

Ready or Not

Power Play Classroom Game

The Story:

Penelope Planner's aunt, Ima Scientist, has accidentally unleashed a disaster – Calamity Dwayne. Penelope doesn't know what Dwayne will become, but fortunately, she has created a plan for handling dangerous situations like hazards, emergencies and disasters. Unfortunately, the plan is missing, lost in Aunt Ima's laboratory, the Inventorium. Penelope needs your help finding the plan so that you'll all be prepared when Dwayne strikes. You have 45 minutes to solve the puzzles in Aunt Ima's lab, find the plan, and be prepared. Good luck!

Items you'll need to set up the game:

Here are the materials you need for your students to play the game. There are also suggested locations for some of the game materials. You know your students best, so 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 hidden in classroom**
- **1 Cipher Wheel (simple assembly required - place in small lock box)**
- **1 large lock box on a table**
- **Family Preparedness Guide (place in large lock box)**
- **Reflection and Knowledge Questions (place in large lock box)**
- **Padlock key is hidden, taped to the back of the "Are You Ready?" sign, hung on the wall**
- **Morse Code Telegraphy sign with QR code and Teletype It Out equations on table near large lock box.**
- **City Map with Color Locations hung on the wall**
- **5 GUber receipts placed on table**
- **9 cut up squares of Pictograph Puzzle on table**
- **Radio Announcement to be read aloud as an audio clue**
- **Hint cards (for teacher use if students are stuck and need help)**
- **Logic Map (for pre-game teacher use)**
- **FAQs (for pre-game teacher use)**

Setup:

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

1. Go <http://www.NTCPlayworks.com>, select Minnesota and click on *Ready or Not* program
2. Then click on *Power Play* to access all the materials needed for classroom game.
3. Read the game story and watch the teacher tutorial video.
4. Print out and assemble all the game resources
5. Prep the lock boxes:
 - a. Cut out, assemble and place the Cipher Wheel in the small lock box and lock with the 3-digit lock.

Educational point: Communication is key in creating a family emergency plan

Lock: 4-digit lock

Answer: 5-6-4-7 from PLAN

- From the teletype poster and equations underneath, students should figure out that the dot-dash word combinations are Morse Code and spell out the word PLAN. When you plug the letters P-L-A-N into the equation and use the Cipher Wheel, you'll get the 4-digit code 5-6-4-7. There is also a QR code and website address under the teletype image to take them to the legend to break the Morse code. Once they discover the Morse code spells out PLAN, then they need to solve the If-Then equations.

Educational point: Be informed and take action

Lock: 5-arrow multi-lock

Answer: Right-Down-Right-Left-Up

- Ten minutes into the game, the teacher reads aloud the Radio Announcement at least 3 times. The words right, down, right, left and up are included in the announcement in the correct order for unlocking the lock. You choose how much to stress those words when reading, based on your students' skill levels.

Educational point: Who to seek for help in an emergency

Lock: 3-digit combo lock

Answer: 9-1-1

- Nine Pictographs when arranged in the correct order reveal 9-1-1.

Educational point: Helpful locations in the event of a disaster, emergency or hazard

Lock: 5-color multi-lock

Answer: Blue-Orange-Green-Yellow-Red

- There are 5 different GUber Receipts from 5 different car trips, so by looking at the date, time and distance from each trip, your students should be able to put in order the color combination from the color of the building on the map in the correct order.
- GUber Receipts to show date/time of Aunt Ima's travel as she created her plan.
Day 1 – Oct. 13th @ 9 AM - Home to Police (**Blue**) 3 miles
Day 2 – Oct. 15th @ 11:30 AM - Home to Fire Station (**Orange**) 5.2 miles
Day 3 – Oct. 17th @ 1 PM - Home to Family Meeting Place - Park (**Green**) .5 mile
Day 4 – Oct. 17th @ 2:30 PM - Home to School (**Yellow**) 2.7 miles
Day 5 – Oct. 23rd @ 9:45 PM - Home to Hospital (**Red**) 8.4 miles

The End:

When students solve the puzzles and open the large lock box, they discover the Family Preparedness Guide and any additional prizes chosen by the teacher. The Reflection and Knowledge Questions can also be found in the large lock box and used as discussion prompts to solidify the learning from this classroom game experience. Since several teachers at each school will be sharing kits, you might also try a classroom competition, keeping track of each classroom's finish time to determine the winner(s).