



The Energized Guyz Power Play

The Story:

Power Play takes place in the offices of The Energized Guyz, a league of superheroes who track down and eliminate energy waste. One of these heroes, Nikki Neutron, has gone missing, leaving behind nothing but a few locked boxes and a file folder of various documents. With Nikki out of his way, The Energized Guyz' arch nemesis, The Sneaker, has been wasting energy all over the community. The students must form a task force to find Nikki and assist in putting a stop to The Sneaker's shenanigans.

Items you'll need to set up the game:

Here are the items and locations for the game materials. These locations are suggestions but you know your classroom best. Feel free to get creative, making the game-play tougher or easier by hiding clues and materials or placing them out in the open.

- 1 small lock box and 1 large lock box (on table)
- 5 energy-saving tip signs (on walls or hidden around the room)
- Key to padlock on small lock box (taped behind the superhero energy-saving tip sign)
- 3 utility bills and file folder (on table in the file folder or hidden)
- 5 Edison diary pages inserted into a journal-type notebook with the Edison diary cover art (on table or hidden)
- 5 "Wanted" Posters (hung up on the wall)
- Energy-Ville City Map with shapes at locations tied to clues (on the wall)
- By the Numbers vocabulary worksheet, print multiple worksheets if you'd like (on the table)
- Energy Savers Superhero Certificate (place in large lock box)
- Reflection and Knowledge Questions (place in large lock box)
- UV flashlight (place in small lock box)
- Hint cards (for teacher use if students are stuck and need help)
- UV pen (for teacher use with Edison diary entry clues)
- Logic Map (for pre-game teacher use)
- FAQs (for pre-game teacher use)

Setup:

The following is a basic logical order for setting up *The Energized Guyz Power Play*. If you are already familiar with Breakout games, this may be a breeze. If not, take it step by step. Setup should take roughly 30 minutes.

1. Read the story of the game and watch the teacher tutorial video.
2. Print out all the game resources found at www.NTCPlayworks.com – Select Minnesota and *The Energized Guyz* program to access.
3. Use the UV pen to circle the appropriate letters on the Edison diary pages (details below)
4. Prep the lock boxes:
 - a. Place the UV flashlight in the small lock box and lock with the key lock.
 - b. Place The Energized Guyz certificate, candy or other prizes (if you choose) and the Reflection and Knowledge Questions in the large lock box. You will lock this box after preparing the combination locks.
5. Prepare the 3-digit lock, the 4-digit lock, the 5-combo lock with shapes and the 5-combo lock with letters with the correct combinations from the lock puzzle solutions. Instructions for setting the combinations can be found here: www.breakoutedu.com/locks
 - a. Set the Locks to these solutions:
 - Lock: 5-combo lock with letters = TESLA
 - Lock: 5-combo lock with shapes = Square, Circle, Star, Triangle, Diamond
 - Lock: 4-digit combo lock = 1-4-3-8
 - Lock: 3-digit combo lock = 1-1-7
6. Attach the lock hasp with holes to the large Breakout lock box. Attach and lock all 4 combination locks.
7. Hang the 5 wanted posters around the classroom.
8. Hang the energy-saving tip signs and tape the padlock key to the back of the sign that features Thunderstorm, the superhero from *The Energized Guyz* live program.
9. Place the 3 utility bills in the file folder on the table.
10. Place the By the Numbers worksheet(s) on the table. You can use multiple copies if needed. Make sure to have a ruler available.
11. Hang the map of the city on the wall or place on the table.
12. Take the UV marker and circle letters to spell the answer to the Edison diary clues (TESLA). Use the dates on the diary entries to put the pages in date order. Circle any T on earliest dated diary entry, circle any letter E on the next earliest diary date entry and continue on the remaining pages, in date order, with S, L and A.
13. Create Edison's diary by adding the Edison diary cover art on front cover of the journal and inserting the 5 Edison diary entries inside in random order. Add historical photos on various pages, if you like. Depending on the difficulty level you want for your students, you can place on a bookshelf where it must be found or place out in the open with the other clues.

14. Explain to your students that they'll need to work together and search the room thoroughly and respectfully in order to play the game. Explain how the hint cards work.
15. Show your students *The Energized Guyz Power Play* story video, set your timer for 45 minutes and begin.
16. Ask your students the Reflection and Knowledge questions after they've completed the game.
17. You will be receiving an email containing a link to fill out a teacher evaluation and feedback form.
18. After your complete evaluation is submitted, you'll receive a code and instructions to register your kit.
19. Explore the additional games at BreakoutEDU.com and plan your next adventure. Your subscription is good for one year starting from your registration date.
20. If you have questions regarding this program, feel free to email Pat Rowan at PRowan@NationalTheatre.com

The Clues:

The following are the main puzzles/clues used to open the various combination locks. The padlock is opened by the key that is taped to the back of the Nikki Neutron sign. Each clue is tied to one of the main educational points from the live program, also found in the student playbook.

Educational point: What is energy?

Corresponding lock: 5-letter combo lock

Answer: TESLA

- 5 Edison diary entries, although fabricated, include real historical information.
- Diary entries include references to Nikola Tesla.
- At this point in the game, it is likely students will have discovered the padlock key which gives them access to the UV flashlight.
- Using the flashlight on the diary entries and putting the pages in date order will lead them to the answer which opens the 5-letter combo lock.

Educational point: How energy is wasted

Corresponding lock: 5-shape combo lock

Answer: Shapes corresponding to map symbols in this order:
Square, Circle, Star, Triangle, Diamond

- 5 Wanted posters describe energy-wasting crimes, perpetrated by The Sneaker, the villain from the live program.
- The crimes occurred on different dates at 5 city locations, found on the neighborhood map.
- Each crime scene location is represented by a symbol.
- By matching the symbols to the locations and figuring out the timeline of events, students discover the symbols/shapes and put them in order, resulting in the lock's combination

Educational point: Ways to conserve energy

Corresponding lock: 3-digit combo lock

Answer: 1-1-7

- 3 different utility bills for a home, a school and a business show kilowatt-hour usage of different appliances in a month. Calculate kWh or price per kWh from a utility bill.
- The 3 bills share one item in common (vacuum cleaner) and the total cost to use it per month is blank on each bill.
- By calculating the cost, using time, watts used and price per kWh for the vacuum, students will realize that the monthly cost for the vacuum is the same for all 3 bills and discover that it's the 3-digit lock combination.

Educational point: Ways to save energy
(featuring the Words to Know from the student playbook)

Corresponding lock: 4-digit combo lock

Answer: 1-4-3-8

- By the Numbers – Match the Words to Know with the definitions. Draw a straight line from word to definition to uncover a secret code for the combination.
- It's important to use a ruler for this activity to draw a straight line from dot to dot. When done correctly, some of the lines will pass through numbers. Starting at the top and moving down, the numbers form the four digit code to unlock the box.