

## Turn it into a game:

### 1. Adopt a Secret Identity

Dark jedi name, base planet, commander, trooper type, droids and starships all contributed to the fabric of an alternate identity.

### 2. Recruit your Allies

Jedi trainees; use of bounty hunters and allied planets; distress calls from those in need.

### 3. Battle the 'Bad Guys'

Evildoers in the galaxy were engaging characters with specific gripes towards Darth Vader and the Empire. They made things personal for the boys by tricking them kidnapping their troopers or putting their future in the game universe at risk.

### 4. Activate 'Power-Ups'

In order to keep the tasks manageable and engaging as well as to ensure frequent 'end goals' in the form of breaks, a series of alternative activities (jedi assault course, relays, strength challenges, independent work, play) were used intermittently to 'chunk' learning into achievable segments. Getting outside also gave the refreshing feeling of a break.

### 5. Build, Rescue, and be your Best Self

As the children's base planets and armies became more complex, they were able to take control and discover writing for their own goals. They sought to recruit more troops, make more allies and work together.