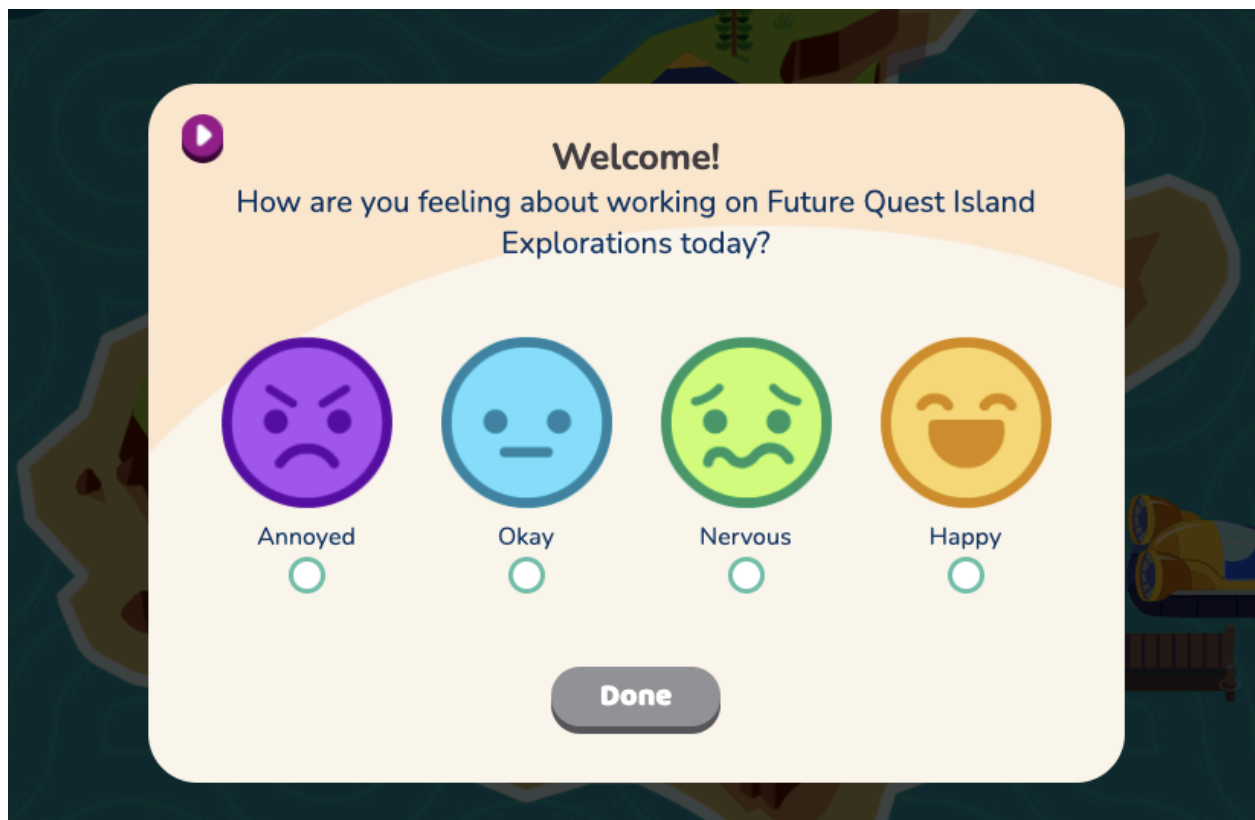# Island Instructions: Unit 1, Island Activities
Student Intro to FQI-E and Roots on Islands 1 and 2

Instruct students to login to www.fqie.me (see "Getting Started" in the teacher toolkit for more information on how to set up your class and students). This will likely be the first time your students will visit the island, so here is what will their experience will be:

Students will use their assigned usernames and passwords that you created or uploaded in the Getting Started section to login to the island. Once logged in, they will first be greeted by the island mentor and almost immediately, a pop-up box with the question, "How are you feeling about working on Future Quest Island Explorations today?" The student will choose one of 4 different emojis representing happy (yellow face), nervous (green), okay (blue), and annoyed (purple).

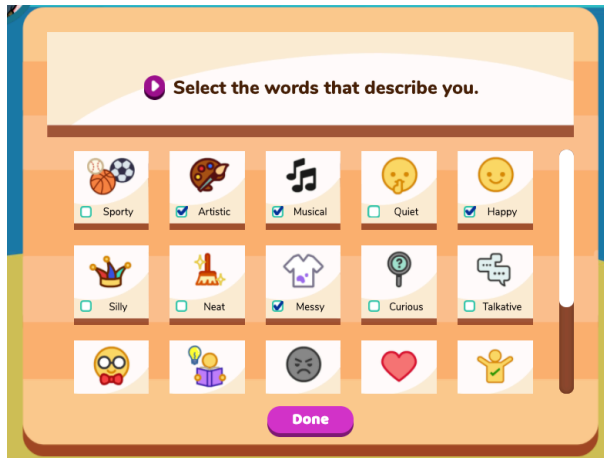# Island Instructions: Unit 1, Island Activities
Student Intro to FQI-E and Roots on Islands 1 and 2

After the student clicks "Done," the island mentor will continue to introduce them to FQI-E and explain what they will do on the island (take the hovercraft from island to island, complete quests, earn coins for their hut, build a Possible Selves tree, and create a portfolio). As soon as the mentor finishes introducing them, students will be prompted to design their own avatar. **This may take 10 minutes**.

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*We recommend you explore FQI-E through your login so you can familiarize yourself with the program and support students with the avatar creator.

Once the student finishes building their avatar, they will begin their exploration on their home island.

Island Instructions: Unit 1, Island Activities
Student Intro to FQI-E and Roots on Islands 1 and 2

Instruct your students to click on their hovercraft to visit Island 1 and then Island 2 to establish roots for their Possible Selves Tree.

Island 1 is a checklist activity of 20 items for students to select words and pictures to describe who they are.

Once students complete the checklist, they will be prompted to select up to 3 badges to put on the roots of their Possible Selves Tree. They also have the option to create their own badge with their own character trait.

Island Instructions: Unit 1, Island Activities
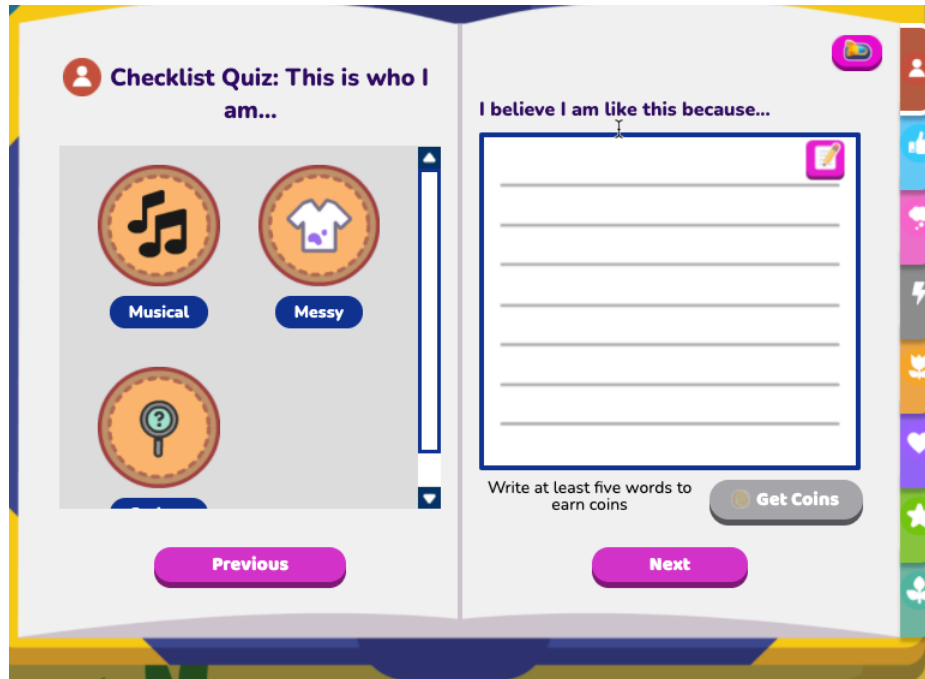## Student Intro to FQI-E and Roots on Islands 1 and 2
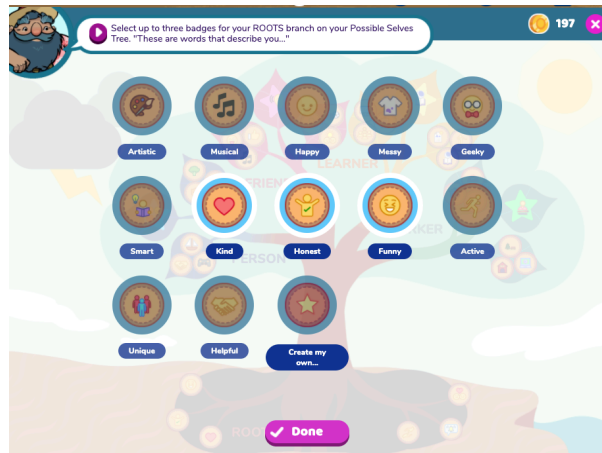
When they are finished selecting their top 3 badges, they will be prompted by the mentor to write in their portfolio. They must click "Go to My Portfolio" to continue the game.

Island Instructions: Unit 1, Island Activities
Student Intro to FQI-E and Roots on Islands 1 and 2

On the left hand side of the portfolio, they will see their selections for the quiz. Students will write their reflection for the prompts "I believe I am like this because…" on the right hand side of the portfolio page.

Students can click the pencil icon in the portfolio to access sentence starters.

Island Instructions: Unit 1, Island Activities
Student Intro to FQI-E and Roots on Islands 1 and 2

Once completed, they can click on the "Get Coins" button to earn coins for their hut. Note: they must write at least 5 words to earn coins.

Est. completion time: 5-10 minutes

Island 2 is a picture quiz where students choose between two items to describe their

preferences. There are a total of 10 questions in this activity.

When finished choosing their preferences, they will be prompted to select up to 3 badges to put on the roots of their Possible Selves Tree. They also have the option to create their own badge with their own character trait.
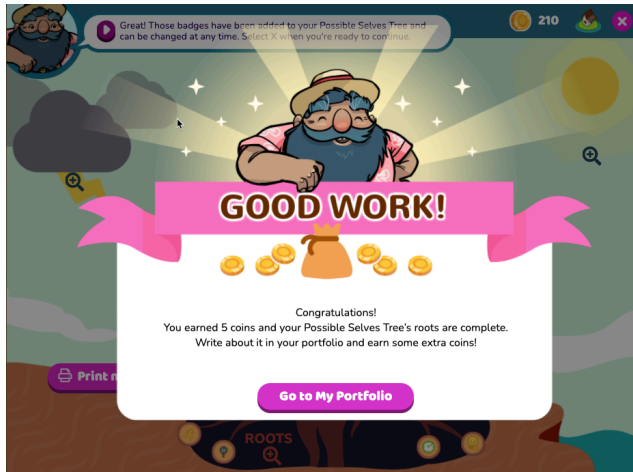
Island Instructions: Unit 1, Island Activities
Student Intro to FQI-E and Roots on Islands 1 and 2

When they are finished selecting their top 3 badges, they will be prompted by the mentor to write in their portfolio. They must click "Go to My Portfolio" to continue the game.

On the left hand side of the portfolio, they will see their selections from the island activity. Students will write their reflection for the prompts "I believe I am like this because…" on the right hand side of the portfolio page.
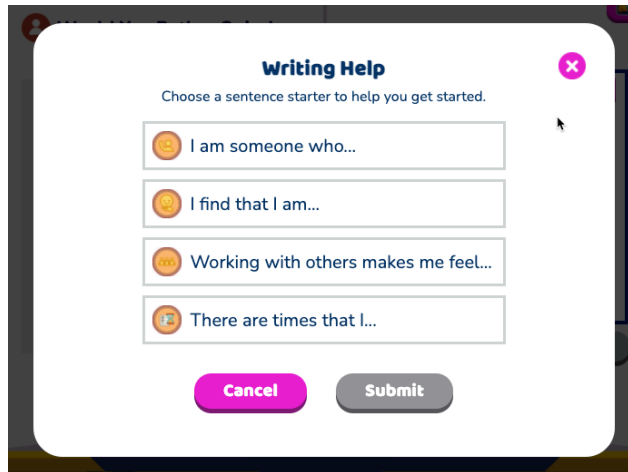

Students can click the pencil icon in the portfolio to access sentence starters.

Island Instructions: Unit 1, Island Activities
Student Intro to FQI-E and Roots on Islands 1 and 2
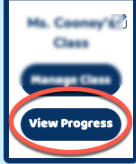
Once completed, they can click on the "Get Coins" button to earn coins for their hut. Note: they must write at least 5 words to earn coins.

Est. completion time: 5-10 minutes

	Coins for Hut When all Island 3 activities are complete, your students can use their earned coins to purchase items for their hut.

	Tip! View Student Progress on FQI-E To view student progress, select "Administer Classes and Students," or choose "My Classes" and select the desired class and click on "View Progress." Here you will have see a list of students and the following information: ● Checkboxes and island numbers ● Active/Paused checkbox (to keep students from moving too far ahead) ● Feeling Questions (emoji's) ● Portfolio

Island Instructions: Unit 1, Island Activities
Student Intro to FQI-E and Roots on Islands 1 and 2

	● Summary Report