

Day of Game

- 1) Be sure to have everything set up and completed in the set up folder.
- 2) Hide eggs (if using them) and set up clues according to the set up document.
- 3) Set up boxes according to the set up folder.
- 4) Put box(es) on the tables for the groups. Beside each box put the lock placemat and their hint ticket.
- 5) On your projector, put the powerpoint up. There are two versions of the powerpoint- egg version and non-egg version, use the appropriate one. Also- on the last slide there are several options for the amount of time. In the box it says 30 minutes, but if you scroll to the right of the slide you will see 6 more options in 5 minute increments. Just move the image over the 30 minutes to use it.
- 6) On my white board, I write out the following reminders/rules:
 - a. Only find the eggs and keys associated with your color box.
 - b. Work quietly so the other teams don't overhear your clues! You don't want to help anyone else out!
 - c. Be sure to put your locks on the placemat and keep them opened!
 - d. If you need a hint- come to me with your hint ticket! Remember you can only use it once!
- 7) Set up a countdown timer. There are many different ways you can do this. There are lots of websites (just type it into google). Here is one: <http://www.online-stopwatch.com/countdown-timer/>

Starting the Game

- 1) Either have the students already split into groups, let them pick their groups or do what I do and have their names ready into a randomizing group generator (once again, search on google for one you like, but here is one: <http://www.aschool.us/random/random-pair.php>). Once they come in, then I have the group generator pick the teams and have them split up into their teams.
- 2) Read the storyline to the students.
- 3) Start the countdown timer and say go!
- 4) Walk around and watch the students. Try your best to keep a straight face... let them figure everything out on their own.
- 5) After the timer is up, stop the game. Have the students take pictures in front of the backdrop with their appropriate signs/props (either broke out or didn't break out signs).
- 6) Allow 5-10 minutes for a de-briefing time. Talk about what they learned about the content but also about teamwork.