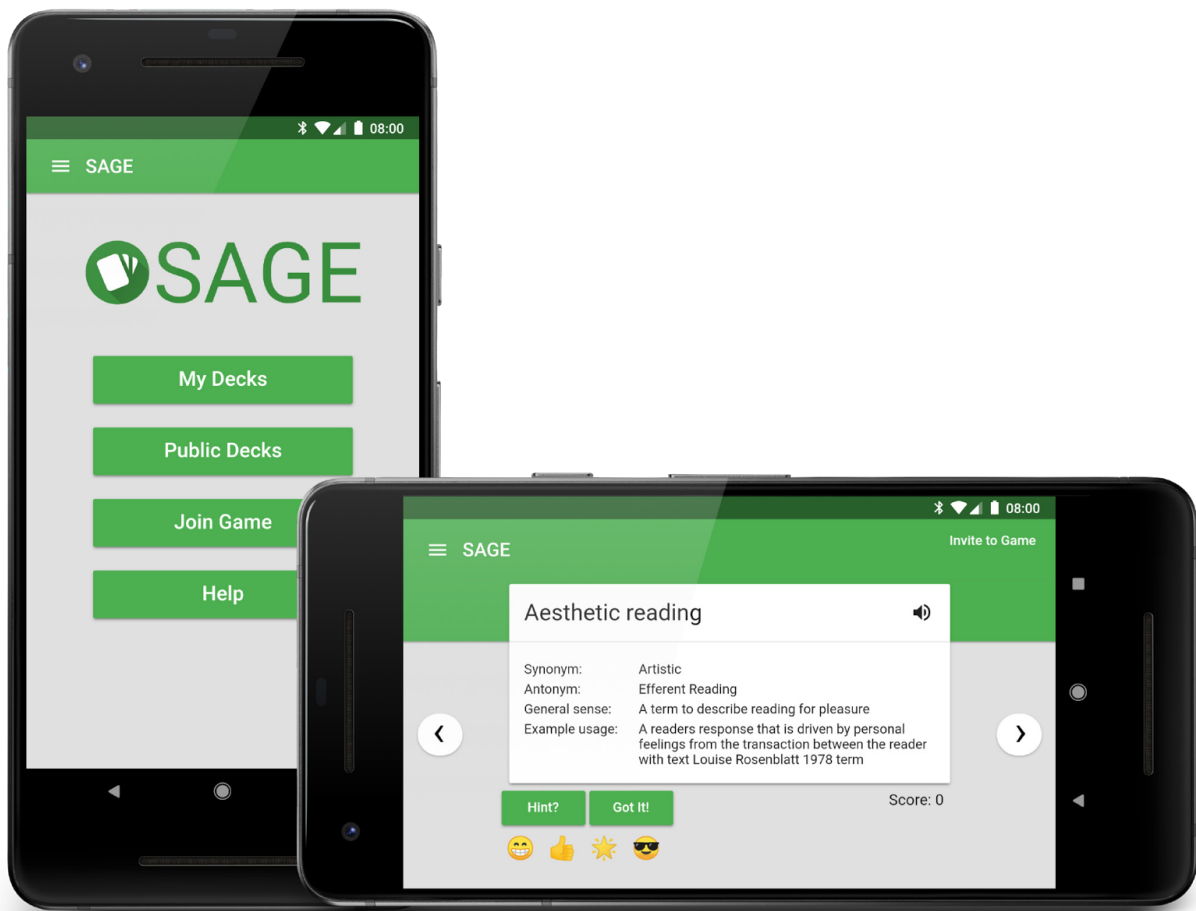




Teacher's Guide

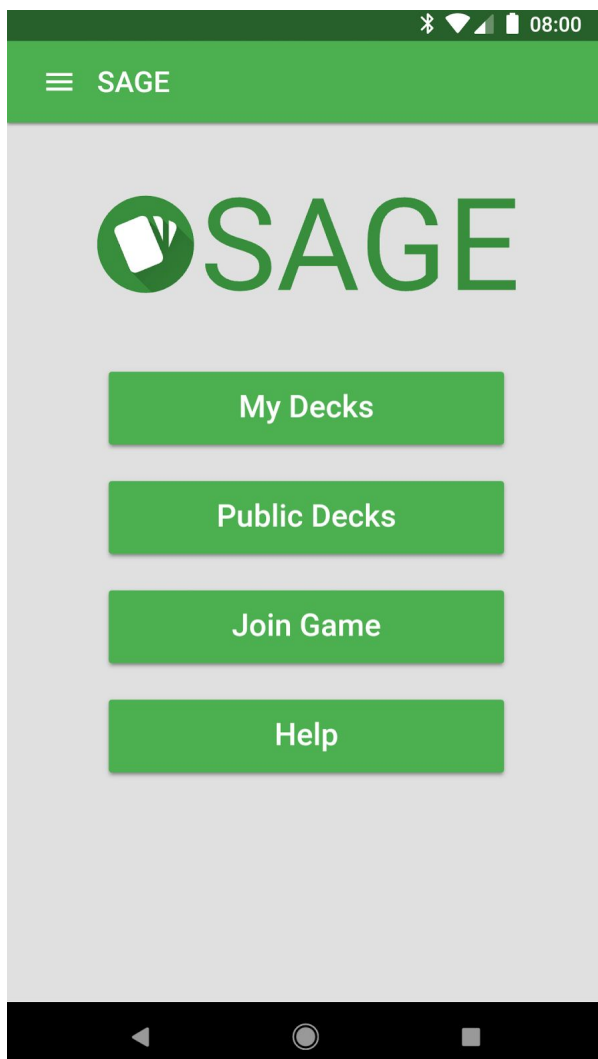


Introduction to SAGE:

Setup

To get started:

- 1.) Open your internet browser
- 2.) In the address bar, enter "sage.cards"
- 3.) Sign in to your Google Account if you wish to use classroom features (if you do not have a Google account, the sign-in feature will help you make one)



Using the Game

When you first enter the game, you will start on the home screen.

From here you have 5 choices, you can:

- 4.) Log into your Google account and manage "My Decks", which will be explained later.
- 5.) Enter Public Decks, and play allowing you to view the default decks and play a game with those decks.
- 6.) Join a game that is hosted by someone you know
- 7.) View the rules of the game and other useful tips in Help
- 8.) Do all of the things mentioned previously by expanding the sidebar by clicking the icon in the top-left. From within this sidebar you can also add new classrooms or see classrooms that you are a part of, but we will expand more on this later.

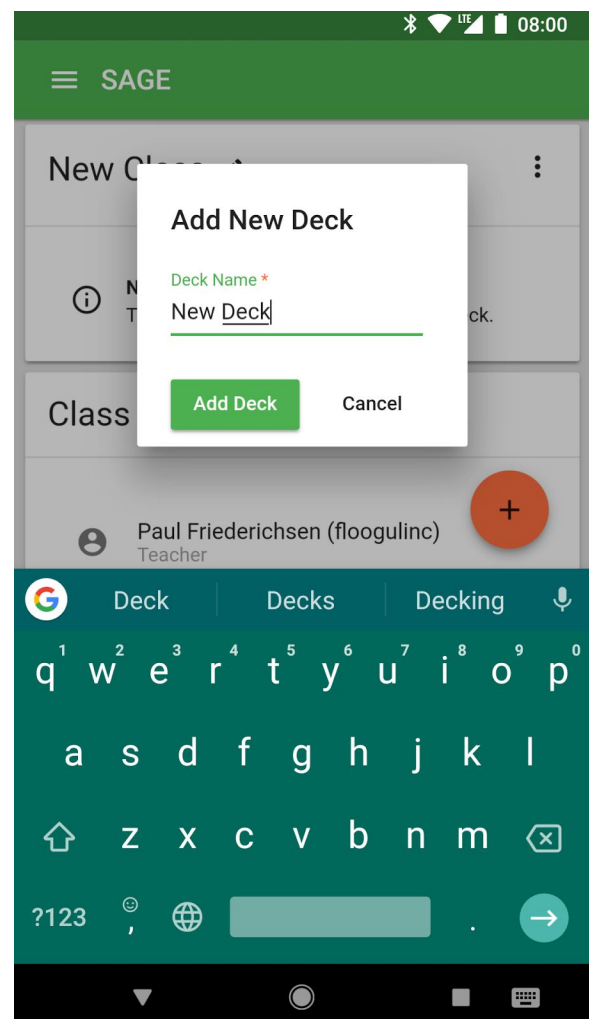
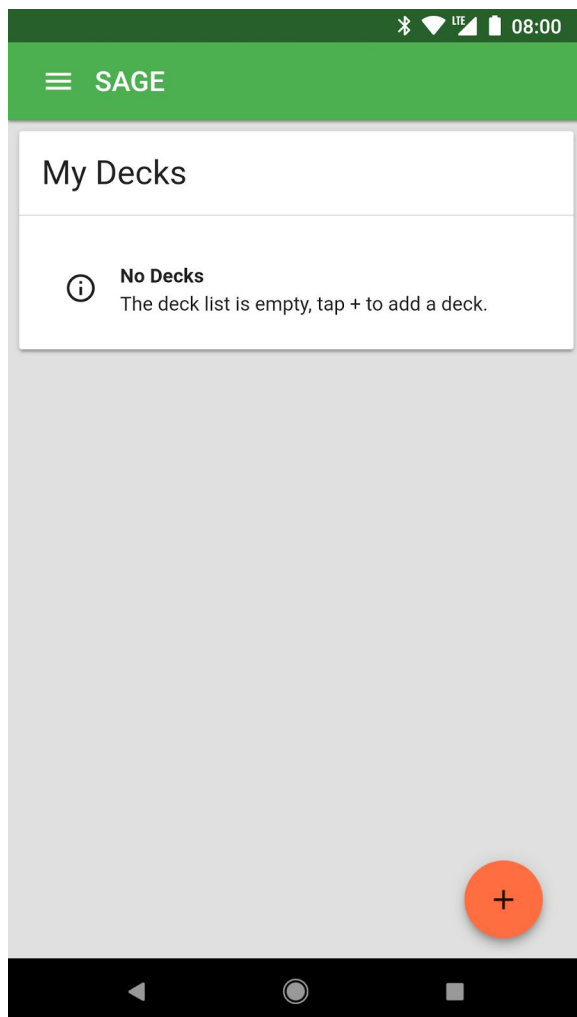
Decks

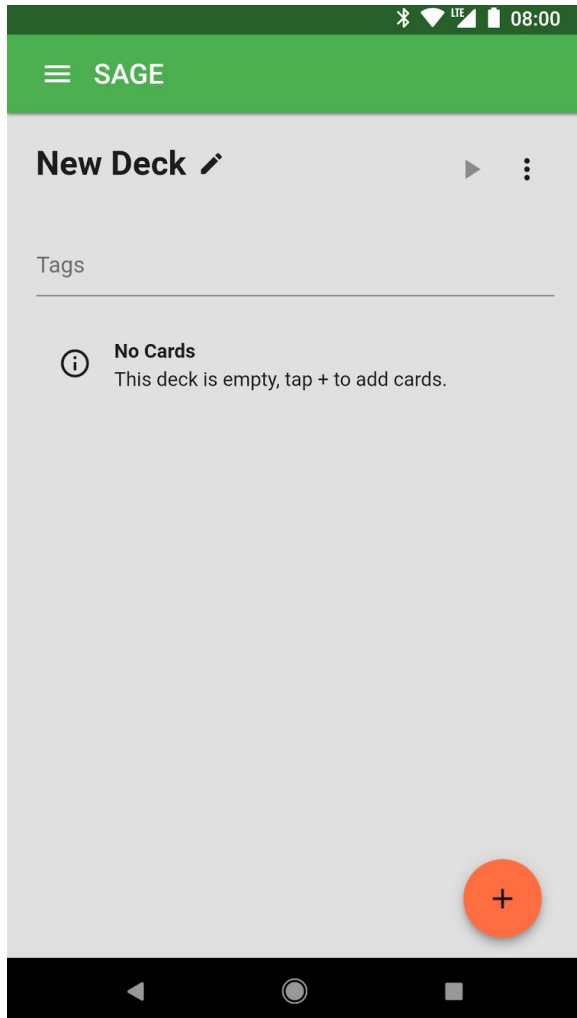
Decks are a key component of SAGE. In a deck you can add your desired cards, edit them, or delete them if necessary. If you wish to see how a deck works without signing in you can go into Public Decks.

Here you will see a few pre-made decks that you can either view or play with.

If you want to start making your own decks, you can log into your Google account and enter "My Decks".

You will see a message saying that there are currently no decks. To add a deck, click the plus in the bottom right corner and enter a Deck Name as prompted.

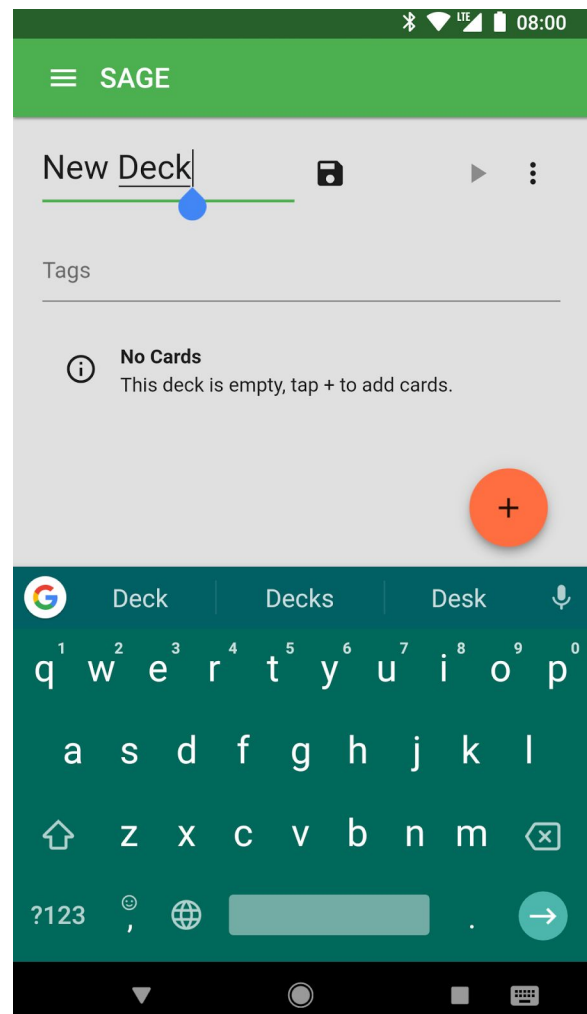




Simply click the edit symbol next to the deck name, and click the save button in the same spot when you're done.

The deck will then appear, and you will now need to add cards to it. To do so, click on the deck you just created.

You will be greeted with an empty deck and a message telling you to add cards. If you made a mistake naming the deck, as a the owner of a deck you have the ability to rename the deck any time you like.



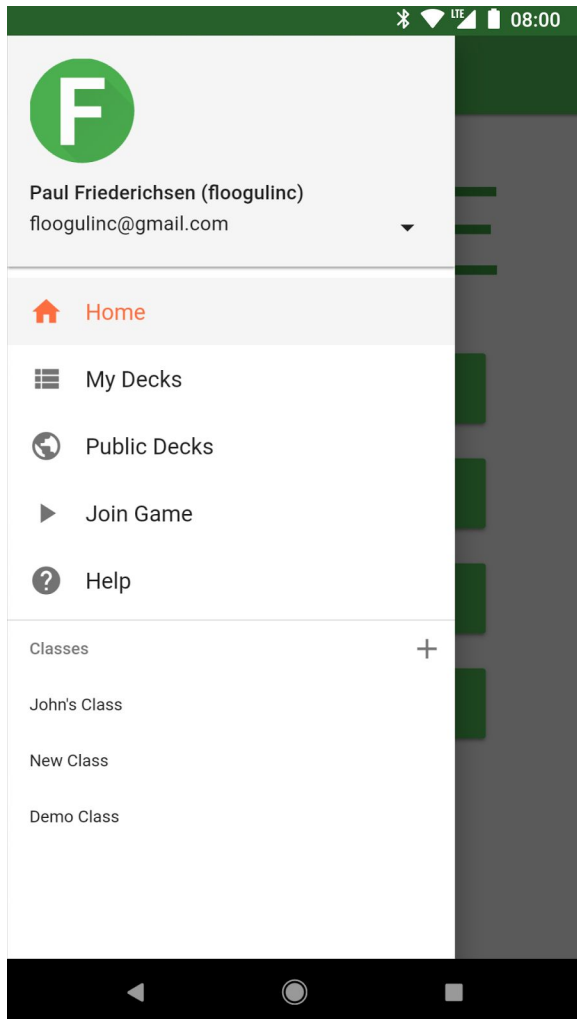
The screenshot shows the SAGE app interface. At the top, there's a green header with a menu icon and the text 'SAGE'. Below it, the text 'New Deck' is partially visible. A white 'Add Card' dialog box is centered on the screen. It contains five text input fields, each with a label and an asterisk indicating it's required: 'Word *', 'Synonyms *', 'Antonyms *', 'General Sense *', and 'Example Usage *'. At the bottom of the dialog, there are two buttons: 'Add Card' and 'Cancel'. In the background, a red circular button with a white plus sign is visible in the bottom right corner of the app screen. The Android navigation bar is at the very bottom.

To add cards to your deck click the button in the bottom right corner.

You will be prompted to enter a Word, a General Sense, an Example Usage, at least one synonym, and at least one antonym. For both synonyms and antonyms, you can add as many as you want. After you've typed one, simply type a comma or press Enter on your keyboard to finish typing that hint, and begin typing a new one on the same line. Once you have all the cards you want in your deck you are ready to play!

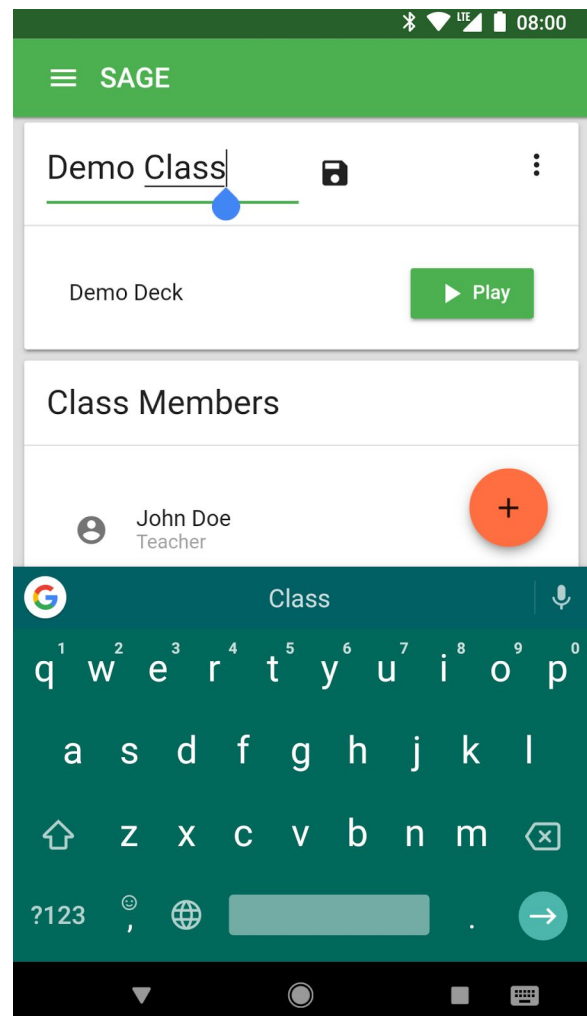
Classrooms

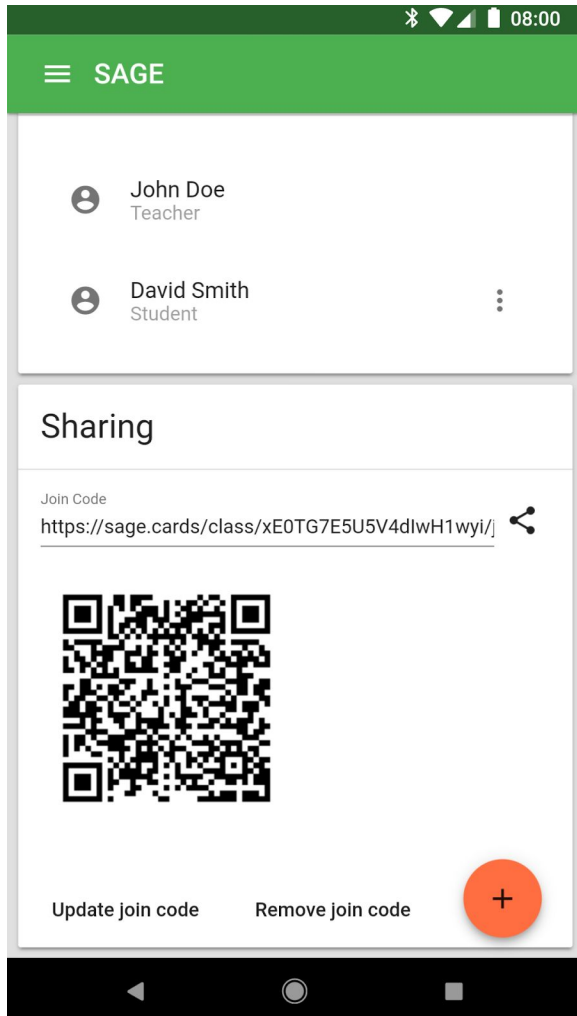
Classrooms are a teacher's most important tool in SAGE. From a classroom, you can store decks, invite students, and host games for your class.



Adding decks works exactly how you did it before, simply by clicking the + button in the bottom right corner.

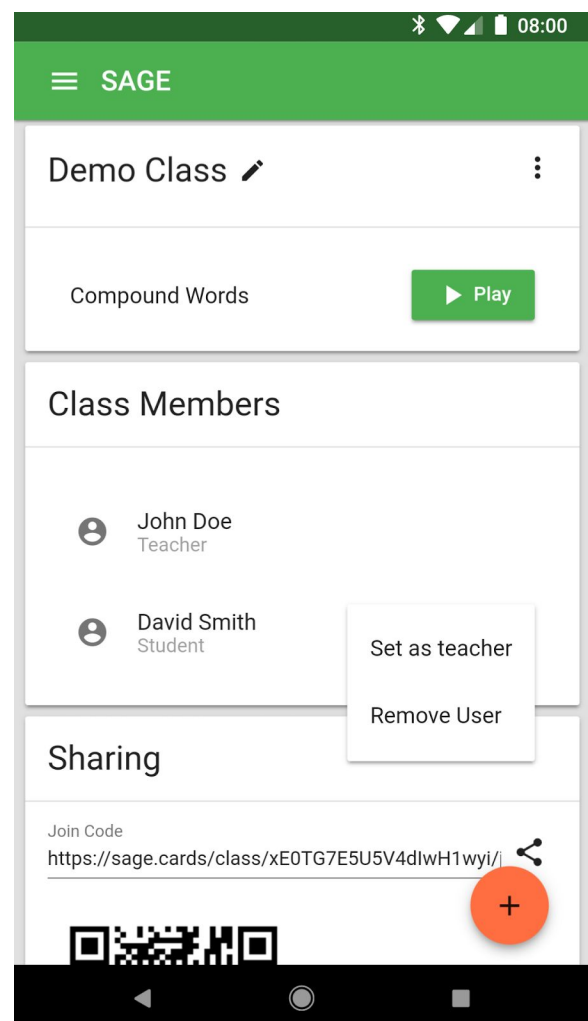
To make a new class, you need to open up the sidebar and click the plus icon next to "Classes". Now all you have to do is type your desired class name and click "Add Class". The class will appear in your sidebar, click on it to view your new class. If you made a mistake naming the class, editing class names works the same way as decks and only you, the teacher, can edit it.

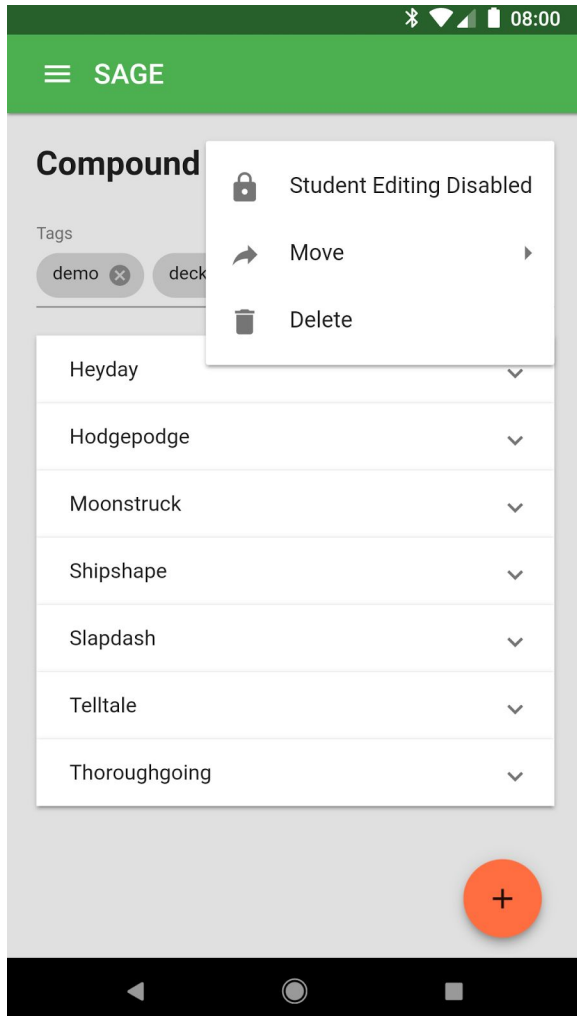




You will be able to see a sharing section on your page, this is how you will add students to your class. Your students will need to either scan the QR code provided or you will need to share the "Join Code" link with them to paste into their browsers. If you feel like the join code has somehow gotten into the wrong hands feel free to update or even remove the join code.

If you see students in your class that you don't recognize, you can click the menu button next to their name and choose to remove them from the class.

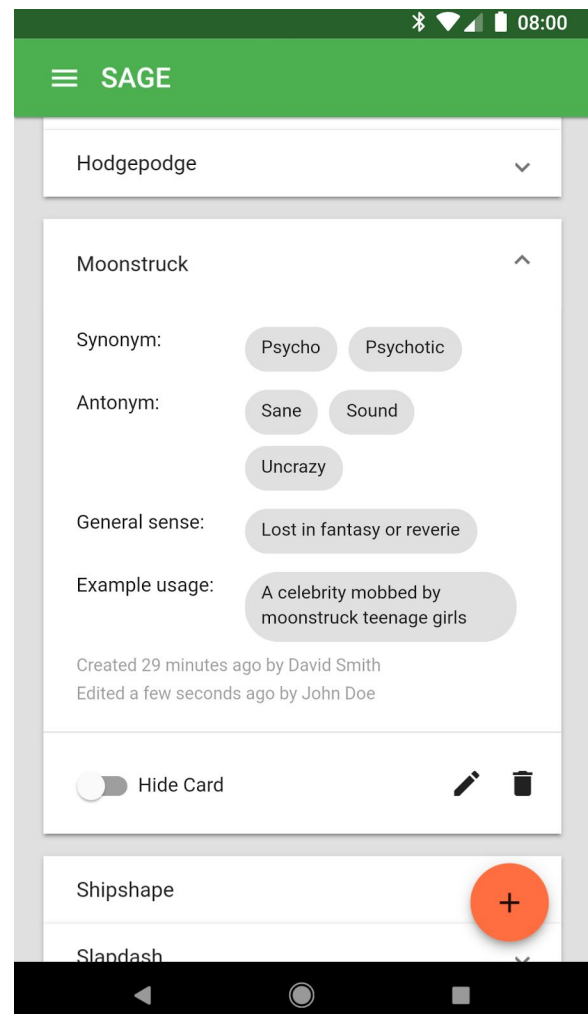


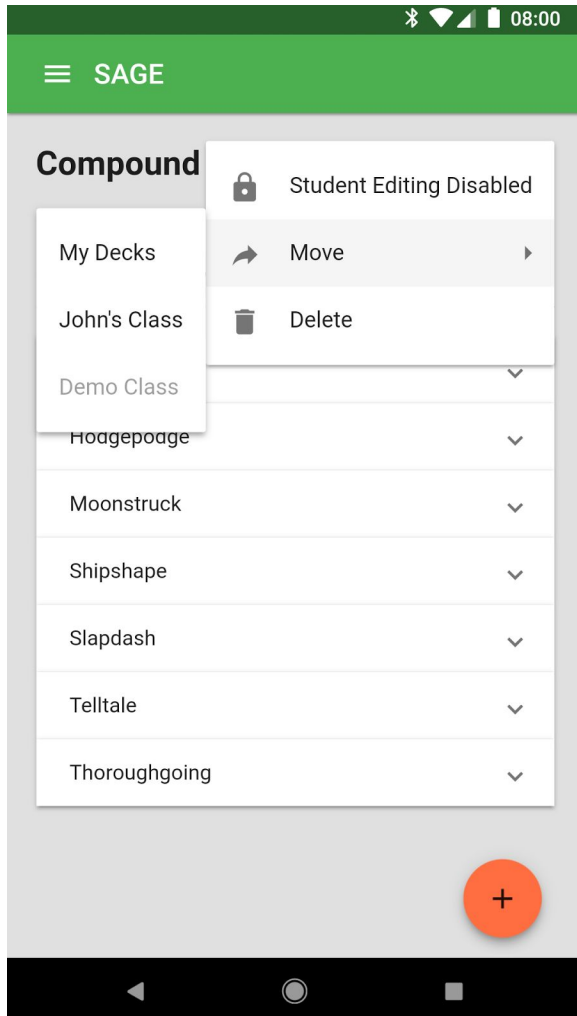


As a way for you to keep track of your students work, each card in the deck will have its own history, which includes who made the card and who last edited it. The time these actions occurred at is also displayed. Once you feel the students have done enough work, you can re-disable student editing and they will no longer be able to edit that deck.

Now that you have students in your classroom and if you wish for them to work on a deck together, you can go into one of the decks in your classroom and enable student editing.

To do this click the menu icon in the top right and enable student editing. Your students will now be able to add cards, edit cards, and delete cards in that deck.

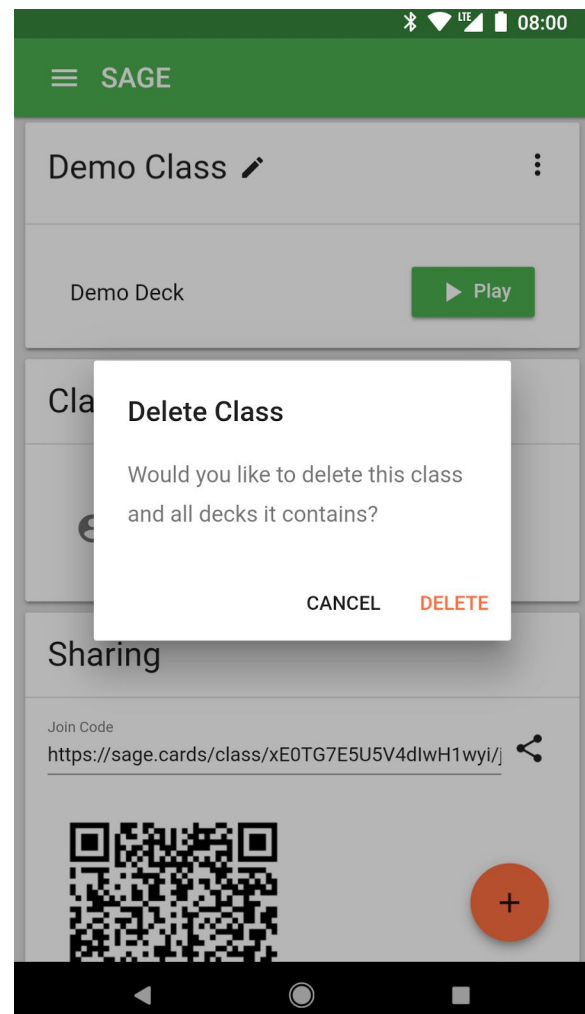


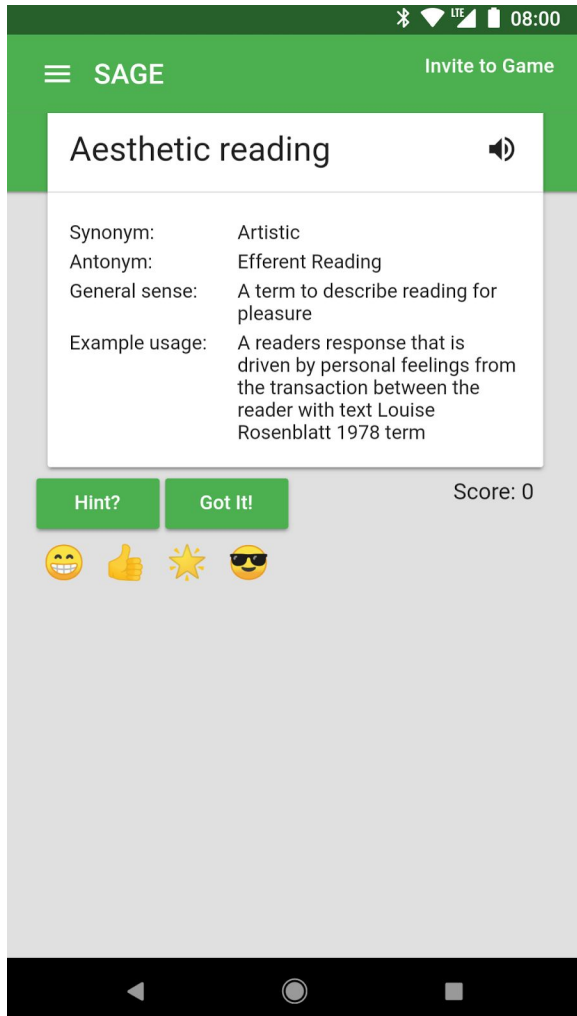


Along with allowing student editing, there is also an option to move your deck within that same menu. You can move your deck to “My Decks” as well as any classroom you are currently a teacher of.

Other teacher management options include: deleting decks, setting students in your class to be teachers, or deleting the class entirely.

Be warned, deleting a class will delete all decks in that classroom, so if you want to keep those decks, move them before deleting the class. The same goes for deleting decks, in that doing this will delete all the cards in that deck. As for making students into teachers, be aware that this gives them the same abilities that you have, including making cards and decks without permission, editing anything, deleting anything, and even demoting you to a student.



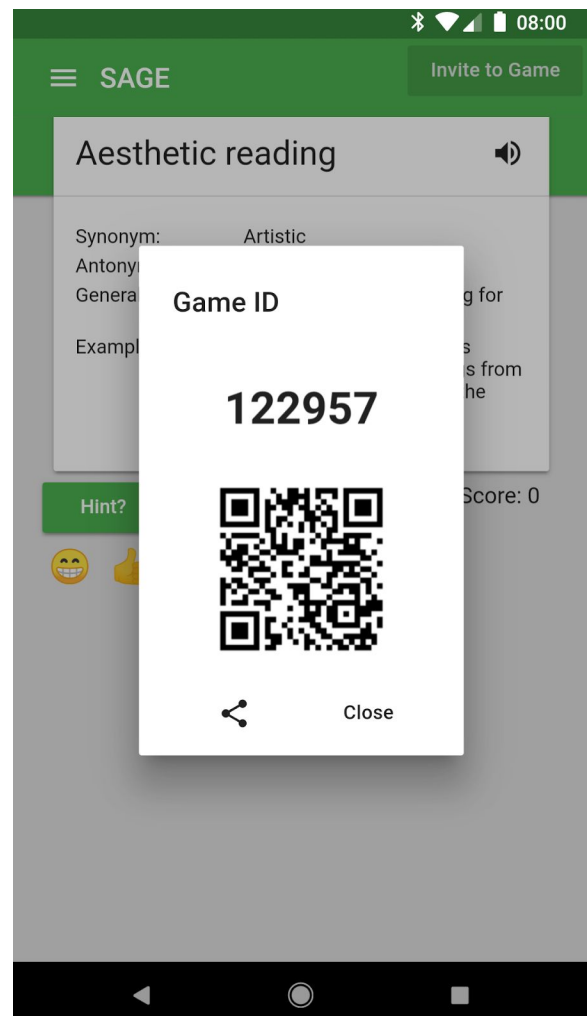


Once the page has loaded, you will see a button in the top-right corner that says “Invite to Game”.

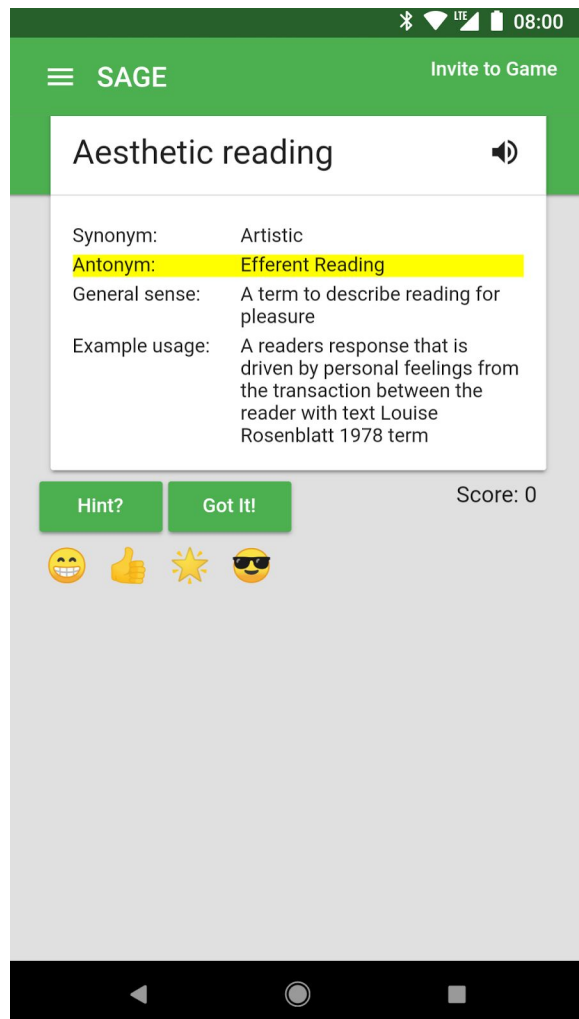
Clicking this will pop up a window with a QR-code and a join code. Students will need to either scan the QR-code or enter the join code on the join game page in order to join your game.

Playing a Game

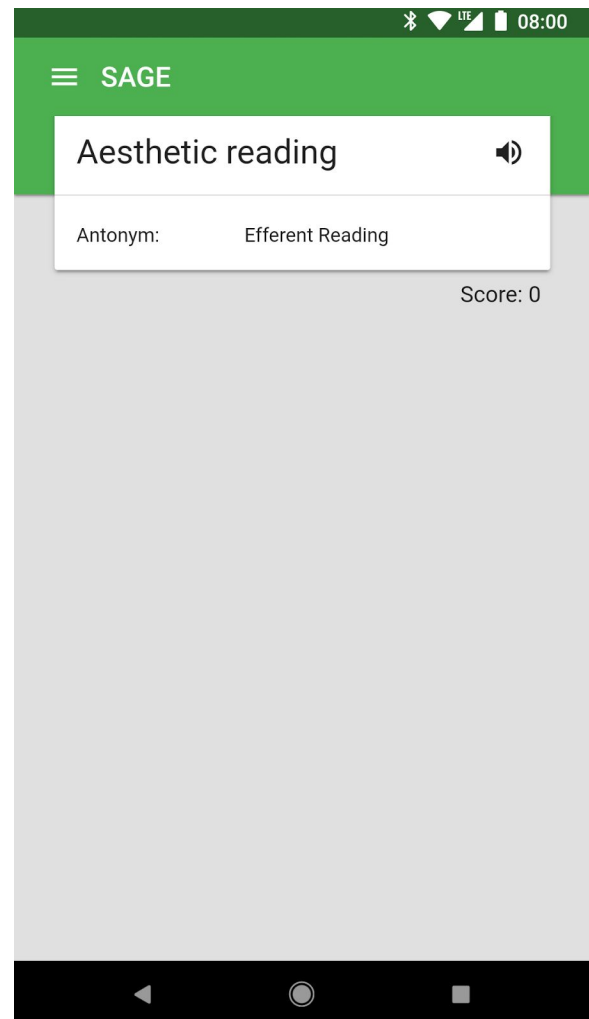
To start a game of SAGE, you need to either press the play button outside of the deck or press the play button when inside the deck.



Player 1



Player 2



From your view you will see the entire card with all of its hints while the students will only see the word along with any hints you have given them. To give students a hint you can click the “Hint?” button which will highlight a random hint and send that hint to the students. If the students guess the word correctly, you can click “Got It!”, which will increment the points, as well as slide to the next card. If you or your students are confused at any point while playing feel free to consult the help page which has a list of the rules of SAGE.