



Would you become our new STEAM superhero?

meaningful quests for developing creativity and critical thinking
within and outside the schools



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

Authors

Sébastien Nedjar, Mickael Martin-Nevot, Christophe Delagarde, Théo Radakovich, Gabriel Radakovich, Axelle Benach, Capucine Lemaire, Jeanne Morzuch, Margarida Romero, Altynai Jusupova, Najat Fahed, Lorena Tovar, Federica Taeko Centra, Paolo de Gasperis, Silvia Di Benedetto, Alessandra Arcella, Milena D. Savova, Cindy Smits, Lina De Borgher, Polina Hitova, Manon Ballester, Jonathan Baudin, Sarai Lenzberger, Aza Karimova, Maral Eghbalzadeh

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. 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.

Graphics & Design

ZeUGMA OOD

Cover and illustrations

Icon made by Freepik & Flaticon

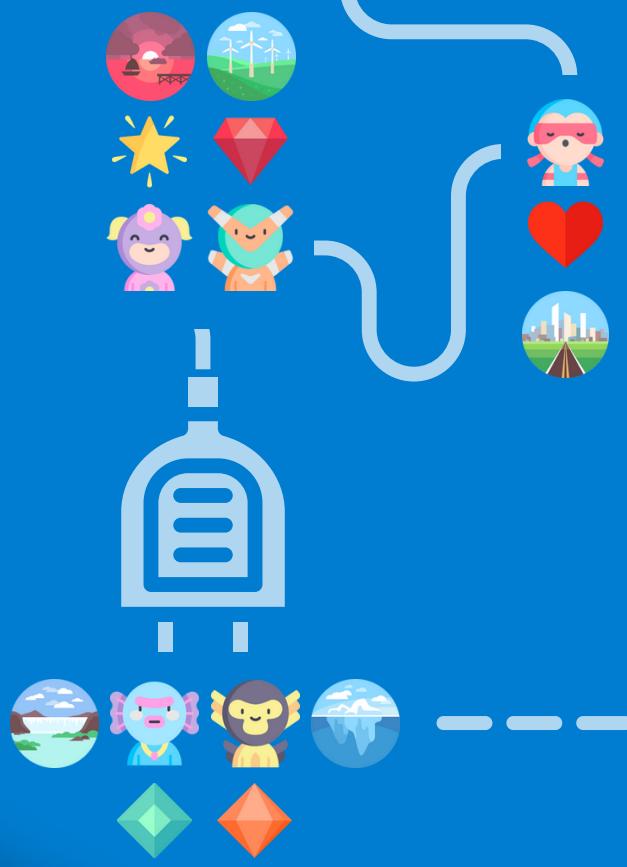
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EU contribution

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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 journey in Unplugged is a way of engaging children in the acquisition of the skills and abilities that our games aim to achieve. In order to motivate them to get involved and committed to this civic journey, the Unplugged Quest is based on a fairytale scenario, which serves to bring meaning, a sense of achievement and commitment to the children...

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 the third part of the gamebook (The Feather Tale) 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



The Peaceful Island - Yellow & orange feathers

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



01



The strong community - Blue feathers

Reflect on the rules for living together in harmony



The fantastic factory - Purple & pink feathers

Imagine the society of the future reusing all the skills acquired



03

The crazy bayou - Green feathers

Reflect on sustainability of the ecosystems

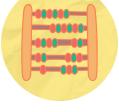
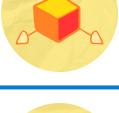
COLLECT STICKERS THROUGHOUT THE QUEST

Understanding a complex concept or solving a puzzle is a great way to stimulate players' intrinsic motivation. As the Unplugged quest is divided into several games with a clear educational commitment, children will be able to **collect stickers after completing each activity, representing the skills** they have acquired. At the end of the game when all the stickers are collected and assembled, children will be able to **look back on their accomplishments and be proud of them!** To collect stickers, easy-to-print materials are available in booklet 4 (My achievements). The aim is to **complete the pedagogical mapping** with the achievements of the class and to **keep track of each pupil's journey**. These booklets can also be easily **shared with parents and families** to highlight the activities carried out at school!

My classroom achievements!



Learning mathematics



Evaluating the educational impact - Methods from the world of educational research

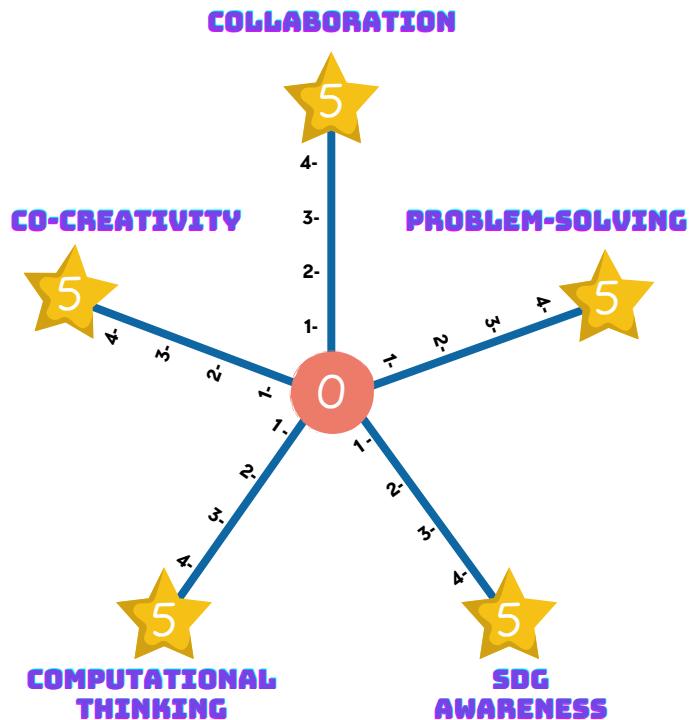
Active participation and assessment of Unplugged activities implementation and educational impact will allow the community of teachers, facilitators and pupils to obtain recognition within the Unplugged Quest community, valuing the commitment to creativity, critical thinking, imagination and reshaping 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 predefined five elements that correspond to the competences required for the design of playful and creative activities that we adapted to the Unplugged Quest (Heiser et al., Submitted; Romero et al., 2022; Romero & Lille, 2017). The evaluation criteria selected therefore include: collaboration, co-creativity, problem solving, computational thinking and knowledge of issues related to the SDGs (Sustainable Development Goals).

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!

Socratic Wheel - Printable badges

unplugged
Gamerbook



Socratic Wheel - Printable badges

unplugged
Gamerbook



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 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 a **surprise Unplugged set** to stimulate your classes/kids - **badges, stickers, booklets, wooden Feather puzzle!** Fun and motivating little gifts!
- **For 6 tokens collected:** Receive "**the Unplugged Quest Ludobox**", a professionally edited and printed version of the booklet and full set of games including material stored in a specific game box.
- **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 wolvien.

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.



We keep in touch!



COLLECT YOUR TOKEN OR ASK US QUESTIONS

Get in touch with us **by mail**: 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: <http://unplugged-metaverse.eu/>



CREATE YOUR OWN GAMES FOLLOWING OUR APPROACH

Feel free to **create your own games** thanks to our freely accessible template available here: https://miro.com/app/board/uXjVP9M0ggA=/?share_link_id=716659515511



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!



<http://unplugged-metaverse.eu/>



@UnpluggedQuest



unplugged

Three small, colorful cartoon characters (a purple dog-like character, an orange character with a green headband, and a blue character with a red headband) standing next to a pink power outlet with three slots.