<https://docs.google.com/a/cps.edu/forms/d/184eBHA1zc5s0vVk3saKPJ7Cc5aBtpsTbaLo6Ayq7bio/viewform>

Leaderboard

CoD: Urban STrEaMists\*

The Story

With unprecedented urbanization comes urban fragility. Earth’s natural resources are getting depleted at an alarming rate. Clean water and food are becoming scarce. Fuel is limited and expensive. The world is reeling from the onslaught of pandemics i.e. HIV, 2009 H1N1. Technological combat on the ground and in cyberspace continues globally. Poverty, violence, and instability is rising. Our human societies and our life support systems are collapsing. But, we lack the capacities needed to face the magnitude of these challenges.

The Call of Duty (CoD) has sounded. You the Urban STrEaMists, from Haines ChiTown, are called upon to strengthen and utilize your Science, Technology, Research, Engineering, Arts, and Math knowledge, understanding, and skills to save human societies from its impending doom.

CoD: The Urban STrEaMists, the game, awards XP points and badges to teams of players that complete “Epic Quests” (actions) and “Displays of Awesomeness” (behaviors).

WARNING: This game, is only for those who dare to take risks and be challenged, it is optional. XP points and badges are correlated but NOT directly associated with report card grades (c/o Mr. Matera - <http://www.mrmatera.com/2013/01/grading-with-xp-gamification-part-iii/>)

8th-Grade - Physical Science - concerned with the study of inanimate natural objects

Physics - concerned with the nature and properties of matter and energy (mechanics, heat, light and other radiation, sound, electricity, magnetism, and the structure of atoms)

Chemistry - deals with identification of the substances of which matter is composed; investigation of their properties and the ways in which they interact, combine, and change; and the use of these processes to form new substances

Q1 - Matter: All materials, including life (and you) are made up of matter; matter has properties, structure, and function

Q2 - Energy: All tasks require energy; energy comes in different types and can move through matter in different ways (depending on a variety of factors) resulting in different types of interactions

Q3 - Forces and interactions: Different types of force result in different interactions between objects; force requires energy and can affect motion in predictable ways

Q4 - Waves: Waves (have properties) are created when energy interacts with matter; waves can be both helpful or harmful to society

7th-Grade - Life Science - concerned with the study of living organisms, including biology, botany, zoology, microbiology, physiology, biochemistry

6th- Grade - Earth and Space Science - deals with the earth’s physical structure and substance (constitution), its history, its atmosphere, and the processes that act on it; (deals with celestial objects, space, and the physical universe as a whole; study of issues specifically related to space travel and space exploration including space medicine, science performed in outer space)

**EPIC QUESTS**

Evidence of quest completion must be posted to twitter #STrEaM

**STrEaM Quick Fire Badge (250 XP)**

- You created something awesome related to STrEaM and shared it via twitter #HSTrEaM

**STrEaM Communicator Badge (100 XP)**

- You’re an expert at sharing information and/or experiences that further our knowledge of STrEaM share it via twitter #HSTrEaM

**CER Badge (100 XP)**

- You displayed your scientific argumentation powers by clearly proposing explanations based on the evidence derived from your investigation and research and posted a link of your work via twitter #HSTrEaM

**Responsible STrEaMist Badge (100 XP)**

- You advocate for safety and go the extra mile to thoroughly clean up and return materials after labs. Photo evidence is posted via twitter #HSTrEaM

**Haines Pride Badge (100 XP)**

- You love Haines and show it by attending a Haines-sponsored event outside school hours and sharing your experience via twitter #HSTrEaM

**DISPLAYS OF AWESOMENESS**

Evidence of authentic and spontaneous awesomeness must be observed directly by Dr. Ferrer

**Grit Badge (250 XP)**

- You initially failed but persevered in the face of a challenge

**Inquisitive Badge (200 XP)**

- You tried something in class just to see if it would work without being told to do so

**Leadership Badge (200 XP)**

- You went above and beyond to help another student or your team to succeed

**Zest Badge (200 XP)**

- You displayed palpable enthusiasm and approached new challenges with excitement and energy

**Uniqueness Badge (200 XP)**

- You displayed and shared a unique and novel idea or thinking related to STrEaM

**Levels**

**Quarkcal - 500 XP**

**Electronical - 1,000 XP**

**Protonical - 2,100 XP**

**Nucleucal - 3,200 XP**

**Atomical - 4,300 XP**

**Elemental - 5,400 XP**

**Molecular - 6,500 XP**

Archeanical - 7,600 XP

Prokaryotical/Bacterial - 8,700 XP

Eukaryotical - 9,800 XP

Anthropoidal/Humanoidal - 1.09\*104 XP

Apprentice STrEaMist - 1.5\*104 XP

Novice STrEaMist - 1.6\*104 XP

Master STrEaMist - 1.72\*104 XP

PhD STrEaMist - 1.83\*104 XP

Modern STrEaMist - 1.94\*104 XP

Nobel Prize STrEaMist - 2.5\*104 XP

Terrestrial STrEaMist - 2.7\*104 XP

Geospherical STrEaMist - 2.9\*104 XP

Environmental STrEaMist - 3.1\*104 XP

Biospherical STrEaMist - 3.3\*104 XP

Ecological STrEaMist - 3.5\*104 XP

Atmospherical STrEaMist - 4\*104 XP

Astronomical STrEaMist - 4.5\*104 XP

Stellar STrEaMist - 5\*104 XP

Universal STrEaMist - 105 XP

Ultimate STrEaMist - 107 XP

\*(Adapted from Kevin Cram)

[Terry Heick](http://www.teachthought.com/author/terryheick/)

Design your class like a video game 09/04/2013, <http://www.teachthought.com/learning/design-your-class-like-a-video-game/>

Removing the gamification in your classroom

<http://www.teachthought.com/teaching/17829/>

6-step process for adding gamification to your classroom 11/02/2013, [TeachThought](http://www.teachthought.com/author/teachthought-staff/) by Mia MacMeekin

<http://www.teachthought.com/video-games-2/6-step-process-for-adding-gamification-to-your-classroom/>

A brief history of gamification in education 08/27/2012, [TeachThought](http://www.teachthought.com/author/teachthought-staff/)

<http://www.teachthought.com/learning/a-brief-history-of-gamification-in-education/> by Knewton

Why we need explorers

<https://www.ted.com/playlists/126/the_big_picture>

[Brian Cox](https://www.ted.com/speakers/brian_cox)[Why we need the explorers](https://www.ted.com/talks/brian_cox_why_we_need_the_explorers)

Jun 2010