

# Pedagogical Toolbox

## Educational tips

### How to introduce a gamified adventure

Here we go. Your adventure is ready, all that remains is to propose it to your students. How to do it engagingly?

1. First, **value your work**. Explain to the pupils that you have thought of something special for them: an adventure! To deal with this adventure best, they should review specific topics. You will increase their motivation to do it, as it would not be a traditional review.
2. On the day you propose your adventure, "**step into the part of the narrator or game master**." The adventures can be of different types: your chosen genre also influences the introduction. If you can also get into the adventure, everything will be even more fun and engaging. For example: is your adventure a detective story? You could be a detective that day, starting with a bit of clothing, using themed objects, and a mysterious manner, like what happens in role-playing games. Your students will also be more motivated to play with you.
3. Regardless of the form, some concepts are suitable to convey clearly: **what is the players' goal? What are the rules?** Think of a few clear, concise, and easily understood explanations. Consult for this also Grain 2.3.4. on how to provide instructions.
4. **Ask the students questions to ensure everything is clear** and clarify the essential aspects. "So, is your mission clear?" "What needs to be done?" "What would be good to do/not to do?" From their answers, you can tell if they are ready to start!