THE TIME MACHINE

Sleuth IT

Adventure Games for Literacy

This document details the provision of the Sleuth IT game, 'THE TIME MACHINE' as a resource for distance learning.

The document is in three parts:

1. Overview
2. Delivery of game content and lesson resource files
3. Timeline of content release and lesson activities overview

1 OVERVIEW

The Time Machine is accessed via the Sleuth IT app available on the iOS and Android stores, **iPad is the preferred option. Schools will have a QR code issued to add the distance learning version to the app. (see the video tutorial, link below for details)**

iOS link: https://apps.apple.com/gb/app/sleuth-it/id1441126598

Google Play link:
https://play.google.com/store/apps/details?id=com.sleuthit&hl=en_GB

Downloading the Sleuth IT app and setting up The Time Machine is covered in this short YouTube video: https://www.youtube.com/watch?v=vlnbcZM7H3M&feature=youtu.be

Lessons and activities are scaffolded with a student workbook / journal available in two formats, Keynote and Book Creator, and with support files. These are shared via DropBox and Google Drive for schools to share with their students, either with their own cloud solution or directly using those links.

The game runs for three weeks, anticipating around 90 minutes to two hours of activity, game play, lesson activity and content creation each week. Game content is updated and released twice each week, (see below).

In addition to the Sleuth IT app students will need the following **free** apps installed

Keynote
Pages
Numbers
Comic Touch
Popplet Lite
If schools currently use **Book Creator** this can be used instead of Keynote for the student journal/workbook. Keynote will still be needed for some of the lesson activities.

2. DELIVERY OF GAME CONTENT AND LESSON RESOURCE FILES

Game content is delivered via the Sleuth IT app, (see above). New content will be released by Sleuth IT on the days advised below in section 3.
Students and teachers will refresh the app to access the new content in the app.

All lesson resource files will made available at the outset via Google Drive and DropBox links for schools to share directly to students, or host and distribute via their own cloud

solutions. This is to allow schools to set up the Time Machine activity once, sharing all files required.

Resource and lesson files:

- Teacher guide. Teachers will use the student journal / workbook as an overview of lesson activity
- Student journal / workbook in Book Creator, Keynote and PDF formats.
- Numbers file - evidence and data collation
- Pages Newspaper Template
- Keynote templates - Map

NB: A CLUES document will be made available to teachers. This is a single Keynote file for teachers to use and share clues from with their students as and when they are needed. This document is NOT to be shared with students and clues should be extracted before sharing them, a clue at a time as needed.

3. TIMELINE OF CONTENT AND LESSON ACTIVITIES

NOTE: The student journal / workbook scaffolds and directs ALL lesson activities, content creation and game play.

Week 1
MONDAY EPISODE ONE: ARE YOU READY TO SAVE THE WORLD?
WEDNESDAY EPISODE TWO: EVIDENCE FOUND

Week 2
MONDAY EPISODE THREE: THE TIME TRAVELER'S WORKSHOP in 1935
WEDNESDAY EPISODE FOUR: ANCIENT EGYPT

Week 3
MONDAY EPISODE FIVE: THE FUTURE
WEDNESDAY EPISODE SIX: ANCIENT ROME
THURSDAY EPISODE SEVEN: ARE YOU READY TO SAVE THE WORLD?

Main Lesson Activities overview

There are ten main lesson activities with many additional smaller activities detailed within the journal / workbook. Most of the lesson activities have template files available and all activities are outlined and set within the journal / workbook.

The student journal / workbook. This lasts for the whole game.
1 Pages Activity. Newspaper page - 'Hold the Front Page!'
2 Using Comic Touch to create a poster/front page for the Time Machine Game
3 Evidence and data collation / analysis with Numbers
4 Hieroglyphics decoding / translation activity with mark up in Photos
5 Mind map with Popplet lite
6 Creating a map in Keynote
7 Instant Alpha activity in Keynote - piecing together the evidence
8 Are you ready to save the world? Evidence submission with Keynote