

WELCOME TO YOUR NEW ADVENTURE

Every day, millions of people log hours and hours on a variety of games. From *Minecraft* to *Fortnite*, *Call of Duty* to *Madden* and beyond, people love games. It's not just limited to video games either. Exercise apps, social media, and even restaurants use game design principles to keep their users engaged with their product.

Why not do the same in the classroom? This year, my goal is to implement some game design into class in order to make learning more enjoyable and engaging. We're going to level up your mind this year, not for a grade, but for a better understanding of literature and life.

Welcome to your *Hero's Journey*, a year-long RPG (role-playing game) simulation through which we will travel together to overcome obstacles and grow, not just as students, but as people. Together, you and your allies will unlock achievements, gain new abilities, and level up your learning.

Life is a journey, so let's get on the road.



SUPPLIES

Notebook
Pen/pencil
Highlighters
Sticky Notes

Curriculum Overview

1st nine weeks

Unit 1: Persuasion in Literature

2nd Nine Weeks

Unit 2: Purpose in Poetry & Prose

3rd Nine Weeks

Unit 3: Moves in Argument

4th Nine Weeks

Unit 4: Voice in Synthesis

These pacing guides are subject to change throughout the year but will still follow the same basic sequence.

Additional Texts

We do a lot of independent choice reading. I have a selection of books in my classroom, but you're free to bring books from home or check them out from the library and have them for class. Pick books that you will enjoy reading. Find topics that interest you, and go with those. We will have some class texts that we will use for instructional purposes as well.

Guidelines for Class

Simple. Follow the WildC.A.T.S. way:

BE CARING
BE ACCOUNTABLE
BE TRUSTWORTHY
BE SAFE

All of your actions should follow these tenets.

We'll work throughout the year to develop this skills in you.

The Paperless Classroom and Your Google Account

We will utilize your Carroll County Google accounts all year long, so it imperative that you are able to log on to your account.



If you think you're going to have trouble remembering your password, find a safe place to keep a reference. Resetting passwords and accounts takes time that may cause you to fall behind.

If access to the internet is going to be an issue for you, you are responsible for communicating with me so that we can make sure you are taken care of.

Gamification

Gamification is simply the idea of applying game design principles to a non-game environment (such as the classroom). You've likely seen these ideas in play in a lot of different contexts (badges, leaderboards, timers, achievements, unlocking bonuses, leveling up, etc.). You'll see a variety of game design principles this year, just to make class a little more interesting. Why not enjoy what we're doing?

#Homework

When I go home, the last thing I want to do is work, but sometimes it happens. I have to get something ready for the following day, or more often, I have to grade. I don't have to every night, though.

I know that you are the same way, so I try to keep homework to a minimum, if at all. I want you working on projects and writings in class so that I can conference with you, so most work outside of class will consist of flipped class video lessons or recall activities as well as some reading. I'll try to keep homework to 10-15 minutes max. Promise.

Missed Classwork

If you are absent, the best thing you can do is check Google Classroom. The Stream will have the objectives and tasks for the day. The Classwork section will have any assignments. Check there, and check with your allies in class.

If you missed something we did in class, you have 3 days (school policy) to talk to me about it. I will let you know when it needs to be turned in.

If you are absent the day something is due, you should still turn it in through Google Classroom.

Quick Facts on Flipped Classes

96%

Teachers who flipped a class say they'd recommend it to colleagues

90%

Teacher who flipped a class report a positive overall effect in student engagement

88%

High school students own or have access to cell phone technology

71%

Teachers report an increase in student performance

Source: <https://www.learn dash.com/interesting-flipped-classroom-statistics/>

WHAT ABOUT GRADES?

Honestly, that should be the least of your worries in class. Instead, I would rather you focus on learning and growing. After all, the journey is more important the end.

We will use a variety of self-reflections and goal-setting throughout the year to help you evaluate how you're doing in class. Your grade will be based on accumulating experience points (XP) by completing tasks and challenges and gaining levels. It will be tougher than you think.

I don't accept late work, so you'll need to make sure that you take advantage of all the time you get in class to earn as many points each week as you can.

If you do fall behind on points, you'll have opportunities throughout the semester to earn more.