# **Teacher Instructions**



# Quick start guide for the 1st play test session

**Preparation time:** 40-50 minutes (first time only)

## **STEP 1: Teacher Preparation**

- 1. Watch Tutorial For Students (16 min) to learn game rules
  - Includes SWE Subtitles
  - If you can't watch read the Game Rules
- 2. Watch Tutorial For Teachers (11 min) to learn how to use the application as a teacher
  - Includes SWE Subtitles
- 3. <u>Download</u> the educational tool (Students and teachers use the same application) and play/click through the game to understand how it works
- 4. Student Instructions send it to students 1-2 days before class
- 5. Game Master(<u>ENG</u>, <u>SWE</u>, <u>GER</u>) Review and print this document to introduce historical events
- 6. Game Session Structure Print this timeline of a game session to use it as a hint

### STEP 2: Choose Game Mode

You can play either mode for your first session, but here's what to keep in mind:

Game Mode	Goal	Best For	Features
Powder Keg	Collect the most gems	First-time players learning the historical timeline	Straightforward mechanics that focus on historical events and competition
Butterfly Effect	Prevent war through collaboration	Players who understand basic gameplay	More complex mechanics requiring strategic thinking and cooperation

STEP 3: Choose	Your Approach on How to Test	•

Approach	Description	
Student Leader	Let a volunteer student take charge - guide setup and play. Reward them with extra credit or a shoutout. Easy and empowering!	
Playtest wit colleagues	Host a fun after-work session with colleagues (pizza & drinks optional!). N gaming or history expertise needed - just enjoy learning together.	
Student Volunteers	Invite interested students for a play session during free time (4–30 participants).	

### **STEP 4: Classroom Organization**

- Plan 80 min session
- 4-30 students (divided into 4 groups)
- Each student can use their own laptop or one per group(it depends on how convenient it is to have one laptop per group)
- Whiteboard or paper for recording codes (Paper is helpful for students who may have difficulty seeing codes on a whiteboard)

You've passed through all the steps - now it's time to enjoy the experience and watch your students engage with history in a whole new way!

### Share Feedback

After your play session, we'd love your feedback! You can simply click "Get Surveys" in the Teacher mode menu to get Google Forms surveys for you and your students. Your input helps us improve The Great Gambit for future classrooms.

## **Support for Teachers**

If you have questions don't hesitate to ask us and your colleagues in our <u>Facebook group</u> creating a post with your question or write in <u>the chat of our group</u>.

In case you don't have a facebook you can write us:

- Zhenya(developer) <u>luchgameedu@gmail.com</u>
- Anders(history teacher) kjellberg.fredrik@gmail.com

# **Students Instructions**



# Quick start guide for the 1st play test session

### **Before the Game**

- 1. Watch Tutorial For Students . Includes **SWE Subtitles** (If you can't watch read the Game Rules)
- 2. <u>Download</u> the educational tool (Windows only)

### Keep in mind

- Teacher will not explain the rules during the lesson there isn't time for that.
- You don't need to have any prior gaming experience.
- You don't need to know the history of pre-WW1 period you will learn it during the course.
- The game supports English and Swedish languages.

### Your Role in the Group

- You'll be part of one of 4 groups of German society: Political Leaders, Colonial Administrators, Civilians, or Workers
- Your group must act as one unit:
  - o Everyone in the group must select the same card
  - Having your own laptop doesn't mean making individual choices
  - Discuss options together and make one unified decision

### **Game Modes**

- Powder Keg: Competitive mode where groups try to collect the most gems. Great for first-time players!
- **Butterfly Effect:** Challenging mode where all groups must work together to prevent war. If you enjoy a challenge, you can try this mode, but understanding the basic gameplay first helps.

# For History Enthusiasts

If you're interested in the historical period, you can read the diary entries and game master document. It enrich your understanding of pre-WWI Germany.

- <u>Diary Entries</u> Read well-written stories of fictional characters based on historical research that reflect authentic thoughts, fears, and experiences of different social groups.
- Game Master See the historical events that shaped the pre-WWI period in Germany and led to the conflict.

You're all set and ready to dive in - get ready to explore, experiment, and experience history like never before!