



Mind Masters Junior Power Play **Classroom Game**

THE STORY

Attention civilians – James Blonde and the Mind Masters need your help! The villainous MindMeddler was defeated, but now a Copy Cat has popped up... and she has claws! This negative nuisance is determined to fix everyone's mindsets and it's up to you to stop her! Use your positive thinking and resilience skills to prevent a catastrophe. You only have 45 minutes to solve these puzzles, so it's MEOW or never! Good luck!

ITEMS YOU'LL NEED TO SET UP THE GAME

Listed below are the items and locations for the game materials. There are additional kit items provided to be used with future games, but you'll only need the specific kit items listed below for this Mind Masters Junior Power Play game. You can make the game tougher or easier by hiding clues and materials, or placing them out in the open.

KIT ITEMS

- 1 large lock box to be placed on a table in the playing area
- 1 small lock box to be placed inside the large lock box
- 1 padlock with key
- 1 five-shape combination lock
- 1 five-direction combination lock
- 1 four-digit lock
- 1 three-digit lock
- 1 blue lock hasp
- 1 UV flashlight
- 1 UV marker
- 2 hint cards

PRINTED GAME RESOURCES

- Teacher Instructions (for classroom setup)
- Game Logic Map (for classroom setup)
- Reflection Questions
- Congratulations Certificate
- Brain puzzle
- Newspaper
- Crossword
- Note
- Town Map
- Catnip Card

SETUP

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

1. Go to www.NTCPowerPlay.com and select the *Mind Masters Junior Power Play* game.
2. Click the PLAY button to access all materials needed for the classroom game.
3. Read the game story and watch the teacher tutorial video.
4. Review and print all game resources. You may wish to make additional sets if you have multiple groups of students playing during a single game session.
5. Prepare the three-digit lock, the four-digit lock, the five-direction combination lock, and the five-shape combination lock with the solutions below:
 - Three-digit lock = 5-8-1
 - Four-digit lock = 5-2-7-4
 - Five-direction combination lock = Right-Down-Down-Left-Up
 - Five-shape combination lock = Square-Triangle-Square-Triangle-Diamond
 - Padlock = Key hidden somewhere in the room, discovered by clue written in UV pen (teacher to decide location and clue)

Instructions for setting the combinations can be found here: www.breakoutedu.com/locks

6. Prep the lock boxes:

- a. In the small lock box, place one Catnip card. Lock the small box with the padlock.
- b. In the large lock box, place the small lock box, and the UV torch. After preparing the combination locks, you will lock this box by first attaching the blue lock hasp and then locking with the three-digit lock, four-digit lock, five-direction combination lock, and the five-shape combination lock.

7. Hide the key somewhere in the room. Using the UV marker, write a message on one of the printed worksheets stating where the key is hidden. If you want to add an extra layer of difficulty you can break up your message across multiple worksheets so students will need to rearrange them in order to uncover the message. For example, if the clue is "Look behind the whiteboard", each word could be written on a different worksheet.

8. Place your two blank Hint Cards at the front of the classroom, face down. These are intentionally blank so that you can tailor your hints to the situation, so don't let your students turn them over. In order to use a Hint Card, your students must all agree that they are ready for a hint. There are suggested hints below, but feel free to use your judgement and improvise hints based on what your students need.

9. Show your students the first part of the *Mind Masters Junior Power Play* story video. Pause the video when cued.

10. After the video, repeat the mission to the students. For example: "To help James Blonde and Bingo stop the Copycat you have to work together (respectfully) in your teams to solve the clues and open the lockboxes. Your team has 2 HINT cards that you can use if you need help, but only if every person in your team agrees that they want it. You have (TIME OF THE SESSION) in which to do it!"

11. Set your timer for 30-45 minutes, hand out the puzzle sheets, and begin! A representative of each group can now collect a pre-prepared large lockbox from the front of the room.

12. At the conclusion of the game, students will open the small lock box and discover a Catnip card with the instructions to "Hand this to your teacher to complete your mission."

The second part of the *Mind Masters Junior Power Play* video can now be played to conclude the story.

The Power Play Certificate of Completion and any additional prizes from the teacher are then handed out.

13. After they've completed the game, ask your students the Reflection Questions. Some extra questions you may want to ask the class are:

- How did you solve the different puzzles?
- What was your thought process in doing so?
- What would you do differently next time?

14. Feel free to further explore with students the ideas and concepts discovered in the game:

- Ways to build resilience
- How physical health supports mental health
- Tools to manage stress
- The difference between a Fixed and Growth Mindset
- The power of our brains

15. Now explore all the additional games at www.ntcpowerplay.com and also speak to your school contact who will have received a one year subscription to access all the games at www.breakoutedu.com where you can plan your next adventure..

THE CLUES

The following are the five puzzles and clues used to open the various combination locks.

Corresponding lock: Three-digit lock

Answer: 5-8-1

Students need to solve the crossword in order to discover the three highlighted letters. In order from top to bottom the letters are I-L-E. Students will need to notice the clue L=8 on the note 'stuck' to the page, it is a key for a cipher code. By writing 8 next to the L on the alphabet on the side of the page they will unlock the other letters

Hint: Count backwards to find your answer.

Corresponding lock: Four-digit lock

Answer: 5-2-7-4

This solution can be found by reading the newspaper. Students need to notice that within each article is a number. Each paragraph also starts with a letter: A-B-C-D. By using the order of letters to determine the order of numbers, they will unlock the code.

Hint: Don't forget your ABC's

Corresponding lock: Five-direction combination lock

Answer: Right-Down-Down-Left-Up

This solution can be found by using the note and town map together. The story in the note describes a journey between certain locations. When following that journey on the map, a series of directions will emerge.

Hint: If you're lost, look at a map!

Corresponding lock: Five-shape combination lock

Answer: Square-Triangle-Square-Triangle-Diamond

This solution can be found by solving the brain puzzle worksheet. Students must connect the individual coloured dots to form shapes, then arrange them in rainbow order.

Hint: If it's gold you seek, try looking for a rainbow.

Corresponding lock: Padlock

Answer: Key

Once the students have opened the large lock box they will find a UV torch. They will need to shine it on the previous puzzle worksheets to find the secret message guiding them to the key's hidden location.