

Pedagogical Toolbox

Gameplay tools

Path's template – Score points to win!

Here you will find a path for an adventure where the goal is to get a minimum score to pass the mission. There are different categories of questions, which are different topics of the same subject. The players can choose which tests to pass first, perhaps where they feel safer. They know they have to reach a minimum of points to complete the mission! You can also enter a time limit. In this case, the player will be encouraged to keep going until the time runs out. Or you can decide to establish different prizes according to the points accumulated (for example, the first prize could be: 1 week without examinations!)

Scope of the path:

(For the teacher)

Check the topics in which students feel most knowledgeable and those that are even more challenging. Players will be able to decide the order in which they take the tests, with the goal of accumulating a minimum score (possibly within a time limit)

(For players)

Accumulate points by answering questions correctly. In the case of time limits, the likely winning strategy is to address first the topics in which players feel most confident.

Structure

