**DATE: 9/24/23**

| **Rating Scale** | **Specification Item** |
| --- | --- |
| 5 | Students should not be learning primarily through text-based instruction or assessment items. Students should learn and be held accountable through gameplay-based problem solving and experience. |
| 5 | All instruction is scientifically and mathematically correct. |
| Y | Confirm that the game is linked to 2/3 or 5 main concepts of the total, whichever is greater. Confirm that the linked main concepts are correctly covered in the game. |
| 4 | All on-screen words spelled correctly and grammatically correct. |
| 4 | Vocabulary and reading level appropriate for the lowest grade level within the target audience and grade band. |
| 5 | Game does not include material that is inappropriate for school. This includes, but is not limited to: violence, firearms, bombs, knives, daggers, blood, gore, smoking, vaping, drug use, any mind-altering substances, alcohol. |
| 5 | Game avoids any stereotypic presentation of gender, race, region, or culture. |
| 5 | Characters are diverse in gender, race, culture, and ability. |
| 5 | Students cannot simply click through and complete the game without learning. Players should be prompted to re-learn and re-do portions of the game where they had poor results due to less understanding of the academic material. |
| 5 | Academic problems are not consistently repeated. Students are presented with different problems to solve. |
| 3 | Gameplay mechanics reinforce the academic material, rather than being completely separate from instruction. I.e, there is a focus on academic reasoning rather than concept / question repetition. |
| 5 | Gameplay is intuitive and a player in the target age range can navigate the game and beat it with enough effort. |
| 5 | Games should be fun and interesting, designed as non-educational games are designed, with design to encourage players to keep playing. |
| Y | Game is between 5 and 25 minutes in duration. |

1. **Students should not be learning primarily through text-based instruction or assessment items. Students should learn and be held accountable through gameplay-based problem solving and experience.**
2. **All instruction is scientifically and mathematically correct.**
3. **Confirm that the game is linked to 2/3 or 5 main concepts of the total, whichever is greater. Confirm that the linked main concepts are correctly covered in the game.**
4. **All on-screen words spelled correctly and grammatically correct.**

There were some grammatical/spelling errors that needed to be fixed.

1. **Vocabulary and reading level appropriate for the lowest grade level within the target audience and grade band.**

Explain and simplify the following: Sentient beings, Hapless, Deploying houses, humidity

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There is one mechanical issue that needs to be addressed:

When the character is explaining how to read the latitudes and temperatures of the Earth map, it is difficult to read all the different criteria because the text box is in front of it all. Is there any way to move the text box so the player can read it more clearly.

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3. **Game is between 5 and 25 minutes in duration.**
   1. **If not, please indicate how long it took you to complete. (not including time to pause and take review notes).**