SIMCITY edu
PollutionChallenge!

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SIMCITYEDU
THE AWARD-WINNING GAME GOES TO SCHOOL!

With SimCityEDU, educators have more than digital games, they have the tools and content they need to making learning come alive for all students.

In the game, students play the role of mayor, doing the challenging work of addressing environmental impact while balancing the city's employment needs and the happiness of its citizens.

Designed by GlassLab in partnership with the assessment experts from ETS and Pearson, SimCityEDU: Pollution Challenge! also provides formative assessment information about students' ability to problem solve, explain the relationships in complex systems, and comprehend informational texts and diagrams.

Lesson plans and teacher and student dashboards, along with student data reporting, complete the SimCityEDU experience, delivering personalized learning to every student.

Standards

ELA Common Core
- Identifying evidence within a text RST.6-8.1
- Integrating information from texts & diagrams RST.6-8.7
- Cite specific textual evidence to support conclusions RI.7.10
- Cite several pieces of textual evidence to support analysis RI.6.10
- Proficiently read and comprehend literary nonfiction RI.6-8.10

Next Generation Science
- Human Impacts on Earth Systems ESS3.C
- Cross Cutting Concept: Systems Thinking

21st Century Skills
- Critical thinking and problem solving

Game Components

SimCityEDU: Pollution Challenge! is made of 6 different missions. Missions are made up of individual gameplay, learning challenges, and in-class activities each with a standards-aligned instructional focus.

SimCityEDU Pricing

SimCity EDU is now available for Windows & Mac browsers. You have 1 year from the time you register to implement the number of users you purchase for. It is recommended that you determine how many students total within the year you are going to need. Additional licenses are available if your user requirement falls in between the packs quantities.

*Single User Subscription $19.99
*Lab Pack 6 Users + 1 Teacher License $49.99
*Classroom Pack 30 Users + 1 Teacher License $199.99
*Site License 120 Users + 4 Teacher Licenses Only $499.99
*Unlimited Site License up to 250 Users $649.99

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Avaiable online at www.kidsations.com or contact your account manager Cris Moore at chris@smstechsolutions.com

Mission	Instructional Focus	Activity
School Is In	Systems Thinking	Gameplay
We Need Jobs!	Systems Thinking	Gameplay
Read All About It!	Reading Diagrams	Classroom Activities / Reading Diagrams
Pollution Problems	Systems Thinking	Gameplay / Systems Maps
Read It, Find It, Prove It!	Locating Evidence	Classroom Activities / Reading Diagrams
It's Complicated	Systems Thinking	Gameplay / Systems Maps

SCHOOL IS IN

Mission 1

Length: 1 Day

Learning Objectives

Students will be able to:
- Successfully access and operate the game's basic tools, maps and other data sources as well as its navigational controls.
- Understand basic causal relationships within the game that will enable them to solve more complex gameplay missions.
- Find optimal solutions in a spatial problem-solving task by placing non-overlapping landmarks on a map.

Standards

21st Century Skills
- Critical thinking and problem solving

Gameplay Description

Welcome to Parktown!
The kids who live far away need to get to school. Find out how to build bus stops efficiently and enroll all kids in school. You have 10 minutes. Let's see how good of a planner you are!

WE NEED JOBS!

Mission 2

Length: 1 Day

Learning Objectives

Students will be able to:
- Successfully operate advanced game tools and maps in order to increase the number of jobs available.
- Consider efficient solutions.
- Understand differences between three distinct functional living areas and their relationships to employment.
- Understand basic causal relationships within the game that will enable them to solve more complex missions.

Standards

21st Century Skills
- Critical thinking and problem solving

Gameplay Description

Welcome to Little Alexandria!
This city needs jobs...now! Use the zoning tool to create new jobs along empty roads. How quickly can you solve this problem? You have 10 minutes. The clock is ticking!

READ ALL ABOUT IT!

Mission 3

Length: 3 Days

Learning Objectives

Students will be able to:
- Use titles, headers & bold print as aids in understanding informational text.
- Interpret causal loop diagrams in order to describe parts of a system and the relationships between them.
- Integrate information across a diagram and running text. **Describe the importance of and some of the tensions involved in reducing human impact on the environment.**

Standards

ELA Common Core
- Identifying evidence within a text RST.6-8.1
- Integrating information from texts & diagrams RST.6-8.7
- Cite specific textual evidence to support conclusions RI.7.10
- Cite several pieces of textual evidence to support analysis RI.6.10
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Reading Diagrams Part 1 & 2

Part 1:
This activity introduces strategies for reading informational text. It also introduces students to the causal loop diagrams that they will use in future missions to sketch out cause and effect relationships.

Part 2:
This activity provides a chance to practice strategies for reading informational text that were presented in the previous class session.

Reading Diagrams Challenge
After reading an online informational text, students use a causal loop diagram to represent variables that make up the complex system described in the text.

POLLUTION PROBLEMS

Mission 4

Length: 1 Day

Learning Objectives

Students will be able to:
- Describe some of the tradeoffs involved in eliminating sources of air pollution.
- Recognize that there are tradeoffs between the use of green power sources and coal power.
- Consider and intervene on multiple variables in order to change a complex system.
- Describe the importance of and some of the tensions involved in reducing human impact on the environment.

Standards

Next Generation Science
- Human Impacts on Earth Systems ESS3.C
- Cross Cutting Concept: Systems Thinking

21st Century Skills
- Critical thinking and problem solving

Gameplay Description

Welcome to Sierra Madre!
This city has a problem with high air pollution. Find out how to lower pollution and keep the power level optimal. You have 10 minutes. Can you avoid power blackouts?

Systems Map Challenges

Students use an online diagramming tool to represent the relationship between components of a system. Student complete these challenges prior to and after playing Sierra Madre.

READ IT, FIND IT, PROVE IT!

Mission 5

Length: 2 Days

Learning Objectives

Students will be able to:
- Use an understanding of evidence and keywords to identify evidence in informational text.
- Describe the importance of and some of the tensions involved in using solar energy as a way to reduce human impact on the environment.

Standards

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- Identifying evidence within a text RST.6-8.1 Integrating information from texts & diagrams RST.6-8.7
- Cite specific textual evidence to support conclusions RI.7.10
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Locating Evidence in Text

In this activity students are introduced to formal definitions of the terms claim and evidence. They are also introduced to strategies for identifying evidence in informational text using key words and rhetorical markers.

Evidence Challenge

Students read an online informational text and then drag and drop key words and phrases from that text into a diagram to explain the relationships in a system.

IT'S COMPLICATED

Mission 6

Length: 1 Day

Learning Objectives

Students will be able to:
- Consider multiple variables when trying to intervene on complex systems.
- Explain how technology and planning can support effective solutions to reduce human impact on the environment.

Standards

Next Generation Science
- Human Impacts on Earth Systems ESS3.C
- Cross Cutting Concept: Systems Thinking

21st Century Skills
- Critical thinking and problem solving

Gameplay Description

Welcome to Jackson City!
We heard that you are an expert in big cities. This city needs your skills to lower pollution and increase jobs. You have 15 minutes. Ready for your hardest mission?

Systems Map Challenges

Students use an online diagramming tool to represent the relationship between components of a system. Student complete these challenges prior to and after playing Jackson City.
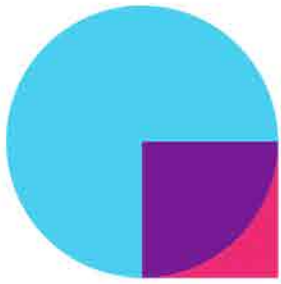
About GlassLab

GlassLab brings together leaders in commercial games and experts in learning and assessment to leverage digital games as powerful, data-rich learning and formative assessment environments.

The Lab represents a groundbreaking collaboration between Institute of Play, the Entertainment Software Association, Electronic Arts, Educational Testing Service, Pearson's Center for Digital Data, Analytics & Adaptive Learning and others. With best-in-class talent and intellectual property from EA; trusted expertise in evidence-based assessment from ETS and Pearson; the ESA's distributed network of thought leaders and public advocates; and Institute of Play's expertise as a leading innovator in 21st century learning design,

GlassLab is creating a new model for commercial game studios and learning organizations to come together to do great work.

A project of Institute of Play, GlassLab is made possible through the generous support of The Bill and Melinda Gates Foundation and
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To learn more, visit www.glasslabgames.org
For the latest news, follow us on Twitter @GlassLabGames.

SMS TECH SOLUTIONS

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