

# School Safety Week

Huan, Janelle, Yuting & Suzanne

**Questions?**

Game Over

Reply Back

**Risk Analysis**

Schools shouldn't have weapons in but they recently

- Daily Risk frequency
- 5 shootings in January 2015

Two main aspects to school safety education

- the school needs to make sure that students follow instructions in an emergency situation
- the school needs to teach students to identify dangers

Each education can be challenging for young students

**Risk Analysis**

Checklist

- Identify the danger
- Examine/hazard what to do in that emergency event
- Determine solutions to reducing the risk

Steps to Take

- Identify the emergency
- Give pictures of emergency events and
- Identify hazards
- Give steps for the action situation

**Overview**

Our new School Safety Week will be based around activities being given and to challenge students in a way they will understand without causing stress.

It will be focused on the idea to create a safe environment, identify any issues, the new design, students of 3 & on they can do activities for their books to be each section so it's easier and changing. All books in grade

**Instructional Design**

Subactivity

- 2 components of knowledge for real emergency situations
- The physical process
- Steps required to complete steps of action for help for
- activity later

Class and Prep

- Class Activities
- Class and Group

All instructions given in visual and text

**Gameplay**

Goal of the game

- Teacher lesson with instruction about School Safety
- Students
- Class Group the class of those who play
- Eye track
- Safety Zone
- Agreement
- Helped them from Teacher lesson given

Support System

- Contribute their completion of each game

**Prototype**

Emergency Plan

Emergency Plan

Emergency Plan

**Assessment**

Interview players before and after your play

Yes or No

Ex: "Was your emergency plan easy?"

"Is it easy to follow after in activities and class?"

"Would you pick up a magazine about it?"

Letter to your teacher?"

# School Safety Week

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Questions?

Game Over

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**Risk Analysis**

Schools throughout the world have been hit by fires recently. Daily Risk frequency 5 deaths in January 2015.

Two main aspects in school safety education: the school needs to make sure that students follow instructions in an emergency situation; the school needs to teach students to identify dangers. Both education can be challenging for young students.

**Risk Analysis**

Objective: Identify the danger to our school which is the most emergency event. Parents' tendency to identify danger.

Steps to Take: Identify the emergency; Give pictures of emergency events and identify them; Give a map for the school situation.

**Instructional Design**

Subactivity: 21 combination of knowledge for real emergency situations; the playable games; Shows required to complete steps of advice for help for safety later.

Class and Prep: Give Incentive; Class and Group.

All instructions given in visual and text.

**Gameplay**

Goal: To help students learn with excitement about School Safety.

How to Play: Group the class at their own pace; Safety Zone; Openness; Helped later from Teacher's answer screen.

Reward System: Certificate after completion of each game.

**Prototype**

Emergency Game for the... in the... for...

**Assessment**

Interview players before and after game play.

Yes or No:

Q: "Can you remember emergency exit signs?"

Q: "Is it safe to hide after an earthquake and flood?"

Q: "Should you pick up a cigarette about to lit by your teacher?"

**Overview**

This is our School Safety Week, used to teach young children how to prevent and to decrease the damage in a way they will understand without causing stress.

If we can focus on the child to make school safety, emergency any steps for our children, students of 3 & 4, we help them to understand the other books in the world, we can do it with our own thinking. All books in print.

# Overview

Our game, School Safety Week, aims to teach young children how to remain safe in dangerous situations in a way they will understand without causing them stress.

It is a 2D game on an iPad or similar tablet device, providing easy access for our players, children of 5-8, as they find it intuitive to use their hands to do such activities as dragging and dropping, drawing a path, etc.

# Need Analysis

School shootings have become a hot topic recently

- Sandy Hook tragedy
- 5 shootings in January 2013

Two main aspects in school safety education

- the school needs to make sure that students follow instructions in an emergency situation.
- the school needs to teach students to identify dangers

Such education can be challenging for young students

# Task Analysis

## Objective

- Identify the danger
- Go over/teach what to do in that emergency event
- Promote listening to authority figures

## Steps to Take

- Identify the emergency
- Show pictures of emergency events and identify them
- Go into steps for the certain situation



# Instructional Design

## Interactivity

- Transference of knowledge for real emergency situations
- Re-playable games
  - Player required to complete again if asking for help too many times
- Drag and Drop

## User Interface

- Clean and Simple
- All instructions given in sound and text



# Gameplay

## Gameplay

- Teacher begins with narrative about School Safety Week

- Player Given the choice of three mini games

  - Fire Drill

  - Safety Zone

  - Suspicious Objects

- Helpful hints from Teacher during games

- Reward System

  - Certificate after completion of each game



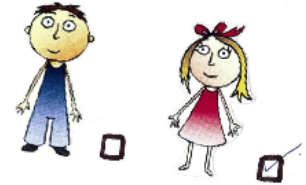
# Prototype



Emergency Contact Card

Your Name: Donggang Xiao

Pick Your Character:



Enter

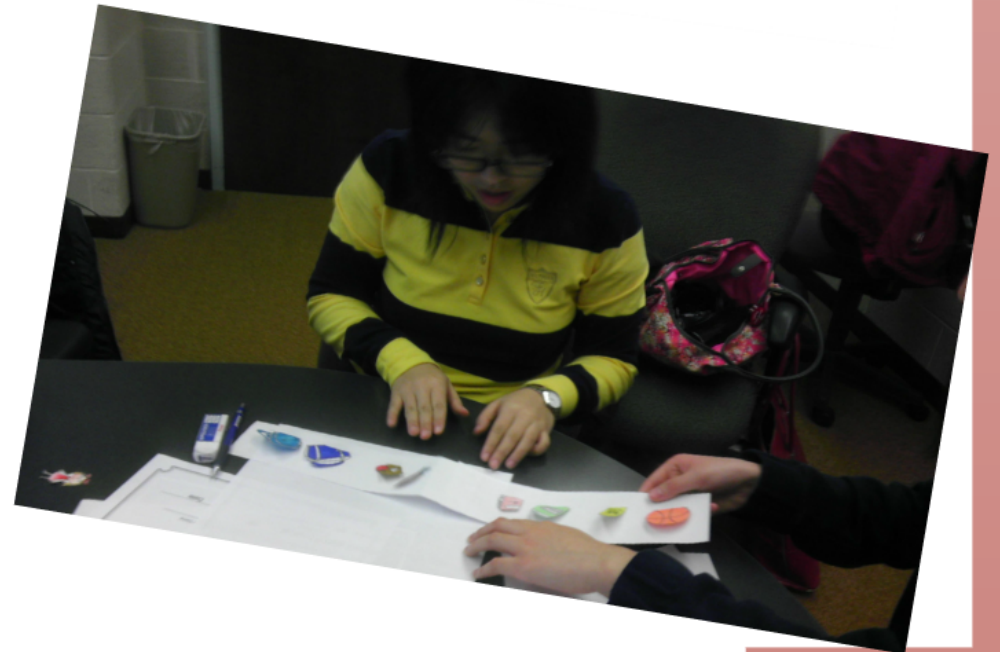
Safety Zone

PLAY

BACK



Mrs. Smith





# ASSESSment

Interview players before and after game play

Yes or No-

Ex. "Can you recognize emergency exit signs?"

"Is it safe to hide close to windows and doors?"

"Should you pick up a suspicious object to bring to your teacher?"

# Questions?

Game Over

Replay

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