

Reading 7

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 Knowledutopia...

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...



READING 7 IS WHERE YOU THE WARRIOR SCHOLARS OF KNOWLEDUTOPIA WILL GATHER TO GAIN THE EXPERIENCE NEEDED TO DEFEAT THE DOLDRUMS

HERE ARE THE ADVENTURES (UNITS) YOU WILL ENCOUNTER EACH QUARTER READING FOR -
KEY IDEAS AND DETAILS
CRAFT AND STRUCTURE
INTEGRATION OF KNOWLEDGE AND IDEAS
RANGE OF READING AND
LEVEL OF TEXT COMPLEXITY



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

YOU WILL ENCOUNTER MANY LEVELS OR STANDARDS



YOUR GOAL IS TO COMPLETE EACH LEVEL AND MASTER THE SKILLS EACH STANDARD REQUIRES OF YOU TO BECOME PROFICIENT IN THE COMMON CORE STANDARDS IN THE ENGLISH/LANGUAGE ARTS.

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.



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. EVERY STUDENT WILL HAND IN EVERY ASSIGNMENT.
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. YOUR GRADE IN THE JMC GRADEBOOK WILL NOT BE AN ACCURATE REFLECTION OF YOUR GRADE UNTIL ALL WORK IS TURNED IN.

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.

FARE THEE WELL. MAY THE DOLDRUMS BE FOREVER BANISHED!

