

HOMEROOM



Players must navigate from homeroom to History class before the bell rings. Obstacles include successfully opening a combination lock, interesting classmates and objects in the hallway, and finding the classroom in an unfamiliar building.

Objective: Follow teacher directions; demonstrate time-management skills; avoid distractions; know when to utilize resources such as MINION (tablet with map, schedule, and notes)

HISTORY



Players take notes during Professor Babel's lecture, "Super Villain History." Players must then provide a brief summary of the lecture for a classmate who arrives late, before teaming up to complete a quiz game.

Objective: Demonstrate receptive and expressive communication skills; recall information and apply learning

LUNCH



Players enter the cafeteria with a friend and decide where and with whom to sit. Players must choose between an empty table, a table with two unknown classmates that has two empty seats, or a table with classmates from elementary school that only has one empty seat, leaving out their friend.

Objective: Initiate positive and appropriate social interaction with a new group of students.

SURVIVAL TRAIL



Players collaborate with peers on a scavenger hunt on the Survival Trail. Players must use their superpower (duplicating others' powers) to reach the items they need to collect.

Objective: Use cooperation and teamwork skills to complete a task; consider thoughts and feelings of teammates in decision-making process

POWERS TRAINING



Players attend Powers Training class and must decide between helping a peer who is upset and playing two fun games with classmates.

Objective: Employ empathy skills to help a classmate, even when the classmate may not be sure of what they need; demonstrate maturity in knowing when to choose between having fun with peers and helping a peer in need

THE TERMINAL



A student is asked to tell players how to get to the bus terminal, but he duplicates himself as a trick, leaving players lost. Players then must be resourceful to find their way to the buses. Later, players are given the opportunity to retaliate against the student who tricked them.

Objective: Regulate emotions in order to stay focused; communicate appropriately with adults; demonstrate maturity when faced with the temptation to gossip; resist revenge when given the opportunity

THE REPLICA



Players work on a team of three to assemble a replica of a time machine. They must follow step-by-step written instructions to complete their part of the machine successfully.

Objective: Use resources (professor, MINION, observation) and social initiation to locate correct group to join; learn that cooperation involves working together, acting responsibly, and showing respect; demonstrate impulse control while completing a project, avoiding the temptation to rush through the tasks

POWER FLIP



Players ask to join in with two separate groups to play the card game Powerflip and are rejected both times. Players process thoughts and feelings with another student, then practice the best way to ask to join an activity, including how close to stand to the group.

Objective: Practice initiation, impulse control, emotional regulation, and reflection in a social situation

HERO SIMULATION



Players work with classmates to create a superhero training video. When a classmate wants to be the same role as players, they must compromise to be both the director and the acting coach.

Objective: Cooperate with a team to reach a goal; compromise with a classmate; communicate effectively in order to help classmates match appropriate tone of voice and body language to the situation

FIRE AND ICE



Players play three virtual reality games. In Fire and Ice, players practice impulse control by throwing fire at orange targets and ice at blue targets. In Hurtful-Helpful-Not Helpful-Kind, players are given a scenario and tasked with categorizing different verbal responses. And in a choose your own adventure game, players practice Stop and Think by navigating different scenarios.

Objective: Practice impulse control; use empathy skills to categorize verbal responses as hurtful, helpful, not helpful or kind; utilize stop and think while role-playing different scenarios

THE ESCAPE



Players witness Dr. Klepto's attempt to destroy Hall of Heroes. An older student helps players calm down by using breathing and battling their "shadow self." Another student, whose superpower is to see other's feelings in a colorful aura, walks players through identifying others' emotions using body language. Players then borrow her power to see if they correctly identified classmates' emotions, and use the strategies they learned to make the classmates feel better.

Objective: Manage intense emotions through deep breathing and positive self-talk in order to facilitate effective communication; use empathy to determine emotional state of classmates; give classmates strategies to regulate their emotions

SURVEILLANCE



Players study security camera recordings in Principal Shields' office in an attempt to clarify details of how Dr. Klepto entered Hall of Heroes, stole the teachers' powers, and destabilized the volcano.

Objective: Differentiate facts vs. assumptions; use evidence and eye witness accounts to gather information; identify and understand classmates' emotions

THE MISSION



Players work with classmates to develop and execute an action plan to travel back in time to stop Dr. Klepto before he can destroy Hall of Heroes. Players must match their classmate's super powers with the tasks that need to be completed.

Objective: Use leadership and teamwork skills to devise and complete an action plan; identify a main goal and the steps needed to reach that goal; when teammates are uncooperative and difficult, facilitate positive communication and demonstrate a balance of assertion and empathy

REORIENTATION



Players travel back in time to the first day of school, careful not to alter the future by giving themselves away too soon, and assemble a team to stop Dr. Klepto and save Hall of Heroes.

Objective: Apply an array of social and emotional skills to work through challenges and successfully achieve a shared goal