



SCRIPTED INTRODUCTION

things you should know first:

TECHNOLOGY



Desktops & Laptops

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



Tablets

Hall of Heroes is HTML5 - based, so it can be played in your tablet's internet browser.



Headphones

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

STUDENT LOGIN

hoh.centervention.com
student name:
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 scene, 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.

SIX SKILLS



Impulse Control

the ability to control your behaviors

Emotion Regulation

the ability to identify and manage your feelings

Cooperation

working together with others as a team

Empathy

the ability to identify and understand other's feelings

Social Initiation

knowing when and how to work and play with others

Communication

what you say and how you say it

INTRODUCING KIDS TO HALL OF HEROES

Don't hype up Hall of Heroes as a super fun game. Kids who play mature games at home will be disappointed. **Do** frame Hall of Heroes 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 get to create an avatar to represent you in the game and customize how it looks. Your avatar will be a student at Hall of Heroes, where the students are learning to be superheroes. 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.

”

LOGGING IN: STEP-BY-STEP

say this

“

The website for the game is hoh.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 hoh.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 yellow button that says “Not so-and-so? Log out.”

”





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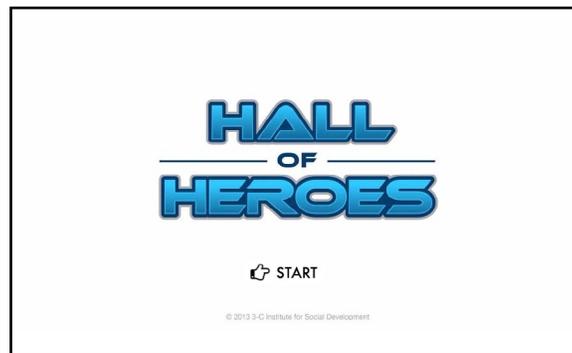
say this

“ 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 Hall of Heroes logo and the word “Start” underneath 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:

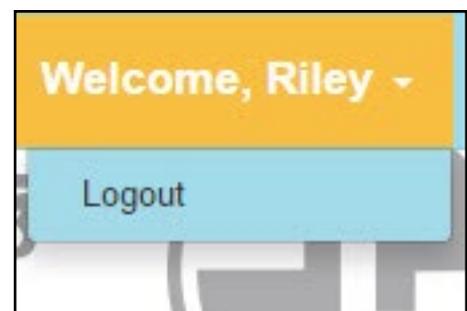


say this

“ 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.



ORIENTATION

Students will be prompted to create an avatar, and then watch a brief introduction. Students will then automatically start the intervention.

say this

“ After you log in, the first thing you'll do is create an avatar. Then, a character named Principal Shields is going to introduce you to the game. After that, you'll be able to start playing! Do your best, but again, don't stress about making all the right choices. You and your friends will probably play at different paces, and that's okay. If you're ahead of your friend, try to resist giving them advice on how to play. Everyone will learn more if you complete the challenges on your own. ”

INTERVENTION & PERSONALIZED FEEDBACK

Peers in the game will offer real-time feedback to players based on the choices they make. Principal Shields will also give students quizzes at certain intervals throughout the game based on what students have learned so far.

say this

“ Each scene will have a challenge for you to figure out. Your classmates and teachers will give you feedback on your choices, just as they would in real life. Principal Shields will also give you short quizzes on what you're learning, so make sure you're paying attention to the other characters in the game. ”

Click "Start" on the screen to start playing!



SAVING & LOGGING OUT

If students log out or close their browser before completing a scene, their data for that scene will be lost. The game will save automatically when a scene is completed. (Some longer scenes will auto-save at a couple points mid-scene, but it's safest to totally complete the scene.)



say this

“ It's really important that you finish a scene before you close your browser window or log out. If you log out or close the window before you see the word “complete” under it, you'll have to play that scene again from the beginning. ”

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

say this

“ When you have completed a scene and are done playing Hall of Heroes for the day, 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. ”

EXPECTED STUDENT REACTIONS



Frustration

In addition to the six social and emotional skills, Hall of Heroes 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 Hall of Heroes 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. Hall of Heroes is a place for students to practice social interactions with peers before trying them in real life.

If students make "bad" choices in a scene just to see what will happen, their peers and teachers will give them feedback. Students can always go back and replay scenes to try different choices, too.

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