

Comp/Lit. 9

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 KNOWLEDGUTOPIA



Once upon a time in the faraway Kingdom of Knowledgutofia...

BASED ON THE IDEAS AND LANGUAGE FOUND AT LEE SHELDON [HTTP:GAMINGTHECLASSROOM.WORDPRESS.COM/SYLLABUS/](http://gamingtheclassroom.wordpress.com/syllabus/) & RUTHLESSDIASTEMAGAMES.WORDPRESS.COM

THIS COURSE WILL BE A QUEST TO ARM YOURSELF AGAINST THE DOLDRUMS.

THE QUEEN OF KNOWLEDUTOPIA HAS DECREED THAT YOU ARE NOW WARRIOR SCHOLARS AND ENTITLED TO ALL THE RIGHTS AND PRIVILEGES AFFORDED BY THAT TITLE. FURTHERMORE, YOU ARE COMMISSIONED TO FIGHT THE DOLDRUMS.



A TIME OF FIGHTING MONSTERS *

A TIME OF QUESTING **

A TIME OF CRAFTING ***

* QUIZZES, TESTS....

** PRESENTATIONS, PROJECTS, RESEARCH...

*** HOMEWORK, COURSEWORK...



NINTH GRADE ENGLISH IS WHERE YOU THE WARRIOR SCHOLARS OF KNOWLEDUTOPIA WILL GATHER TO GAIN THE EXPERIENCE NEEDED TO DEFEAT THE DOLDRUMS

YOU WILL ENCOUNTER 13 LEVELS

HERE ARE THE ADVENTURES (UNITS) YOU WILL ENCOUNTER EACH QUARTER
- LITERATURE
- MEDIA LITERACY
- SPEAKING AND LISTENING
- GRAMMAR AND WRITING



EACH ADVENTURE WILL VARY IN LENGTH AND EACH WEEK OF THE QUARTER WILL OFFER A POSSIBLE 100 EXPERIENCE (XP) POINTS.



13 - 900 XP, 12 - 850 XP, 11 - 825 XP, 10 - 800 XP, 9 - 775 XP, 8 - 750 XP, 7 - 725 XP, 6 - 700 XP, 5 - 675 XP, 4 - 650 XP, 3 - 625 XP, 2 - 600 XP, 1 - 599 OR LESS XP

MEANWHILE BACK AT THE ENGLISH 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



SWEET! SO, I NEED AT LEAST 86% OF THE QUARTERS GLORY FOR THESE EXTRA PERKS. THAT'S 775 XP

YOU WILL BE A MEMBER OF A GUILD. THESE GUILDS WILL CHANGE MEMBERS EVERY SO OFTEN. SOME OF YOUR FIGHTING, QUESTING OR CRAFTING WILL REQUIRE YOU TO WORK SOLO, AND SOME WILL REQUIRE YOU TO WORK WITH YOUR GUILD. SOMETIMES YOU WILL HAVE A PICK-UP TASK IN WHICH YOU PARTNER WITH SOMEONE OUTSIDE OF YOUR GUILD.



THE QUEEN GIVES FAIR WARNING!

YOUR SUCCESS IS YOUR RESPONSIBILITY.

Virtue and Honor

PUNCTUALITY
PREPAREDNESS
RESPONSIBILITY
RESPECT
CURIOSITY



LET YOUR VIRTUE AND HONOR GUIDE YOU ON THIS JOURNEY!

1. LATE WORK IS NOT ACCEPTED WITH OUT PRIOR ARRANGEMENTS.
2. RUDENESS TO OTHER WARRIORS WILL NOT BE TOLERATED.
3. MAKE-UP TESTS AND QUIZZES SHOULD BE ARRANGED BY THE STUDENT 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.

NECESSARIES FOR YOUR JOURNEY...

IPAD, PENCIL, PEN, PAPER, SENSE OF WONDER, NOTEBOOK, FOLDER, ORGANIZATION, SENSE OF HUMOR, STICKIES, HIGHLIGHTERS, FLASH DRIVE.

FARE THEE WELL. MAY THE DOLDRUMS BE FOREVER BANISHED!

