



**Would you become our new STEAM superhero?**

meaningful quests developing creativity and critical thinking



# REWARDS

# Introduction



**Unplugged - Unplugged approach of computational thinking for children towards creativity and culture - unites children's education enthusiasts who are strongly committed to creativity in learning.**

The Unplugged project, coordinated by the University of Aix-Marseille, has been approved and funded by the Erasmus + Programme under the extraordinary calls launched in 2020 to support digital education readiness and creative skills in the framework of the COVID-19 sanitary crisis. Its implementation takes place in 5 European countries - France, Belgium, Italy, Austria, and Bulgaria - gathering a multidisciplinary consortium.

Unplugged has been designed to **empower the relations between the formal (schools) and informal learning ecosystems (museums, libraries, associations, families ...)** in developing creative practices to support students positioning as critical thinkers and active citizens in the 21st-century society.

This gamebook presents the full Unplugged Quest, a comprehensive game, composed of **several gamified challenges**, united in a **unique universe** proposing a consistent pathway in the development of citizenship behaviours allowing children to recognize the needed values for living in community.

The Unplugged set of games can also be used as a **one-stop-shop of playful activities** that can apply both in the classroom and at home, all linked to several parts of the national primary school mandatory curricula.

## CONTRIBUTIONS

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## DESIGN & CREDITS

### EU project consortium

The contributors credited in this coursebook form part of the Unplugged consortium that you can discover here: [www.unplugged-quest.eu](http://www.unplugged-quest.eu). The consortium is composed of: Université d'Aix-Marseille, Université Côte d'Azur, Explora - The Children's Museum of Rome, Muzeiko, Digitale Wolven, ZeUGMA OOD, Hands On! – International Association of Children's Museums, La Fabulerie.

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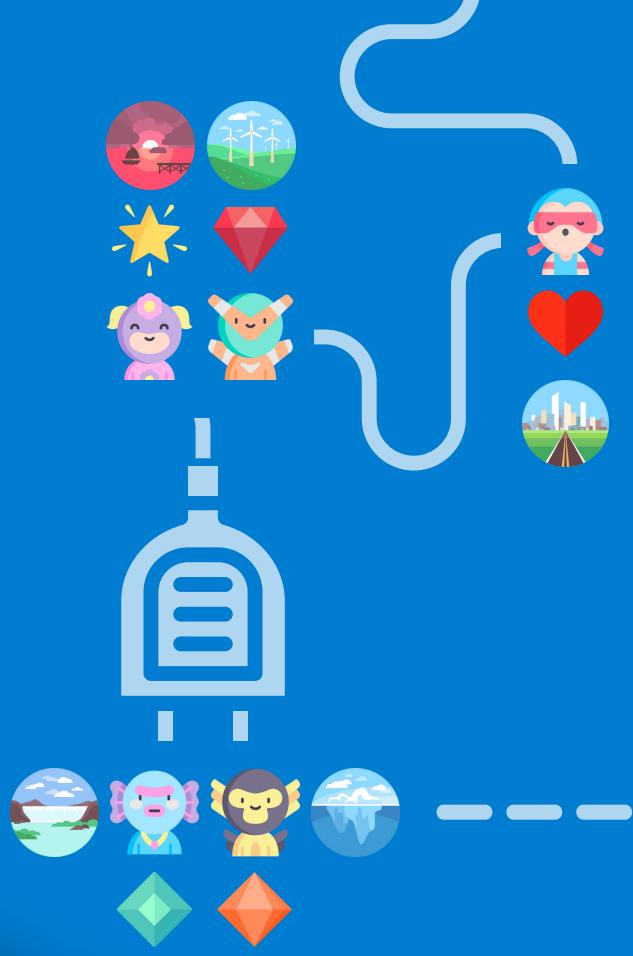
## LICENCE & RIGHTS

### EU contribution

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Playing and winning in  
the Unplugged Quest



# Rewarding the pupils



## UNPLUGGED QUEST NARRATIVE - A WAY TO ENGAGE THE CHILDREN AS EXPLORERS IN THE QUEST

Valuing the playful commitment of Unplugged is a way to engage children in acquiring the linked competencies and skills. To motivate them in getting involved and motivated for taking this journey on citizenship, the Unplugged Quest relies on a fantastic and fairy scenario provided in this booklet, developed to bring sense, feeling of achievement, and commitment to the game ...

Welcome, little heroes, to the Unplugged Quest! I am Susan, I will be guiding you in your adventure! We have entered the Unplugged Universe with one mission: Rescue Feather!



Feather is a rainbow bird that travels the world and symbolized the harmony of living creatures. Seeing planet Earth being polluted and societies moving towards anger, his despair caused him to lose his feathers and he disappeared.

To help him fly and travel the world again, you have the mission to reflect on how to make the world a better place across 4 territories:

- Roaming across **the Peaceful Island** and becoming a concerned citizen,
- Explore the streets of **the Strong Community City** for building collective and harmonious societies
- Navigate across **the Crazy Bayou** while preserving natural ecosystems
- And use your imagination within the **Fantastic Factory** for reshaping a better world.

### LET'S FIND FEATHER COLOURS BACK!

In each territory, the children will be able to acquire **a set of two coloured feathers corresponding to each of the citizenship values promoted by the Quest**. The aim is to collect all the feathers and put them together. Each child will have his/her own little bird to build in a sort of 3D puzzle. As teachers, your role is simple: narrate the story and make children dream and travel with Feather! Visuals are provided in this booklet to support the narrative. In addition, a whole universe is available online to enable the children and you to feel the quest thanks to an 8-bit retro-gaming social place - [www.unplugged-metaverse.eu](http://www.unplugged-metaverse.eu) (available in September 2022).



#### The Peaceful Island - Yellow & orange feathers

Reflect on my relationship with others, on equity and inclusion.



#### The strong community - Blue feathers

Reflect on the rules for living together in harmony



#### The crazy bayou - Green feathers

Reflect on sustainability of the ecosystems



#### The fantastic factory - Purple & pink feathers

Imagine the society of the future reusing all the skills acquired



# Rewarding the pupils

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## FOLLOW-UP THROUGH PEDAGOGICAL TOKENS' COLLECTION

Getting the whole picture together or solving a puzzle is a great **driving force for boosting intrinsic motivation in players**. The Unplugged Quest is divided into diverse games with clear pedagogical commitment, after completing each activity, the kids can get a token piece per competence acquired! These pieces compose a bigger picture that they will see by the end of the game when all of the tokens are collected and put together. To collect the tokens, material, printable on stickers' paper, is given in this booklet. The objective is to complete the pedagogical mapping with your achievements in the classroom! **The material is available from page 21 to 29.**

My classroom achievements!

YEAH

Learning mathematics



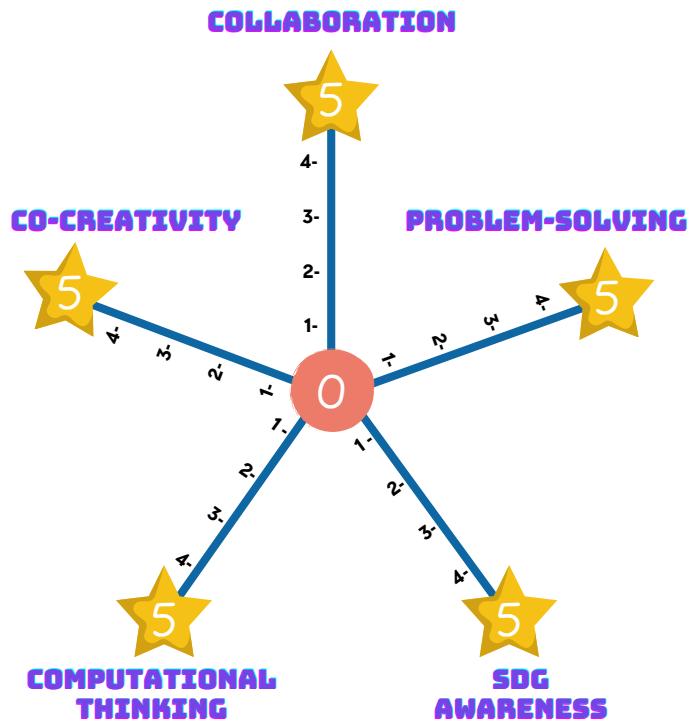

Active participation and assessment of Unplugged activities implementation and educational impact will allow the community of teachers, facilitators and pupils to obtain recognition within the Unplugged Quest community, valuing the commitment to creativity, critical thinking, imagination and reshaping a better future! Discover the rewards planned across the quest and get onboard!

## THE SOCRATIC WHEEL AS AN INSTRUMENT FOR A FUN SELF-ASSESSMENT OF ACCOMPLISHMENTS

The Socratic Wheel is a visual assessment technique developed by Chevalier and Buckles (2013) used to "evaluate and rate one or several elements or alternatives (project goals, options to choose from, individual skills, leadership styles, products, activities, etc.) or multiple criteria" (p.49). For our study, we pre-defined six elements that correspond to skills required for techno-creative activities design (Heiser et al., Soumis; Romero et al., 2022; Romero & Lille, 2017): knowledge of circuits, microcontrollers, the sustainable development goals, block programming, techno-creativity, and problem-solving.

In the assessment of the effectiveness of Unplugged activities, we chose the following criteria to be measured using the Socratic Wheel:

- Co-creativity** - Process that aims at designing collaboratively a new, innovative and pertinent way of responding to a potentially problematic situation which is valued by a group of references in a context-specific situation.
- Problem-Solving** - The ability to identify a problematic situation for which the process and solution are not known in advance. It is also the ability to determine, build and enforce a solution in an effective way.
- Computational thinking** - Set of cognitive and metacognitive strategies linked to computer-related processes and methods such as abstraction, algorithmics, pattern identification, decomposition and complex structural organization of knowledge into logical sequences.
- Knowledge of the SDGs** - Clear vision of what the Sustainable Development Goals are and how I can act around as a citizen.
- Collaboration** - Capacity to develop a shared comprehension of a common objective within a team and coordinate the actions towards its realization.



We encourage you to use the Unplugged Socratic Wheel for **self-positioning before starting the quest and at key moments that you identify in your progress within your Unplugged Journey**. It can bring a **powerful feeling of accomplishment** to your pupils, in addition to being a **fun moment to play with them!** Use masking tape to create a **representation that looks like a bicycle wheel** on the floor (see figure above). Place the **assessment criteria at the top of each axis** as if they were the bicycle wheel spokes. Use masking tape to indicate the levels of a five-point scale [0 to 5]. The middle of the bicycle wheel corresponds to "0" (or no skill) and the edge of the wheel represents the expert level of skill, "5". Prepare this Socratic Wheel on a children's scale on the floor of the classroom. Ask the pupils to **consider their knowledge and feeling about each of the competencies** from 1 to 5 points! You can either ask them to put a picture of them on the wheel, their name or in small groups to position themselves with their bodies for an even more playful moment! If they are uncertain about the competencies settled in this assessment, feel free to modify them for whatever corresponds to your needs in your classroom! Perform this assessment several times during the year. Once a child reaches 5 points in one of the competencies, **you can provide them with the corresponding badge for valuing his or her commitment!** The objective is to collect the five badges by the end of the year!

# Value teachers' involvement



In addition to valuing the competencies gained by your pupils, your commitment to making this game a reality should be rewarded! We did not forget about you, teachers, educators, and facilitators, that take time, every day, to help children being active and concerned citizens! Discover what prizes we have planned for you ...

## GET REWARDED FOR YOUR INVOLVEMENT AS TEACHERS

Willing to implement the Unplugged quest in the complete version or use the games in a punctual way to illustrate your teachings? **Get rewarded anyway!** For each month in which you are implementing **at least two Unplugged Quest Games**, collect tokens for **receiving gifts and surprises!** Send us **pictures of your pupils' constructions, artistic creations, DIY projects, or simply your own feedback** on the implementation of the game at our e-mail address: [contact@unplugged-quest.eu](mailto:contact@unplugged-quest.eu) and **collect your token!**

Collecting tokens will enable you to gain prizes for your class and for yourself! The tokens are valid over a school year. Prizes include (cumulative):

- **For 3 tokens collected:** Receive "the Unplugged Quest Ludobox", a professionally edited and printed version of the booklet and full set of games, including game material, stored in a specific game box.
- **For 6 tokens collected:** Receive the premium game board of the Quest, in wood and associated game material.
- **For 9 tokens collected:** Organise with the partner located in your country, a tailored prize including for instance:
  - In France: the organisation of a **one-day workshop for you and your pupils in a fab lab or maker space** and/or a visit of the Fabuleux Musée (an immersive exhibition). Free access to the Mallette Numérique which is a creative & digital toolkit, and all of the online content of La Fabulerie.
  - In Bulgaria: **A free visit to Muzeiko** and/or **a free teachers training:** "How to create your own STEM lesson" (target group of STEM lessons: 1-4 grade).
  - In Italy: **A free visit to Explora Children Museum** and free access to **Explora Education platform for 12 months** (online courses - empathy, stem, human body)
  - In Belgium: a tailored workshop on computational thinking and computing proposed by Digitale wolvén.

*If you have no local contact, don't worry, we will be at your disposal to organise a free online training course on creativity, computational thinking, and computing ... and provide you free access to the partners' online resources.*



# Socratic Wheel - Printable badges

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# We keep in touch!



## COLLECT YOUR TOKEN OR ASK US QUESTIONS

Get in touch with us **by mail**: [contact@unplugged-quest.eu](mailto:contact@unplugged-quest.eu) and **collect your tokens and prizes!** We are here to help, do not hesitate to ask!



## DISCOVER OUR PARTNERS

Visit us physically in **France, Belgium, Bulgaria, Italy and Austria** and discover our amazing spaces or discover us online through our website: [www.unplugged-quest.eu](http://www.unplugged-quest.eu)



## CREATE YOUR OWN GAMES FOLLOWING OUR APPROACH

Feel free to **create your own games thanks to our freely accessible template** available on our public website: [www.unplugged-quest.eu/create-pedagogical-games](http://www.unplugged-quest.eu/create-pedagogical-games)



## GIVE US FEEDBACK AND CORRECTIONS

This quest and associated games have been made with the best quality possible and a true will to participate in the emergence of amazing content in the field of computational thinking, creativity and gamification in primary schools. Though, we are only humans! Should you discover mistakes or corrections to be made, do not hesitate to get in touch with us! We will make sure you get rewarded and credited for your help!



## PARTNER WITH US IN NEW PROJECTS

All the members of the consortium are open to new cooperation, either with schools but also with creative companies and actors. We are launching regularly new initiatives. Keep us updated if you want to join them with us!



[www.unplugged-quest.eu](http://www.unplugged-quest.eu)



@UnpluggedQuest



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The word "unplugged" is written in a white, cursive, lowercase font. A stylized power plug icon is integrated into the letter "g", with a pink cord extending upwards and to the right. Below the word, there are three small, colorful cartoon characters standing next to a blue rectangular base.