**USER MANUAL FOR TEACHERS**

This is a quick guide for teachers administering Wandering the Woods game. Wandering the woods is not just a simple puzzle game. The goal of the game is for students to work together more and more as the game progresses in difficulty and students mature in age and mental capacity.

For K-2 level teachers should pair up students as they see fit. Wandering the Woods beginner difficulty is straightforward teacher intervention is minimal. The students simply will wander the woods until they manage to find each other. The goal is for students to see a representation of their interaction with the system. This difficulty is designed mainly to play off chance encounters with minimal skill to complete. Take this opportunity for students to dip their toes into computer interfaces and fun chance encounters.

For the 3-5 level students will have the opportunity to have some input into the game parameters The goal of this difficulty is not to overwhelm the student simply show there is more than the level they are used to. They can also create their own win parameters with counters and streaks and even more players, the goal does not simply be to meet in the woods but to allow students to be a little more creative. Even teamwork can now be used as two players who have found each other can work together to find remaining players. Manipulating the parameters and keeping track of these numbers is ideal for students to not just react to set stimuli but to take a step closer to the other side of development and see how their input changes the overall experience.

For the final 6-8 The shift has become fully into the development side. The purpose of the game now is to view the manipulations they have previously employed as experiments and tweaking input to effect outcomes. For example how difficulty changes and effects counters and streaks change with the size of the grid. Also different protocols for wandering will add a final variable to a game win condition.

Wandering the woods is mostly meant to entertain and encourage growth at all age levels. Teachers should feel free to maybe provide students with a nudge in the right direction, but it is important to maintain the importance of overcoming problems, students must learn to work together and apply problem solving skills. Overall Wandering the Woods will encourage students to discover not only how changes in parameters affect game play but their choices can change conditions for their experience on a deeper level.