

Scalable Game Design 2017-2018 School Year Returning Teacher Agreement

The following details the agreement between the returning teacher participants who do not attend Summer Institute & Scalable Game Design (SGD) research team, regarding the benefits and responsibilities that the participants agree to by their involvement in the 2017 SGD Research Project.

The SGA research team agrees to provide the teacher participants with:

- Research tested Scalable Game Design classroom curricula and supporting materials.
- Ongoing support throughout the school year to help with the implementation of the Scalable Game Design curriculum.
- AgentSheets Inc. software for school and personal use at no cost for the duration of your participation with the project. Free school software is only available to USA project teachers.

In return for the above benefits, the teacher participants agree to:

- Utilize the SGD curricula, lesson plans, resources, supporting materials.
- Complete at least one classroom implementation of the curriculum and collect data in the fall semester of 2017, following published research process guidelines. An implementation typically lasts from 2 weeks to a full semester. Non-USA teachers and US teachers not participating in research are not required to collect data.
- Communicate with Yasko Endo (Yasko.Endo@Colorado.edu) about the dates & times of upcoming classroom implementations by completing a Classroom Implementation PRE-Survey at the start of the teaching semester.
- Allow members of the research team to observe class if requested (stipend is provided).
- Communicate with other participants to share experiences, and provide insights through regular use of the SGD Wiki and the SGD Facebook pages.

Class Implementation Requirements:

The classroom implementation has several steps:

Before Implementation Module Begins

- Review the SGD Wiki website page: https://sgd.cs.colorado.edu/wiki/Research_Process_2017-18
- Turn in the following signed documents to the research team: Teacher Research Consent form, Teacher Agreement form, Teacher Media Release form, upload your W9 (if your name or address changed) into the CU procurement system (all links on the Research Process page)
- Make sure the project Parent Permission forms and Media Release forms are sent home in a timely manner to allow parents time to return them before the lesson starts
- Contact nadia@computationalthinkingfoundation.org to receive teacher level account to AgentCubes Online
- Have your class take the Student Motivation Pre-survey before instruction begins.

During Classroom Implementation

- Teach the games and simulations of your choice as defined by the SGA team in the curricula.
- All students regardless of returning Parent Consent form can create games and simulations. However, only students with signed forms can participate in research by taking the post survey
- Save projects to AgentCubes Online, RECORD student project URLs in a Google document
 - Uploading AgentSheets and AgentCubes Downloadable project to the arcade is no longer required
- Have students take the Computational Thinking Video Quiz
- Make connections between Computational Thinking (use the terminology!) and course content

At the End of the Classroom Implementation

- Have students who turned in permission forms take the Post survey. When in doubt, let everyone take the Post survey.
- Send signed pages of the Parent Consent and Media Consent forms back to the research team via scan/email (Yasko.endo@colorado.edu) or fax (303-492-2844)

Scalable Game Design Teacher Agreement

By signing below, I confirm that I have read the Teacher Agreement form, understand the scope of the project and my involvement and responsibilities associated with the project.

Teacher Name

Teacher Signature

Date

Primary Email Address

Home Street Address

City State Zip Code

Primary Telephone Number

Name of School