

# SESSION TWO >>

## Playing Activate

**ANTICIPATE >>** the lesson by asking “What problems at school would you like to see changed?” Examples may include poor school lunches, safety issues, boring curriculum, lack of clubs, and early start and end times.

**CREATE >>** a list of action steps with your students that they can take to solve some of the problems on the board. Examples: letter writing, awareness campaigns, fundraising.

**TELL >>** students that they will be playing a game that revolves around identifying a problem and taking action to solve that problem.

**LOG ON >>** to [www.icivics.org](http://www.icivics.org).

**NAVIGATE >>** to *Activate* by following these steps: click the “Play Games!” button on the main screen, then scroll down to the *Activate* game.

**INSTRUCT >>** players to click on “Instructions” if they haven’t played the game before, or to jump right in by clicking “New Game.” They should follow these simple steps:



1. The player must select an avatar to represent him or her in the game. After selecting an avatar, the player must choose an issue to focus on at the personal level



2. The player must first act by volunteering in the community. Instruct players to click on the avatar, then click volunteer, and finally select the “Personal” action that is highlighted.



3. By volunteering, the player fills the agenda bar at the top of the screen. When this bar is full, a player has completed a level and can set a new agenda on the local level!



4. At each level, new tasks are made available in the following three categories: Spread Awareness, Raise Funds, and Pursue Leaders. Volunteers join the player throughout the game to help out. The player can click on a volunteer to pick an activity for that volunteer.



5. The player moves from the personal, to local, to state, to national level. He or she will set an agenda and take action on each level.



6. At the national level a map of the United States will appear. The goal is to raise awareness in all regions to 100% by holding events in each region.

