



Teacher Guide

Episode 1:
DAWN OF DISORDER



Welcome



Set in a strange land filled with friendly Monsters, this game is a great way to introduce Unit Fractions. Students will be engaged with interesting characters and storylines, all while learning the basics needed to advance their knowledge of fractions

Our methods of in-game assessment allows students to demonstrate mastery of outcomes tied directly to *Common Core standards*. Timely hints and suggestions (known as “error scaffolding” and “structural scaffolding”) guides students when when they get stuck



Teachers may receive automatic notifications when students are struggling to enable intervention when necessary. Students may also share their achievements and rewards with family members and friends.

Looking for more context? Check out our [FAQ](#)



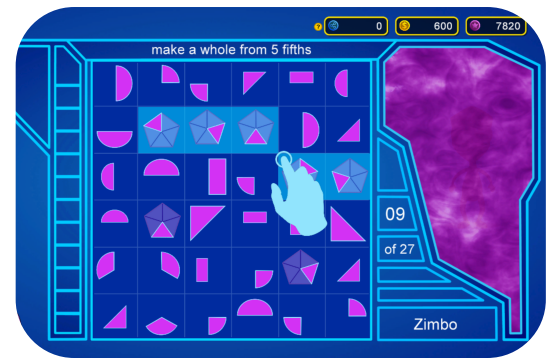
Overview



Monsters vs. Fractions features three distinct game mechanics that introduce Unit Fractions to early learners:

The portal machine: Slice, dice, swipe and match (30–45 minutes)

Students will identify a unit fraction showing the quantity formed by 1 part when a whole is divided into b equal shares ($1/b$)



The catapult: Launch and learn (15–30 minutes)

Students will represent a fraction $1/b$ on a number line by defining the interval from 0 to 1 as the whole and partitioning it into b equal parts

The fractonium mine: Which way is out? (5–15 minutes)

Students will determine which of two unit-fractions is the greater, all while collecting clues to unravel the mystery and escape the mind to catch our culprit





Teacher Mode



Getting Started

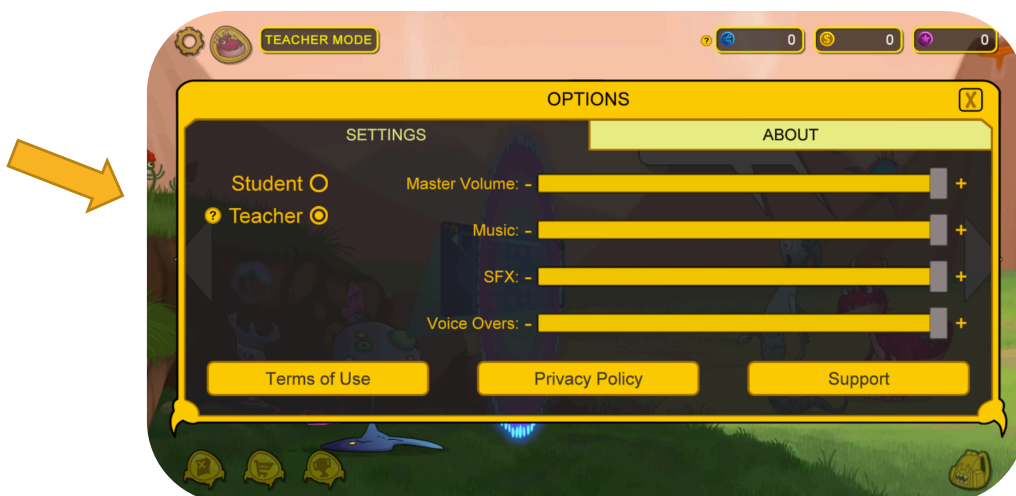
Use Teacher mode to set up student progress tracking and to access any points within the game to preview how each section works. There are two ways to enter teacher mode:

The first time you begin the game, you will have the option to join as a student or as a teacher (be sure to enter your email address to set up notifications and progress reports)



Once the game begins, access the settings menu with

this icon  and select the 'Teacher' option





Teacher Mode



Progress reports

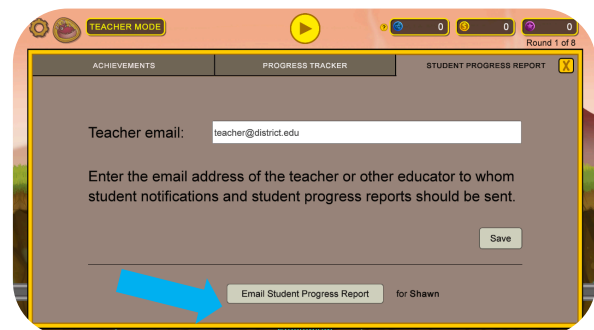
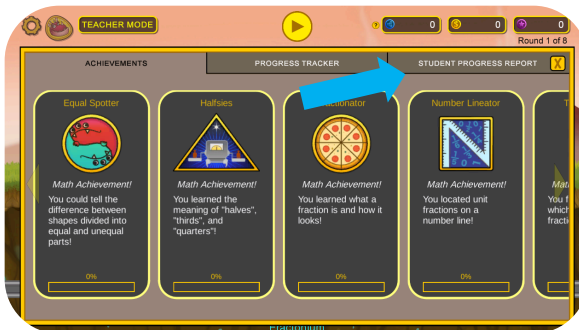
Learn how to set up a progress report pipeline

As students continue through the various levels of the game, they will receive a series of badges based on their progress.

Use this icon to view the achievements menu



Students also receive points when they use the 'Email Student Progress Report' feature – this is a great opportunity to share with family members. Involving household members in the learning process is one of the most impactful factors in a student's success.



Check your email and view a report for each student with detailed feedback on their progress vs. common core standards (see FAQ for more details about standards alignment)

Greetings!

This is a progress report from [Monsters vs. Fractions](#) for wwwwww as of January 20, 2020 at 08:56 PM.

- Red indicates a significant issue the student is not overcoming.
- Orange indicates the student was not easily mastering the material.
- Green indicates mastery.

Standard	Learning Objective Game Levels	Progress
		Play 1
PortalMachine CCSS.MATH.CONTENT.3.NF.A.1 Understand a fraction $1/b$ as the quantity formed by 1 part when a whole is partitioned into b equal parts; understand a fraction a/b as the quantity formed by a parts of size $1/b$.	Slice circles & squares into halves & quarters. Levels 1-2	
	Join halves and thirds to form a circle or square. Levels 3-7	
	Join halves, thirds, quarters, and fifths to form a circle, square or pentagon. Levels 8-12	

sometimes new emails land in your 'spam folder', so check there if you don't see the notification in your inbox



Teacher Mode



Navigation

We know that teachers prefer to preview content before bringing it into the classroom; Teacher Mode allows educators to navigate anywhere in the game in any sequence, this way there are no surprises!

Look for these icons to open the map:



You will notice all destinations are 'unlocked' and you are free to navigate without restriction. This is a great opportunity to preview how various game stages function or to model/demonstrate game mechanics to your class.

