

# Quick Start Guide

Digital Compass includes eight thematic modules:

1 module		
Interactive Story	Mini-game	Extension Activities
A minimum of 45 minutes combined		Time will vary

Consider the following questions, as you get ready to introduce your students to Digital Compass:

- Which version of the app will you be downloading for which devices?
- Are you assigning a particular storyline or are you letting students explore freely?
- How many class periods (or homework assignments) will you devote to Digital Compass?
- How are you assessing your students' performance? How will you gather the scorecards?
- How will you incorporate the extension activities (see Appendices B & C in the Educator Guide)?
- Which corresponding lessons will you teach?

For more information, see the Educator Guide.

## GETTING STARTED

You can download the app for FREE for the 2015-2016 school year:

- Access a web version through our site or the Edmodo app store
- Download the iOS app from iTunes (iPad 2 and above; iOS 6.1 and above)
- Download the Android app from Google Play for Education (ARMv7/x86 processor with vector FPU; minimum 550MHz; OpenGL ES 2.0; Android 2.3 and above; 256MB of RAM)

## Implementation Model

If you want to use Digital Compass as a standalone program, we suggest the following two stories for each grade. However, best practices have illustrated that students gain the most when you take a blended learning approach by following up with one of the 45-minute **Digital Citizenship** lessons outlined below. This recommended model will have the most impact (note: all of the stories are developmentally appropriate for all grades, should you want to teach all eight at one grade level).

Grade	Story & mini-game (@ 45 minutes)	Aligned lesson (@ 45 minutes)
6	Citation Infestation	Strategic Searching (6-8; Unit 1)
	Digital Heartbreaker	Cyberbullying: Be Upstanding (6-8; Unit 1)
	Hack-a-wrong	A Creator's Rights (6-8; Unit 1)
7	Break It Down	Safe Online Talk (6-8; Unit 2)
	Kung Fu Fibber	Gender Stereotypes Online (6-8; Unit 2)
	Me, Me, Meme	Which Me Should I Be? (6-8; Unit 2)
8	Insta-slammed	The Reality of Digital Drama (6-8; Unit 3)
	Sticky Situation	Trillion-Dollar Footprint (6-8; Unit 3)

**TIP:** Consider using a flipped learning model by asking students to engage with Digital Compass at home, and then follow up in class with an aligned lesson.

**TIP:** As an introduction to our K-12 Digital Citizenship Curriculum, take one of our **online trainings**.

**TIP:** Check out our certification criteria to become a **Certified Educator** — it only requires you to teach four hours of instruction.



## Where are you headed?

1. Click the “click to start” prompt at the bottom of the splash page. You will be asked to create a generic username (hint: no personal information) so that you can save your gameplay for subsequent play on the local device. After the introduction to the characters and the town of Anywhere (you can skip the intro if you play again), click on a character in one of the letters to begin a story. If you’re sharing devices, make sure to click the sprocket in the lower left-hand corner to “reset data” on the scorecards.
2. Next, a title screen will introduce you to the character’s dilemma. Click “start story” at the bottom of the page to begin. Play through by choosing one of the two yellow decisions at the end of each scene until you reach one of the nine endings. Then play again! Each story has 50 possible combinations.
3. When you reach the first ending of a character’s story, click “play game” to jump into the mini-game. The mini-game is now unlocked, and you can replay it each time you reach an ending or you can jump back in to try other story choices and make different decisions to change your fate.
4. Within the stories, you can click “skip” to bypass the scenes you’ve already watched to jump to the next decision point. At any time, you also can pause (||) the story. (Note: If the decision buttons don’t seem to work, make sure you didn’t hit pause by mistake!) You also can see where you’ve gone, where you are, and where else you can explore by clicking the progress map.
5. To exit a story or choose a new character’s story click the “home” icon in the upper right-hand corner. You can use your username (no password needed) to log back in and pick up where you left off. Data is scored locally on the device and can be reset by clicking the sprocket in the lower left-hand corner of the Anywhere title screen.

