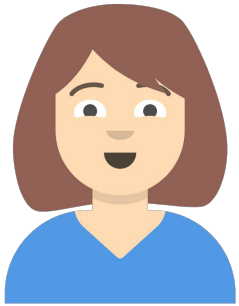


GETTING READY FOR THE GAME COMPETITION



STEP 1

CREATE YOUR AVATAR

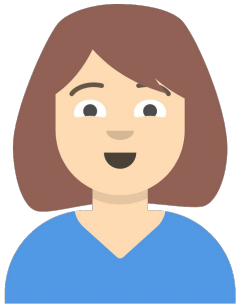


"SKIPPY" ←

- USE YOUR OWN GRAPHICS PROGRAM IF YOU WISH
- AVATAR CAN BE A PERSON OR NON-PERSON
- GIVE YOURSELF A **FICTIONAL NAME**
- FIND A WEBSITE OR APP WHICH MAKES AVATARS SUCH AS: **AVATAR MAKER FOR GOOGLE CHROME**

STEP 2

SUBMIT YOUR AVATAR



“SKIPPY”

- DOWNLOAD THE IMAGE AND SUBMIT IT WITH YOUR FICTIONAL NAME
- SUBMIT AS PART OF THE **“CREATE AND SUBMIT YOUR AVATAR”** ASSIGNMENT
- BY SUBMITTING YOUR AVATAR YOU EARN **20 POINTS IN THE COMPETITION**

WATCH YOUR AVATAR DAILY

In the
ANNOUNCEMENTS
Check for point and badge
updates EACH DAY



200 POINTS



270 POINTS



**SEE HOW
YOU ARE
RANKING
IN THE
CLASS!!**

STEP 3

PARTICIPATE IN THE GAMES

BEGIN CREATING BEST QUICK REFERENCE GUIDE

DOWNLOAD AND REVIEW THE TEMPLATE
(FROM ASSIGNMENT-BEST QUICK REFERENCE GUIDE-SUBMIT PROJECT)

TAKE NOTES AS CLASS PROGRESSES TO CREATE GUIDE



STEP 3

PARTICIPATE IN THE GAMES

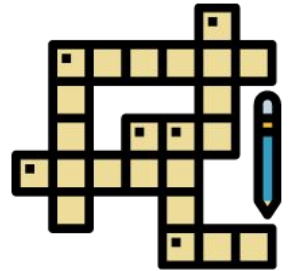
#1-CROSSWORD PUZZLE GAME

COMPLETE PUZZLE

(FROM ASSIGNMENT-CROSSWORD PUZZLE-SURVEY QUESTION WRITING)

SCREEN CAPTURE FINISHED PUZZLE AND SUBMIT

EARN MAX 60 POINTS!



STEP 3

PARTICIPATE IN THE GAMES

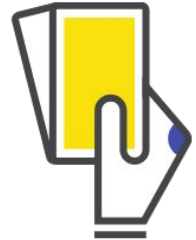
#2-CARD MATCHING GAME

COMPLETE GAME

(FROM ASSIGNMENT-CARD MATCHING-SURVEY FORMATS)

SCREEN CAPTURE FINISHED GAME AND SUBMIT

EARN MAX 60 POINTS!



STEP 3

PARTICIPATE IN THE GAMES

#3-HANGMAN GAME

COMPLETE GAME

(FROM ASSIGNMENT-HANGMAN-SURVEY QUESTION RESPONSES)

SCREEN CAPTURE THE RESULTS OF **EACH OF THE 10 ROUNDS**
OF PLAY AND SUBMIT THEM INDIVIDUALLY
(THERE SHOULD BE A TOTAL OF 10 SCREENSHOTS SUBMITTED)

EARN MAX 60 POINTS!



STEP 4

SUBMIT BEST QUICK
REFERENCE GUIDE PROJECT

**EARN MAX 150
POINTS!**



SEE YOUR FINAL RANKING

266 TO 350 POINTS



181 TO 265 POINTS



180 POINTS OR FEWER POINTS





GOOD LUCK!