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Welcome to the "Choose Your Own Adventure" website. Use this site to find all of the required forms and documents to successfully complete your "Choose Your Own Adventure" tasks for our Ancient Egypt unit of study. Want to know how you're doing compared to your classmates, click the link for your class period in the navigation panel on the left. Want to earn extra points and you're not sure how, check out the "How to Earn XP" link. Curious about the different levels and their rewards, click on the "Leaderboard Levels" to see. Dominate the leaderboard and earn your rewards, let's enjoy this adventure together.

Parts of this unit are tied directly to Mr. Bowman's Master's research project. For more information about the impacts of the research study, click on the link "Research Participation Info" in the navigation panel.



You must be logged in to add gadgets that are only visible to you

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Research Participation Info

You can access both the parental consent and student assent forms for this research study below.

Parental Consent Form

University of Hawai'i

Parental/Guardian's Consent for Child to Participate in Research Project:

Investigating The Impact of a Gamified Unit of Instruction on Student Motivation and Learning

My name is Kainoa Bowman. I am your child's 6th grade social studies teacher at Kamehameha Schools Hawai'i Middle School. I am also a graduate student at the University of Hawai'i at Mānoa (UH), in the Department of Educational Technology. One requirement for earning my Master's degree is to do a research project. The purpose of my research project is to evaluate 6th grade students' viewpoints on a unit about Ancient Egypt which will include the elements of gamification, applying gameplay strategies to the learning environment, and student choice on their motivation and learning. I am asking your permission for your child to participate in this project. I also will ask your child if s/he agrees to participate in this project.

What activities will your child do in the study and how long will the activities last? All students will participate in the Ancient Egypt unit. This unit will cover approximately 4 weeks and ten, 85-minute class periods. During the first 85 minute class period, each class will participate in an overview of the content for the unit. Some examples are Egyptian pharaohs, mummies, pyramids, daily life, mythology and geography. Students will be assigned work in the textbook to provide additional exposure to the content. During the second 85-minute class period, students will select their focus for their "Choose Your Own Adventure" research projects in which they will be able to select from a variety of topics and presentation formats. As your child completes certain milestones, they will be

Student Assent Form

University of Hawai‘i

Student Assent to Participate in Research Project:

Investigating The Impact of a Gamified Unit of Instruction on Student Motivation and Learning

I am asking for your help with my graduate program research. You will participate in class as usual during our unit on Ancient Egypt. Then at the end of the unit you will complete a survey asking questions about your reaction to what you learned and how you learned it. The purpose of the survey is to gain a better understanding of how the unit impacts your motivation and work completion.

Taking the survey is voluntary, which means you do not have to take part if you don't want to. Nothing will happen to you if you decide not to participate.

If you agree to participate you will take the survey on a computer. The survey will ask questions about you, your behaviors, and your attitudes. You will not be able to put your name on the survey and your answers will be completely private. There is no way to know which student filled out an individual survey. In addition, your grades for the assignments you complete during the Ancient Egypt unit will be averaged to give me an idea of general student performance. Your name will not be connected to any grade data used.

Comments

You do not have permission to add comments.

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Planning Guide

You can access this document directly from this page by clicking on the [link](#). Remember our saving conventions Pd#_Last Name_First Name_CYOA Planning Guide. You can find a link to Mr. Roughton's website with project ideas [here](#). Find the updated instructions for creating your bibliography [here](#).

CYOA Planning Guide

Name:

Period:

Choose Your Own Adventure Planning Guide

Use this guide to help you prepare for your CYOA mini projects. Make sure to delete ALL text that are in italics before submitting this assignment. This planning guide is required to be turned in digitally along with all products.

Part 1 - Overview

Task: This is the Choose Your Own Adventure task sheet that you selected, add the link to your task sheet here

Topic: This is the piece of historical content you will be researching

Driving Question: This is the main question you will try to answer with your research

Product: This is how you will present your information

Part 2 - Annotated Bibliography

Create your annotated bibliography in this section. Your annotated bibliography must include the following: 1) A minimum of 3 credible sources 2) A link to each site using the research tool, cited in the footnotes also using the research tool 3) A 3 to 5 sentence summary of 2 of your sources

Part 3 - Graphic Organizer

Copy/Paste the graphic organizer from the CYOA task sheet into this section and fill it out completely before beginning work on your final product.

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Feedback Form

If you are giving peer feedback, make a copy of [this form](#) and share it with the person that you are giving feedback to. Post a link to the form in your reply. Please be aware that the first person to respond to a requestor is the person that will be giving feedback.

CYOA Peer Review Sheet

Peer Review Sheet

My Name: _____

My Partner's Name: _____

Rubric: Complete this for your partner's project

| | 3 | 2 | 1 |
|---------------------|--|---|--|
| Planning | The CYOA planning guide has been completed in high detail. | The CYOA planning guide has been completed with minimal detail. | The CYOA planning guide is missing some components. |
| Accuracy of Content | All information is factual, coming from the resources cited. | Most information is factual, coming from the resources cited. There are a few errors. | Some information is factual, coming from the resources cited. There are many errors. |
| Quality of Content | Information goes well beyond what is covered in the | Information goes beyond what is covered in the | Information does not go beyond what was covered in the |

| | | | | | |
|--------------------|---|--|---|--|--|
| | textbook. | | textbook. | | textbook. |
| Quality of Sources | All sources are of high quality, coming from credible publishers. | | 2 of 3 sources are of high quality, coming from credible publishers. | | 1 of 3 sources are of high quality, coming from credible publishers. |
| Bibliography | Bibliography is complete and correct, care was taken to ensure that all necessary elements are present. | | Bibliography is complete and correct, however some minor elements may be missing from individual entries. | | Bibliography is missing some important elements. |
| Product | - Product is creative, effective and | | - Product is creative. | | - Product lacks creativity or is not |

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Task Menu

Choose Your Own Adventure Task Menu - Egypt

CHOOSE YOUR OWN ADVENTURE ANCIENT EGYPT

| Task Name | Description | Possible Topics |
|---|---|--|
| <u>Archeologist</u> | Explore a piece of historical evidence to learn more about the past. | - King Tut's Tomb |
| <u>What's The Difference?</u> | Look at two topics from history to find their similarities and differences. | - Egypt & Nubia - The Old Kingdom & The New Kingdom |
| <u>A Day In The Life</u> | Understand how life was lived in the ancient world. | - Egyptian Citizen - Nobleman/Woman - Soldier - Farmer - Artisan - Slave - Pharaoh |
| <u>Master in History</u> | Compare with... | Use the... |

Comments

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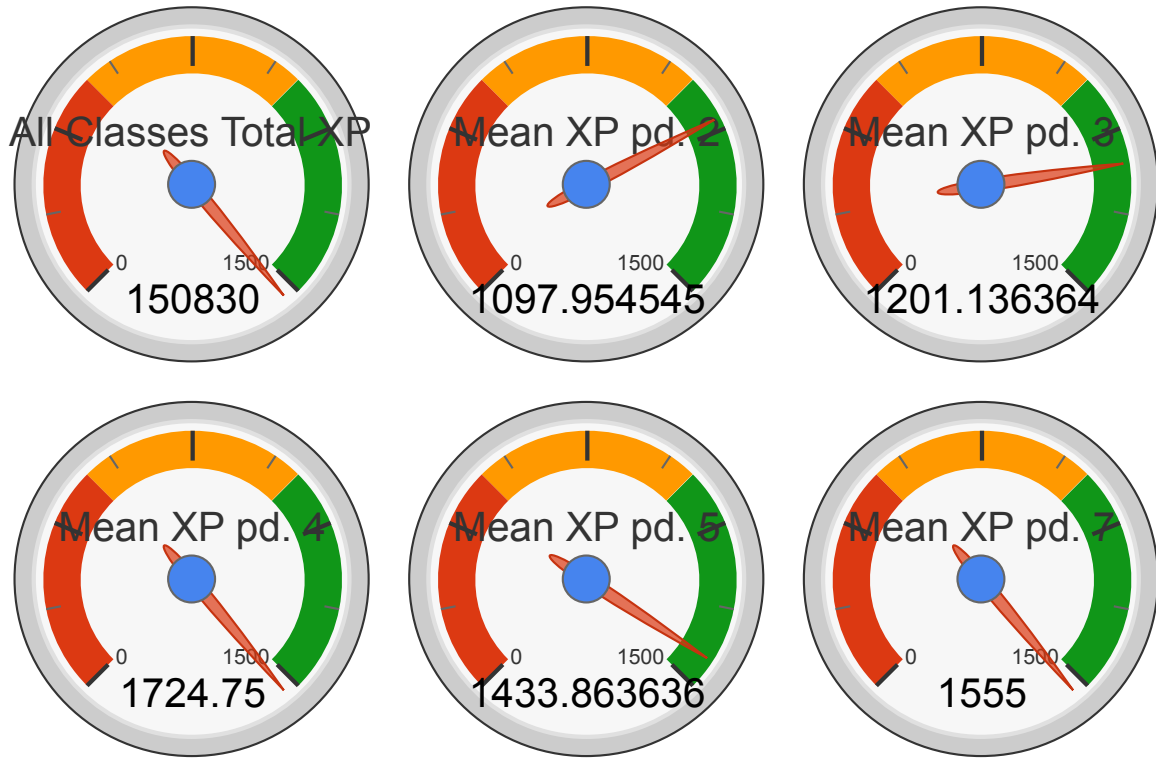
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Class Averages



Class Averages

| |
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Papa 'Eono Leaderboard



Leaderboards have been removed to protect the privacy of the student participants. Mahalo for your understanding.

Comments

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Post-Unit Survey

Student Opinions on Choice and Gamification

Part One: Opinions on Experience Points

Experience points (XP) motivated me to complete the required amount of “Choose Your Own Adventure” tasks.

1 2 3 4 5

Strongly Disagree Strongly Agree

Experience points (XP) motivated me to complete more than the required amount of “Choose Your Own Adventure” tasks.

1 2 3 4 5

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Sitemap

Sitemap



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