

**"Go out on a limb, that's where the fruit is," Jimmy Carter**

We are about to try something new and very different in this class. It will challenge you, and it will challenge me. However, I am hopeful it creates a class that is engaging for you, centers around your learning, and makes this course meaningful. *Welcome to the gamified history class.*

**The Campaign:**

Welcome, historians. You have been hand picked to journey through time with a special purpose. You are charged with finding the answers to questions many great historians who came before you could not.

Through your heroic challenges, and quests of all types, you will accumulate the knowledge and expertise to conquer these questions:

- *How have past civilizations created the foundations for the modern world?*
- *How are historical patterns revealed when studying past civilizations?*
- *How do historians interpret the past?*
- *How do belief systems influence various aspects of society?*

In essence, we examine T.S. Elliot's claim of history- ***"The historical sense involves a perception, not only of the pastness of the past, but of its presence."***

Good luck, and let's begin....

**Experience Points (XP)**

As we move through the course, you will earn experience points or "xp". Each piece of coursework will be assigned an XP value. Everybody starts with 0 XP. As you complete your coursework you will gain XP. You will earn solo XP and XP as a member of a guild.

**Quests/ Challenges/ Mini Missions**

All coursework/ assessments will now be known as quests or challenges. The amount of XP is determined by the difficulty of each quest.

Epic Challenge (Tests)= **1000xp**

Heroic Challenge (Quizzes)= **500 to 750xp**

Side Quests (Coursework)= **200 to 400xp**

Social Quests (Class Engagement) = **150xp**

**Achievement Points (AP)**

There will be multiple opportunities to unlock Achievements in this class. Some are connected to your Quests/ Challenges, some are through "Mini-Missions", and some are a secret. Each unlocked achievement earns you a certain amount of Achievement Points or "ap". AP can be used to buy rewards from the item shop, upgrades, and perks. All AP will be distributed on Schoology.

**Mini Missions**

Mini missions are extra curricular activities that are not tied to your academics. These are things that can get you some serious AP. They will be posted in the "Mini Mission" folder or on Twitter (@mcgdux).

**Leaderboards**

On Schoology, I will be posting our leaderboards. You can see where you rank verses other students in XP and Level (XP combined with AP), Guild vs Guild, and Class vs Class. You will be identified by your unique "Scholar Tag" or your Guild name.

**Guilds**

By definition, a guild is an association of people for the pursuit of a common goal. Each term you will be placed into a guild. Guilds work together to accumulate XP. The partners in your guild will not necessarily always be your partners for projects or group activities. Hold each other accountable and work together, even if you are not working together.

***"This is your last chance. After this, there is no turning back. You take the blue pill - the story ends, you wake up in your bed and believe whatever you want to believe. You take the red pill - you stay in Wonderland and I show you how deep the rabbit-hole goes."***