

## General Information on the website

Blended Play is a free online group gaming portal where teachers create games to review their content in any subject. Each user creates question files (on the topic of their choosing) which can then be loaded in any of our 5 games. The question files are saved and shared in our free member's area.

### How do I access the content?

Teachers can join our free community by clicking on **Member login** on the home page and entering some basic information. Once they log-in, they will be redirected to the **Member section** to access existing games and start creating new content.

### What do I need to play and how does it work?

Blended Play games are meant to be played as a group with all the students at once in teams. Depending on the game, they will either all answer the same questions (in this case, some paper or erase boards can be useful to avoid copying answers!) or each team will answer a different question during their turn.

All that is needed to play is a projector or an interactive white board as the game is loaded and controlled from a single computer.

### Are the games for all levels?

At **Blended Play** we believe that our games can be used with all age groups and with all topics - It's all about how the teacher presents the games to the class. Once the students understand that there is strategy and competition involved, they will jump in and want to engage with the content, no matter their level or ages!

## Do students need an account to play?

No, all of our games are created and controlled by the teachers on screen. Students follow along in the classroom and answer out-loud or on paper.

## What is the Member's area and how does it work?

Each user has access to an individual member's area where they can save the games they create for future uses and launch the content in all 5 games. Once a new game is created, the user can decide to share it to the community where it can then be accessed by other users and copied in their own individual accounts to be modified.

Question files can be created in 2 ways:

1. Outside of the games - by using the form available in the member's area. This is especially useful when a user wants to create a game file to be used at a later date.
2. Inside the games – by saving the questions that have been typed in a game (once they are launched) and to the user's account. This is useful when users are creating files to be used immediately in a game but still want to access them later.

Note that we encourage all users to share their question files with the community but they can also be saved only in the member's personal area.

## How do students answer the questions, do they need a device?

Not at all! We want all students to be able to play so instead of answering on a device, they work together in small teams to decide on the answer and give it out-loud to their teachers. The teacher will mark if they answered correctly or incorrectly in the game dashboard directly.

## Playing the games

### How do I create a new game?

1. In the member's section users can select any of the 5 games to play.
2. Once the game is launched, the user clicks on **New Game** to create a new content file.
3. At this point, the teacher decides on the length of the game to play, the number of teams and whether or not to display questions on screen.
4. In the following screen, teachers write the questions that they want to see appear in the game. Teachers have the option of not showing questions on screen if they want to review content which would give away the answer (spelling for example). The game will still function with a generic question countdown (Question 1, 2, etc.).
5. Once the questions are entered, teachers can save their question set for future use (it will then appear in their Member's account and in the community if that option is selected) and launch the content in the game.

### How do I start playing in class and loading content in the games?

Once a question file has been created and saved (either in a previous game session or through the form on the member's account), teachers can launch them in any of the 5 games by clicking **Load game** on the main game screen. From there, the question files which had been saved in the member's account will appear in the game and can be selected. The users will still have the option to modify or add questions once they select the other parameters of the game.

What is the difference between the 4 games?

**Mountain Climber:** All teams of students answer the same questions. The first team to reach the top, wins.

**Viking Fleet:** Teams of students answer different questions one by one. The team who can uncover the most squares and score the most points, wins.

**Sushi Take Over:** Teams of students answer different questions one by one. The team who can secure the most squares on the board, wins.

**Space Sale:** All teams of students answer the same questions. The first team who can buy all the pieces to rebuild their spaceship, wins.

**Castle Siege:** All teams of students answer the same questions. The first team who can climb the castle, wins.