



SCRIPTED INTRODUCTION

things you should know first:

TECHNOLOGY



Desktops & Laptops

Access by internet browser at zoou.centervention.com — nothing to download.



Tablets

Download free app Puffin Academy. More info in the Resources page on your educator dashboard.



Headphones

Recommended, as dialogue and tone of voice differentiation are important to the game.

STUDENT LOGIN

Student Name:

zoou.centervention.com

Username:

Password:

Download login cards from the Resources page on your educator dashboard.

Type student information into the editable PDF, and print and laminate so students can log in independently.

TIME



First Time Playing

The first time students play, block out 45 minutes. It will take them a while to navigate to the website, log in, go through the introductory scenes, and start playing.



Regular Play

The game is most effective when students play regularly, about once a week. After this initial session, you can adjust how long you'll need, but the sweet spot is 30-40 minutes.



SCRIPTED INTRODUCTION

SIX SKILLS



Impulse Control
the ability to control your behaviors



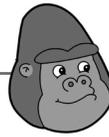
Emotion Regulation
the ability to identify and manage your feelings



Empathy
the ability to identify and understand other's feelings



Cooperation
working together with others as a team



Social Initiation
knowing when and how to work and play with others



Communication
what you say and how you say it

INTRODUCING KIDS TO ZOO U

Don't hype up Zoo U as a super fun game. Kids who play mature games at home may be disappointed. **Do** frame Zoo U as a game that they *get to play* to learn, rather than doing a typical lesson or activity.

say this

“ We're going to be learning some skills that will help us get along with each other at school. Instead of doing a normal lesson, you get to play an online game where you'll practice situations that you may experience at school.

You'll create an avatar to represent you in the game and customize how it looks. Your avatar will be a student at Zoo U, where the students are learning to be zookeepers. In each scene there will be a problem: maybe you can't find your class, or there might be students who are bothering you. Try your best to solve these problems just like you would if they happened at your real school, but don't worry about making the right choice every time. In fact, there aren't really wrong answers and right answers - it's all about practicing.

”



SCRIPTED INTRODUCTION

LOGGING IN: STEP-BY-STEP

say this

“ The website for the game is zouu.centervention.com. You can see the web address above your name on your login card. Type it into the address bar at the top of your browser, and hit enter. ”

If you have a shortcut to zouu.centervention.com on student's desktops, direct them to that instead.

Students screens should look like this:

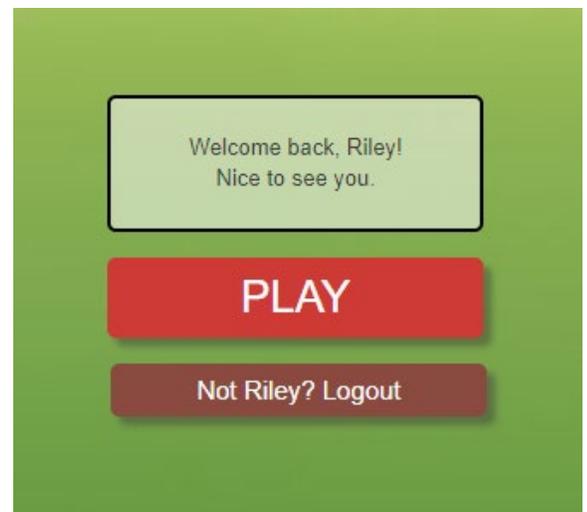


say this

“ Look at the red button on the middle of the screen. It should say “Login.”

If it says “PLAY” and there is a message above it that says “Welcome back, so-and-so,” someone else may already be logged in (*image right*).

We always want to make sure we're not playing on someone else's account, so if you see this, click the darker red button that says “Not so-and-so? Log out.” ”





SCRIPTED INTRODUCTION

say this

“ Click on the red login button on the middle of your screen. Type in your username that is listed on your login card. Notice that it has a period that you need to be sure to type in the right spot.

Next, type in your password that is on your login card. Then click the blue “log in” button. Once you are logged in, you’ll see a picture of a school building and a logo that says “Zoo U” on top of it. Once you see this screen, don’t click anything. Put your hands on your head so I know you’re ready. ”

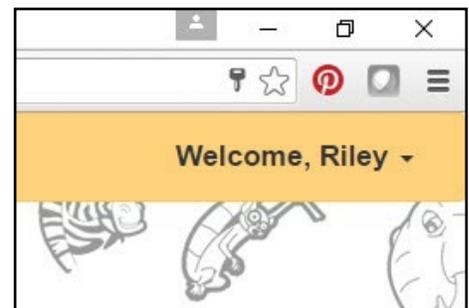
Students’ screens should look like this:



say this

“ Look at the top right corner of your screen. If you entered the correct username and password, it should say “Welcome, your name.” Each time you log in, before you start playing, make sure you see your name in that spot. If you don’t see your name there now, raise your hand. ”

Make sure everyone has successfully logged in to their own account.





SCRIPTED INTRODUCTION

THE FIRST SIX SCENES

The first six scenes of Zoo U help personalize the game to each student.

Students will then automatically start the main intervention, or skill building, part of the game. (Most likely not during their first session.)

say this



A character named Principal Wild is going to introduce you to the game, have you create an avatar, and help you practice a little. Then you'll play the first six scenes of the game. These scenes are short, and they help the game get to know you. Do your best, but again, don't stress about making all the right choices. The first six scenes will be the same for each of you, but after that, you may choose to play than your friend next to you. So don't worry about what your friends are doing.

Click "Click to Play" on the screen to start playing!



INTERVENTION & PERSONALIZED FEEDBACK

30 scenes, five for each skill

The first scene for each skill will be unlocked so students can choose where to start. If the student fails to reach mastery of a scene three times, the scene below will unlock automatically. After each scene, Principal Wild will give each student feedback specific to their choices.

say this



For the rest of the game, each scene is going to be a little longer and have more challenges for you to figure out. After each scene, Principal Wild is going to give you some advice on the choices that you made. He'll point out your good choices and give you some tips on different decisions you could have made. Make sure you listen to his advice so that you can improve and move on to the next scene. You need to make mostly good choices to unlock the next scene.





SCRIPTED INTRODUCTION

SAVING & LOGGING OUT

If students log out or close their browser without clicking “Save Game,” their data for that scene will be lost.



say this

“ After watching Principal Wild's feedback, it's really important that you click the green button on that screen that says “Save Game.” If you log out or close the window before you save the game, you'll have to play that scene again, even if you already passed it. If you finish a scene and you're not sure how to save, please ask me. ”

Students should log out when they are done playing to prevent classmates from accidentally playing on their account.

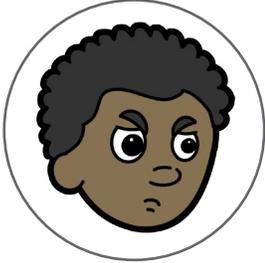
say this

“ When you are done playing Zoo U for the day, first remember to click “Save Game.” Then it's very important to log out so that one of your classmates doesn't accidentally play on your account. To log out, click on your name in the top right corner, then click “Logout” on the menu that drops down. ”



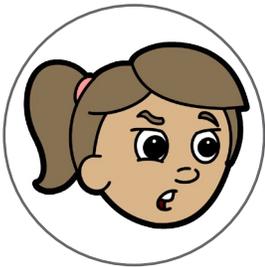
SCRIPTED INTRODUCTION

EXPECTED STUDENT REACTIONS



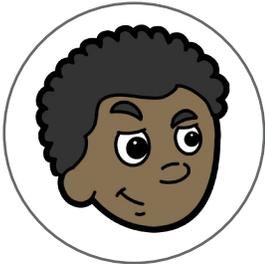
Frustration

In addition to the six social and emotional skills, Zoo U builds resilience and perseverance. Remind students that this game is all about practicing and learning. We don't often get anything right on the first try, but if we keep practicing, we'll get it eventually.



Asking for help

Students will be more successful with Zoo U in the long run if you encourage them to persevere in figuring out how to move through the game and solve problems on their own. Try to only step in if they are really stuck. Resources to help students are available on your educator dashboard.



Making choices to provoke a reaction

Don't worry, this is exactly what students are supposed to do. Zoo U allows students to practice social interactions with peers before trying them in real life.

If students make all the possible "bad" choices in a scene just to see what will happen, they won't pass. Principal Wild will give them feedback, and they'll play that scene again.

CONTACT US

If your students are having a common reaction or frustration, please let us know so that we can give tips on the best way to address it!

Email questions and comments to support@centervention.com