

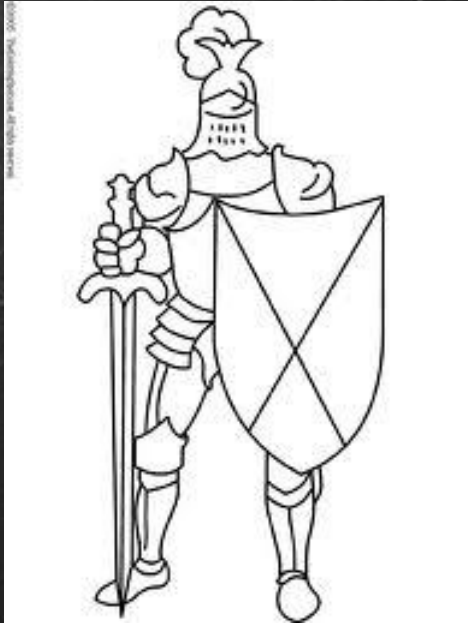
Reading 7

Once upon a time in the faraway kingdom of Knowledutopia...



A band of warrior scholars (you) will embark on a series of quests to defeat the doldrums, beasts who sew the seeds of apathy and boredom, trying to numb the hearts and minds of the subjects in Knowledutopia.

This course will be a quest to arm
yourself against the Doldrums.



In order to fight these
Doldrums there will be a
time of fighting monsters
(quizzes and tests), a time
of questing (presentations,
projects, research), a time
of crafting (homework,
coursework)

The adventures you will encounter...



- Reading Strategies
 - Fiction
 - Non-Fiction
- Reading Reasons
- Reading Standards



Each adventure will vary in length and each week and will offer you opportunities to gain XP and perhaps a little glory.

Meanwhile back at the Reading syllabus...



As you increase your level you will get glory, receive XP, earn cool titles, and obtain badges of honor.

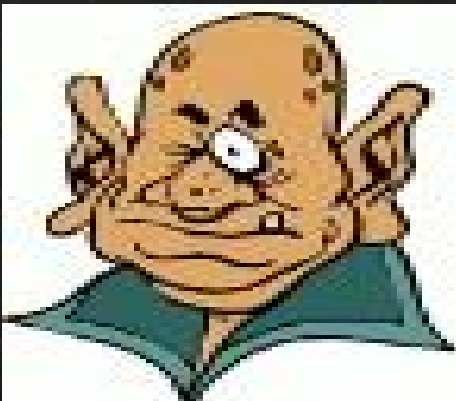


If you have enough XP you will be able to cash them in for things other than glory.

You will need at least 86% of the quarter's glory for these extra perks.

Every Student Every Assignment

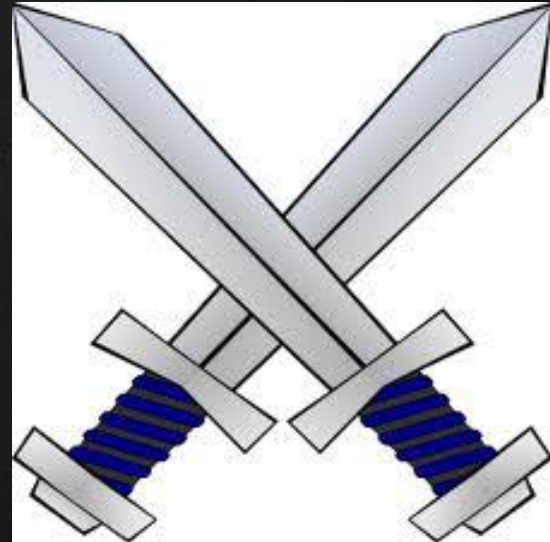
Every student will turn in every assignment. There will be no grade given until all work is complete so the grade in JMC may not accurately reflect the grade you have.



Turn all your work in time don't fall behind and get caught by the Doldrums!

Membership in the Guild...

- You will be a member of a guild.
These guilds will change from time to time.
- Some of your fighting, questing, or crafting will require you to work solo.
- Some will require you to work with your guild.
- Sometimes you will have a pick-up task in which you partner with someone outside your guild.



Virtue and Honor...



Let your virtue and honor guide you
on this journey.

- Punctuality
- Preparedness
- Responsibility
- Respect
- Curiosity

The Queen gives fair warning...



Your success is your responsibility.

1. All work must be done with quality to meet the Reading Standards and must be turned in to. No exceptions.
2. Rudeness to other warrior scholars will not be tolerated.
3. Make-up tests and quizzes should be arranged upon return to school.
4. Make-up work needs to be completed in the manner prescribed in the student handbook.

Like many games you will have options regarding how you show your skills and wisdom, and you will pace yourself.



Fare thee
well. May
the
Doldrums be
forever
banished!



Based on ideas and language found at <http://gamingtheclassroom.wordpress.com/syllabus/>
and <http://ruthlessdiastemagames.wordpress.com>