# TeamQuest

## Teacher's Game Guide

PC/MAC CD-ROM

TeamQuest

Way³ up

GRIVAS publications

# *Welcome to* **Team Quest** !

**Team Quest** is an educational game aimed at students using the **Way Up 3** Coursebook.

The aim of the game is for your class to collect all available cards in order to complete their own personal album. To win a card, your students must complete challenges which involve answering questions and solving puzzles and riddles!

This document aims to give you an overview of the gameplay and the game's mechanics. However, the best way to find out is simply by playing! Get your class onboard, jump in, and have fun!

## Log-in screen

The log-in screen helps you register your different classes of students on a single computer. The progress of each class will be saved, and each time the class logs in the game will continue from the point where the class left off.

On the log-in screen, you can perform the following tasks:
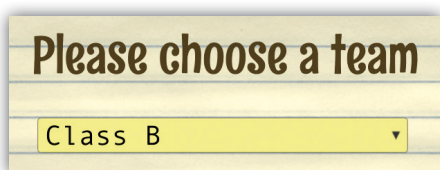
### Choose a team to play with.

From this drop-down menu, you can choose which class ("team") to play with.

After you have chosen the team, click the LOGIN button.

If you haven't created any teams, or if you want to create a new team, you can do so by clicking the ADD TEAM button.

### Add a team.

Click the above button, then type in a team name. For extra fun, get students to think of a name for their team. After you have entered the team name, click ADD TEAM.

## Main game screen ("Album" screen)

The main game screen displays an album with all available cards. In the beginning, before they have actually been won, cards look faded. However, after they have been won, they are shown at full brightness.
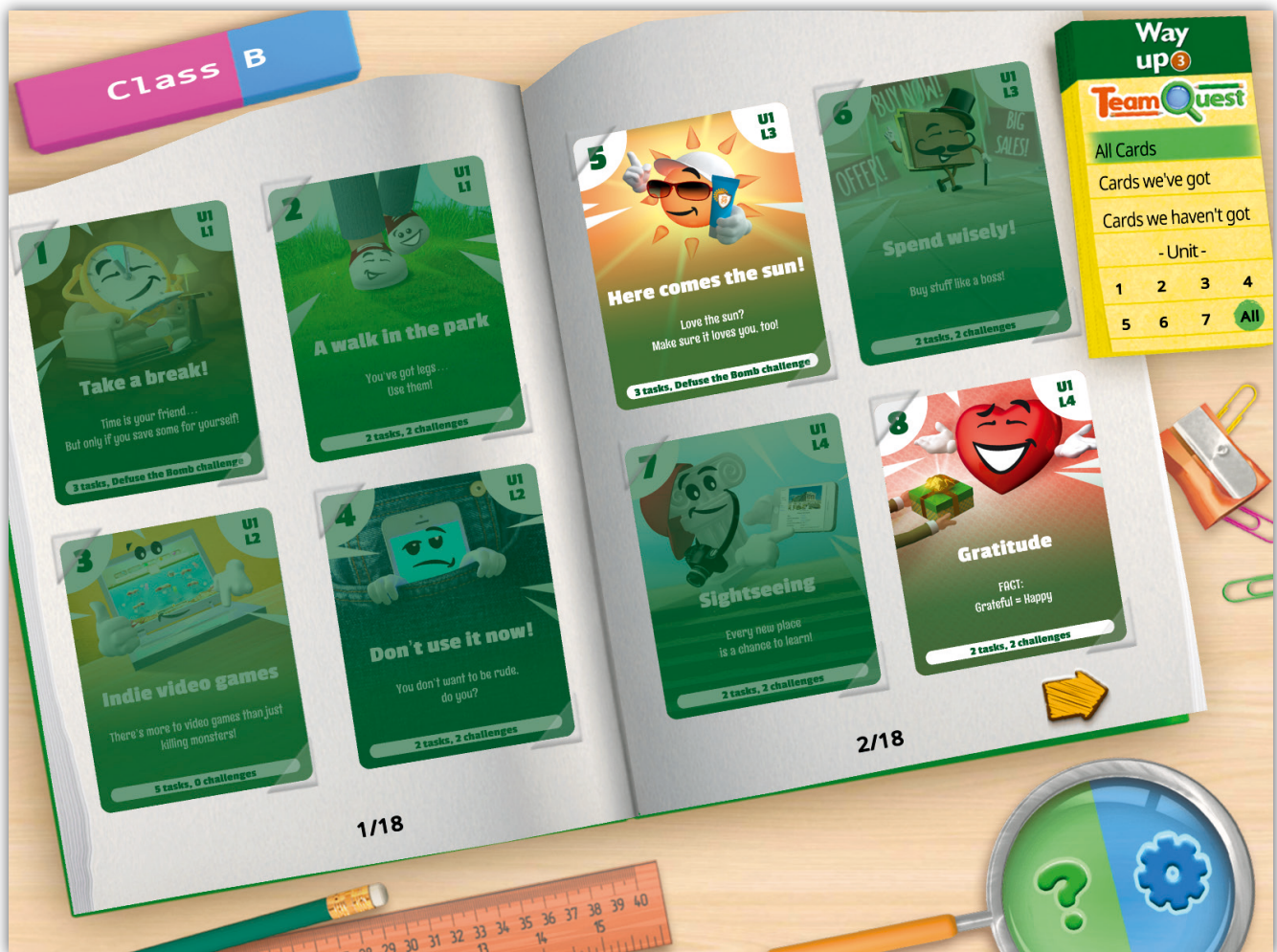


*Cards 1-4, 6 and 7 haven't been won yet and look faded.*
*Cards 5 and 8 have been won and are at full brightness.*

While on this screen, click on any card to enlarge it. You can browse through the album by clicking the left-right arrows at the bottom of the pages.
See the following page for an explanation of the signage found on cards.

## Cards

Card number → **5**

U1 L3 ← Corresponding Unit and Lesson

**Here comes the sun!** ← Card title

Subtitle → Love the sun? Make sure it loves you, too!

**3 tasks, Defuse the Bomb challenge** ← Card content info

## Filtering displayed cards

You might want to temporarily display a certain sub-set of cards. Do this from the filtering menu on the top-right hand corner of the screen.

Select **All Cards** to view all cards.
Select **Cards we've got** to view all cards which have been won.
Select **Cards we haven't got** to view all cards which have not been won yet.
Select one of the 7 **Units** to view cards that are related to that unit.
Select **All** in the -Unit- section to view cards from all units.

## Settings and Help

You can also access the SETTINGS and HELP panels from the album screen:



The HELP screen displays some basic information about how to play the game. It is recommended that you show this to your class when you first play the game. Students are very familiar with such interfaces, and they should be able to work out what to do simply by looking at this screen.

# The Cards and their content

There are a total of 70 cards, 10 for each unit in your book.
Each card contains a number of tasks and challenges. These are listed below.

**Task types:**
1. Multiple-choice cloze
2. Fill in the gaps
3. Match (text to text or text to image)
4. Multiple choice (Text or Image stem)
5. True/False (Text or Image stem)

**Challenge types:**
1. Defuse the Bomb
2. Puzzle Image
3. Puzzle Sentence
4. Rebus
5. Riddle

To win a card, students must complete all tasks and challenges for that card without making a mistake. After winning a card, students can 'flip it over' to see the informative message on the back of the card.

More information about each task/challenge type can be found on the following pages.

## Multiple-choice cloze

**Choose the correct answer.**

Are you feeling stressed with schoolwork? Are you fed **1)** ............... with homework? Do you want to go for some relaxation or a fun day **2)** ............... ? Well, if you are keen **3)** ............... excitement, then **4)** ............... about a trip to the new amusement park?

| 1) | a at | b up | c off |
|---|---|---|---|
| 2) | a for | b in | c out |
| 3) | a on | b to | c with |
| 4) | a how | b when | c where |

**CONTINUE**

Students need to select the correct answer for each gap. Click **CONTINUE** when ready.

## Fill in the gaps

**Type the correct answer(s).**

I have a new computer, and I am very p r o u d of it! It's an amazing day. I am having the time of my l i f e .

**CONTINUE**

Students must type in the correct answer for each gap. Click **CONTINUE** when ready.

# Match (text to text or text to image)

Card 3
Unit 1
Lesson 2
Task 5

Drag from left to right to draw lines and match.

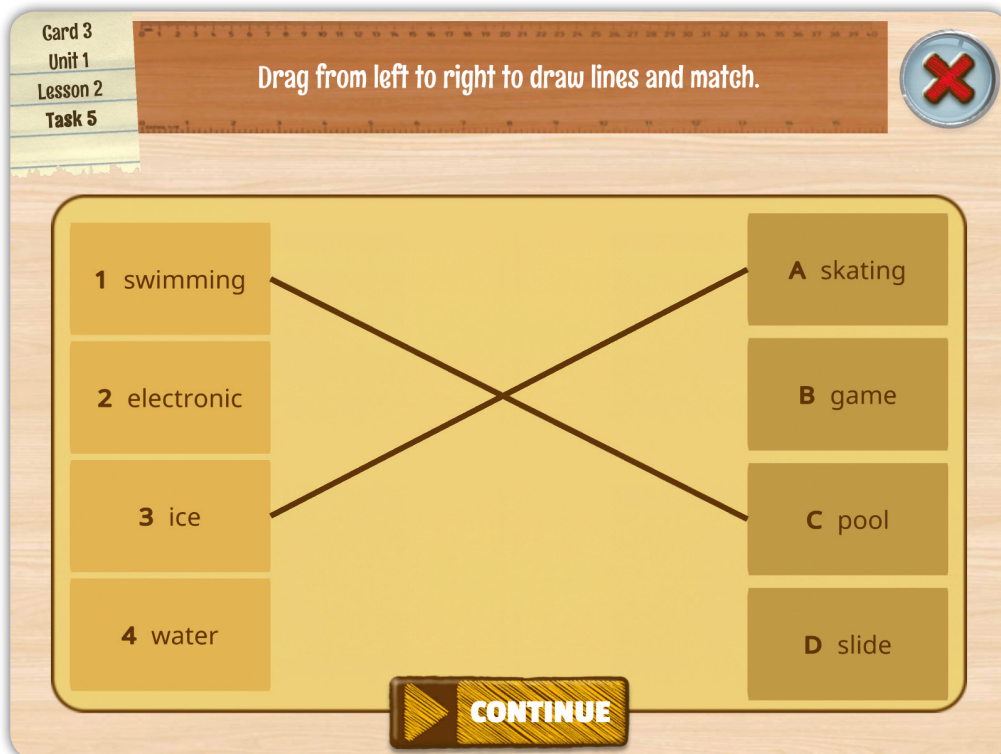| | |
|---|---|
| **1** swimming | **A** skating |
| **2** electronic | **B** game |
| **3** ice | **C** pool |
| **4** water | **D** slide |

CONTINUE

Card 2
Unit 1
Lesson 1
Task 2

Drag from left to right to draw lines and match.

**1** painting

**2** chess
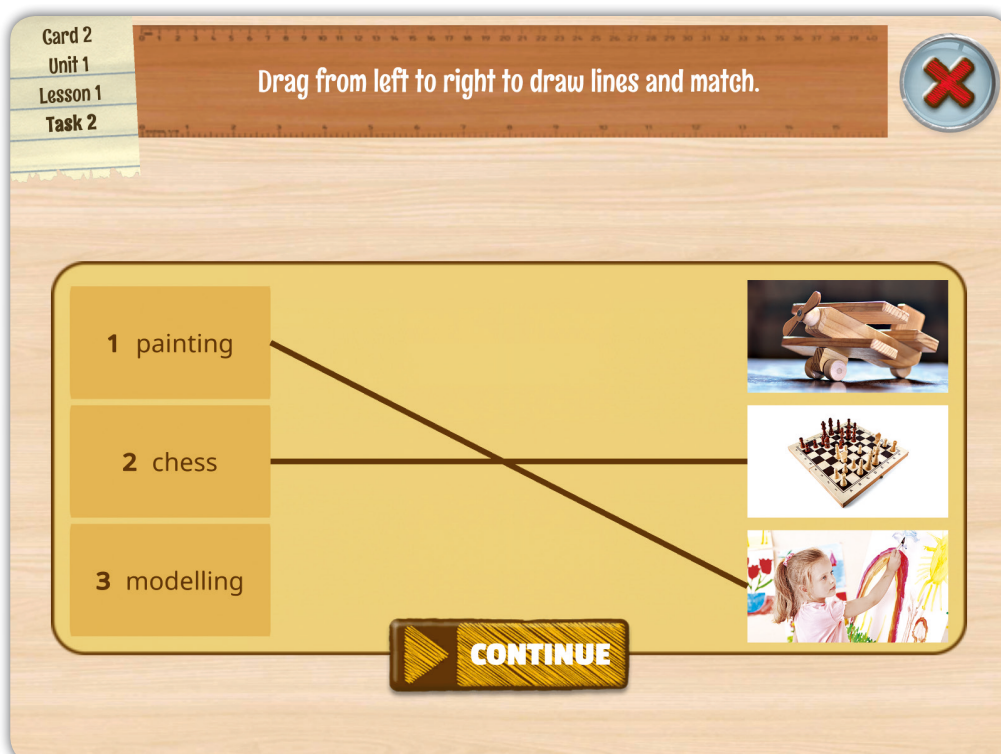
**3** modelling

CONTINUE

Students need to drag lines from left to right to match the items. Click **CONTINUE** when ready.

## Multiple choice (text or image stem)

Card 5
Unit 1
Lesson 3
Task 2

**Choose the correct answer.**

I'm hungry. Let's grab a bite to ………  .

1  eat

2  drink

3  have

▶ CONTINUE

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Card 8
Unit 1
Lesson 4
Task 1

**Choose the correct answer.**

1  landmark

2  model

3  ride

▶ CONTINUE

Students need to select the correct option. Click **CONTINUE** when ready.

# True/False (text or image stem)

**Answer with true or false!**

| | |
|---|---|
| If something is **terrifying**, it is scary. | True False |
| If something happened **recently**, it happened many years ago. | True False |
| If something is **worth** seeing, you think it is a good idea to see it. | True False |

**CONTINUE**

**Answer with true or false!**



**go-kart**

True

False

**CONTINUE**

Students need to select the correct option. Click **CONTINUE** when ready.

## Defuse the bomb

Card 5
Unit 1
Lesson 3
Challenge

**Click on the wrong wires to cut them. Don't cut any correct wires! You need to cut 5 wires and press CONTINUE.**

| | |
|---|---|
| If something is violent, | it is relaxing. |
| If you are keen on something, | you are fed up. |
| If something is hilarious, | it is unexciting. |
| If you are active, | you are lazy. |
| If you are fascinated, | you are stressed. |
| If you are bored, | you are crazy. |
| If you are relaxed, | you don't like it. |
| If you are worried, | it is funny. |
| If something is boring, | it is great. |
| If something is perfect, | you are energetic. |

0 1:00

**CONTINUE**

Students have to follow the wires to see whether the two columns correctly match. They then have to cut the stated number of wrong wires within a certain time limit before the bomb explodes. Click **CONTINUE** when ready.

# Puzzle image



Students have 45 seconds to recreate the image they can see in the top right-hand corner by clicking and dragging the puzzle pieces from the box on the left to the correct panel of the box on the right. When ready, click **CONTINUE**.
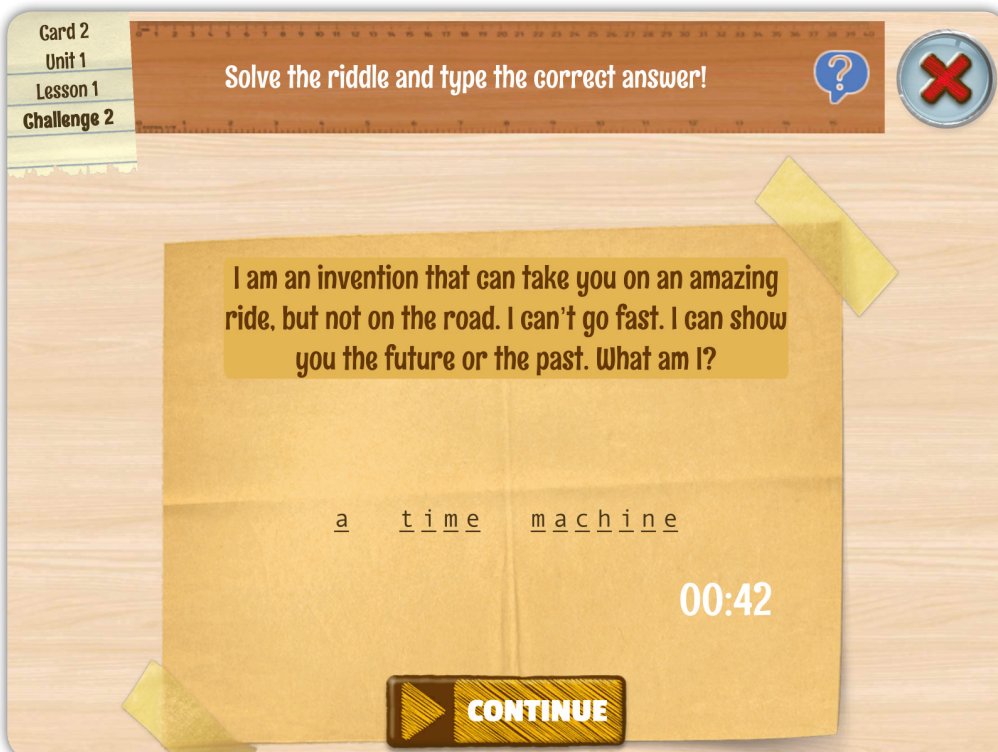
# Puzzle sentence



Students have 45 seconds to complete a sentence by clicking and dragging the words from the box on the left to the correct panel of the box on the right. When ready, click **CONTINUE**.

## Rebus

Card 2
Unit 1
Lesson 1
Challenge 1

Rebus challenge! Type the correct answer in the gaps.

f a c e    t o    f a c e

00:39

CONTINUE

Students have 45 seconds to guess the phrase which is "hidden" in the rebus image. Rebuses are related to the content students have seen in the corresponding Unit of their Coursebook. When ready, click **CONTINUE**.

## Riddle

Card 2
Unit 1
Lesson 1
Challenge 2

Solve the riddle and type the correct answer!

I am an invention that can take you on an amazing ride, but not on the road. I can't go fast. I can show you the future or the past. What am I?

a    t i m e    m a c h i n e

00:42

CONTINUE

Students have 45 seconds to answer the riddle by typing in the answer. Riddles are related to the content students have seen in the corresponding Unit of their Coursebook. When ready, click **CONTINUE**.

# Tips

- The first time you use the game, bring up the help panel from the album screen. Children are very familiar with game interfaces, and this is all they need to know to play and enjoy the game.

- The whole class plays this cooperative game as a team. Select random students (or pairs of students) to complete each task or challenge. Allow the rest of the class to help.

- Let your students know one lesson in advance that they will soon play Team Quest. Tell them to revise and be prepared, as even one wrong answer at the wrong stage of the game can make a difference between winning and losing!

Complete all challenges, collect all cards!

Browse through the album using the arrows.

Click on a card to take a closer look.

Accept the card's challenges to win it.
Answer all questions, solve all riddles!

riddles     puzzles     rebus     defuse the bomb

**5**

**U1 L3**

# Here comes the sun!

Love the sun?
Make sure it loves you, too!

**3 tasks, Defuse the Bomb challenge**