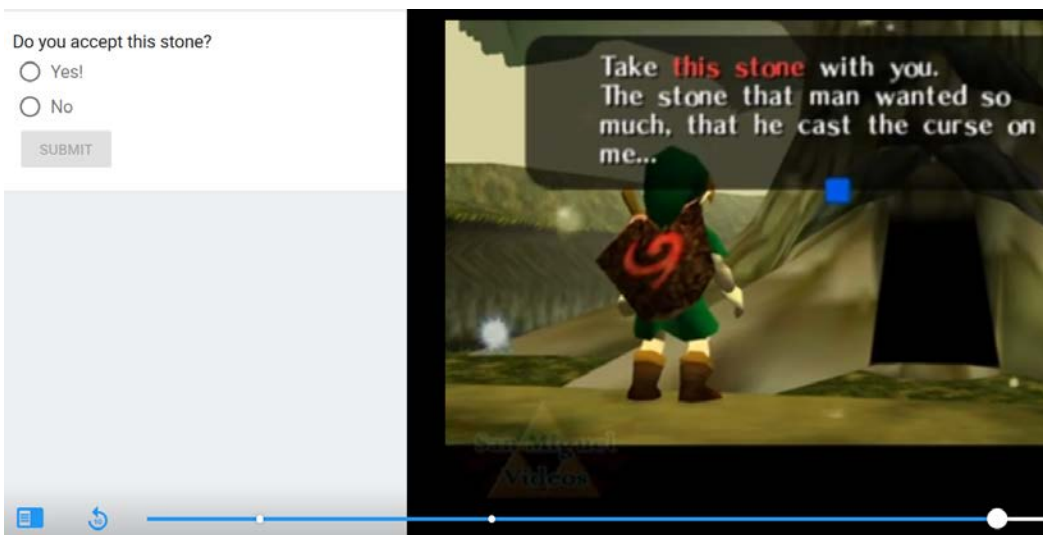
- Test?! What test? I thought I was just playing a video game.
- I feel a bit more prepared.
- I feel a lot more prepared!
- Meh. I really don't feel any different than I did hours ago when I started this review....

SUBMIT

The day after a review is the test which represents the "boss" fight. The students watch the action upon finishing their test.



Students get awarded the "stone" as a badge to display on their profile to congratulate them on their math victory!



Kokiri's Emerald

Awarded for using your Algebra II to defeat the Queen of Inequalities!