**Storyboard**

1. Ms. Quinn is struggling to keep students in her English class engaged in downtime, as well as providing opportunities for remediation to students who have fallen behind academically.
2. Ms. Quinn searches online for a fun way to keep her students engaged, she is excited to find that there are many different educational game sites out there but is quickly discouraged when she sees many require payment to use.
3. Mr. Brown a fellow math teacher, Ms. Quinn teaches with suggests using ##TBD##. He tells her, “It’s an educational game site that is a great way to keep students engaged in their down time and what’s even cooler for teachers is you are able to sign in and track their classes and students progress.”.
4. Ms. Quinn is excited to find that the sign up is not only easy, it’s free!
5. She registers her classes and students, and they are all sent an email with a link to register in order to game.
6. Ms. Quinn is delighted to see her students are now more engaged with game direct teaching games, and is happy she is able to track her students progress as well.

