



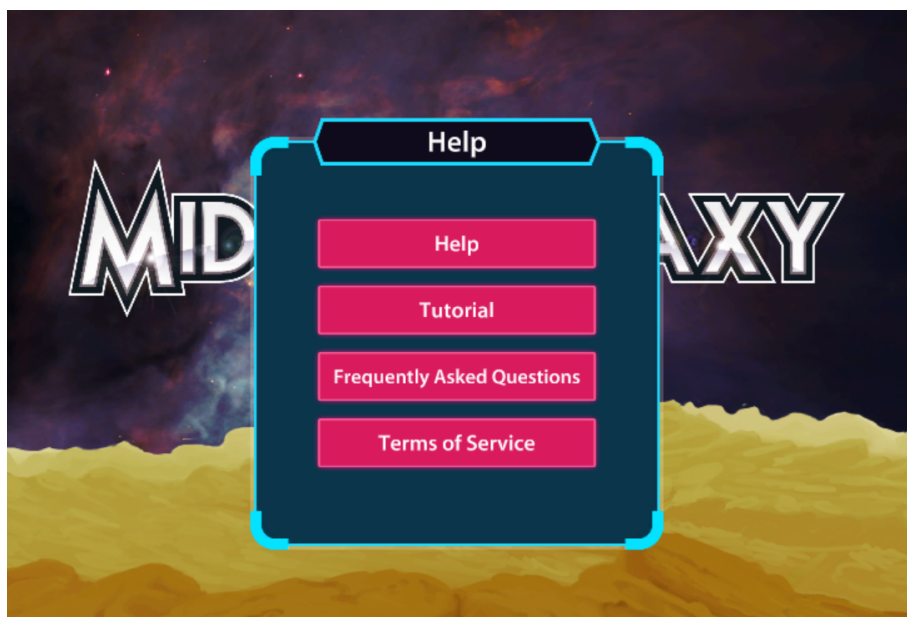
MiddleGalaxy Educator Game Guide

Welcome to MiddleGalaxy! This game is a Texas OnCourse resource. As an educator, you will be exploring careers with your middle school students. This guide covers the game's objectives, its terms, and how to play. The game is designed to help educators facilitate conversations and lessons about academic choices and career goals in preparation for high school. Use it along with the [Middle School Curriculum Guide](https://tinyurl.com/y9kcnzso) (tinyurl.com/y9kcnzso) provided by Texas OnCourse.

Log-ins and Student Progress

Student Access

Students log in to [MiddleGalaxy](http://www.middlegalaxy.org) (www.middlegalaxy.org). Students will create a profile and a password. A personal email address is required. They may also download the app to a smartphone in the iOS and Android App stores. We recommend that you provide time and instruction for students to complete the tutorial the first time students log in. It's shown here as an option when students are on the MiddleGalaxy home screen. To access the Tutorial option, click the question mark icon on the top right corner of the MiddleGalaxy home screen.

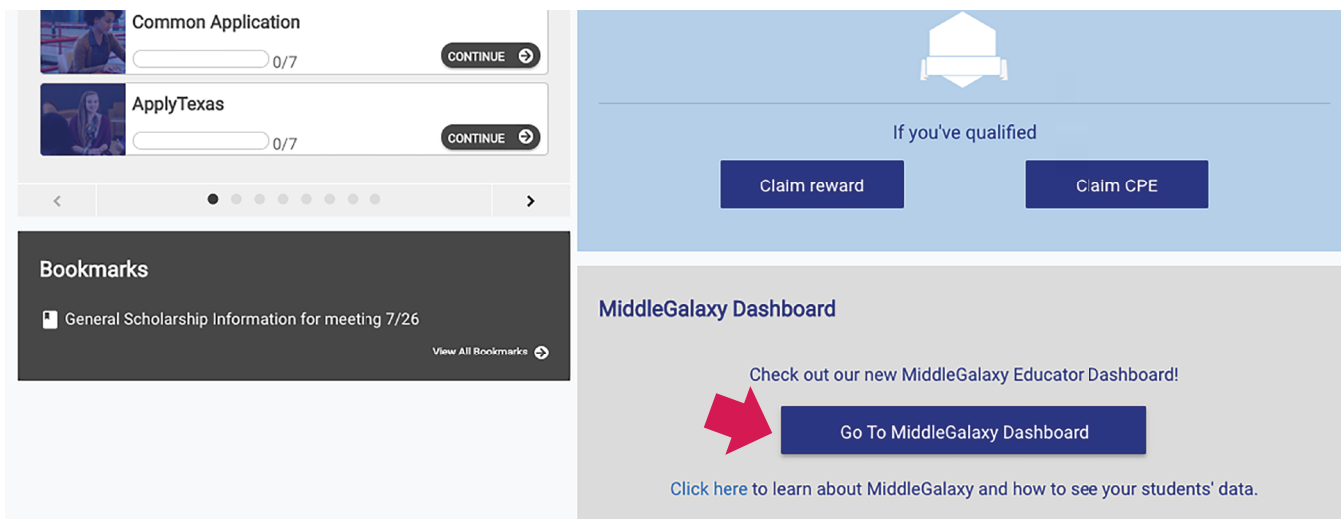


Note: If you'd like to share information about MiddleGalaxy with students' parents or guardians, send them to the [Texas OnCourse MiddleGalaxy page](https://tinyurl.com/yble4hm2) (https://tinyurl.com/yble4hm2).

Educator Access

Educators can read more about MiddleGalaxy on the [Texas OnCourse website](https://texasoncourse.org/) (<https://texasoncourse.org/>). We also invite educators to explore and play the game at www.middlegalaxy.org.

Before having your students use MiddleGalaxy, you should create an educator account with [Texas OnCourse](https://account.texasoncourse.org/users/register) (<https://account.texasoncourse.org/users/register>). Your account will provide you access to the Texas OnCourse Academy dashboard, our online professional development platform for college and career advising. You will also be able to access the MiddleGalaxy dashboard, as displayed below.



The MiddleGalaxy dashboard enables you to track your students' progress in the game. First, you'll need to create a class code. To do so, click the CREATE button on the MiddleGalaxy dashboard. Doing so will bring you to the class code page, where you'll again click on "Create." Provide this code to your students; they will need to enter it when they register for their MiddleGalaxy accounts, and you'll be able to see a chart showing their progress on your MiddleGalaxy dashboard.

TEXAS ONCOURSE									
Click here to earn up to \$450 and some other cool prizes for using Texas OnCourse									
Dashboard Ldatester 22166									
Change to Reward Program: Starting 12/21/18, you must earn ALL badges to receive \$450. Learn more: http://ow.ly/rB6...									
School Codes									
6672347146 1902E6630F 770DFB4798 FAD3930F25 30EA1E8BC0 + CREATE									
STUDENT GAMING STATS									
School Code	Student Name	E-Mail	Last Login	Missions Completed	Current Score	Cards Played	Play Time	Status	Total Games Completed
SEARCH BY COLUMN									
770dfb4798	Josie McTester	josephine.mcneynolds4@austin.utexas.edu	Fri Oct 05 2018 12:52:14	2	1000	24	00:00:17	In Progress	0
770dfb4798	Josie McTester	josephine.mcneynolds+1@austin.utexas.edu	Fri Oct 05 2018 13:18:13	2	810	22	00:00:05	In Progress	0
770dfb4798	TXOCTestLaurence	ldatester221+132@gmail.com	Fri Nov 09 2018 14:53:54	1	1230	6	00:00:15	In Progress	0
Rows per page: 8 1-3 of 3									

Note: Student progress will only appear after students create a profile for MiddleGalaxy with a class code that you create and assign to them. If no class code is used, student data and progress are not visible to the educator.



Teaching Game Play

Objectives

Students explore careers by becoming a **captain** of their own space squad of **cadets**. While planning an expedition, students assign cadets to important **missions**. By completing each mission, students move closer to making MiddleGalaxy their home.

The mission is the assignment or project that the player will assign cadets to in order to fulfill the mission's required number of skills and abilities. Missions include projects such as Build a Computer Network, Build a Suspension Bridge, and Establish a School.

Missions require certain skills that different career cadets have. For example, the mission Setting Up a Computer Network requires a **Technology & Engineering** skill resource level of 5 to complete the mission.

The game features 28 total missions. It takes about 30 minutes to play 10 missions. On the main game board, there are 3 missions that are available to play at any given time. Students draw cadet cards and match them to the mission that is the best fit to accumulate points. After a mission is complete, the player assigns specific tasks to cadets and will receive points and tokens.

How to Play

MiddleGalaxy is essentially a card game with cards representing cadets with specific professions. Each cadet card has information the student should use to play the card based on skills and abilities. The **Skills** key is shown below.

Students can trade any of their cadets for different cards by clicking Draw Cards (lower right). They can keep trading until they've picked cadets that have all the skills needed to complete the missions! Students can learn more about a cadet's career in the About Career section of the card to better assign cadets to their missions. The top left corner of the screen shows how many missions have been completed.

Students should play cadet cards based on whether given missions relate to their profession. However, students are able to play cadet cards on any mission that requires the ability or skills listed on the card. For example, an Electrician cadet card is ideal for a mission that requires a cadet with the ability Dextrous and the skills Technology & Engineering and Trade & Craftsmanship. Although the mission Ship Engine Room Improvements requires the Electrician card's skills but not the ability Dextrous, it's still a close match. Better, for example, than choosing a Graphic Designer cadet card (with Creative skills and Arts & Humanities abilities) for the mission.



Students advance through each mission by finding the best career cadets for each mission and assigning them. On the game board at any time, there are three missions.



During each game, students are given three **Captain's Actions** – Mentor, Retrain, and Collaborate – that can be used once per 10-mission game. These Captain's Actions allow the player additional ways to complete a mission. Career cadets can be given new abilities or skills, and certain skills can be converted to a different category.

The **Mentor** action provides an extra skill to a cadet. The **Retrain** action converts one cadet's skill score to another category. The **Collaborate** action gives a cadet a new ability from another cadet in play, and vice versa.



Players accumulate points by matching cadet cards with missions. Placing a cadet on a mission that doesn't require their skills or abilities results in zero points. The closer a cadet matches the mission, the more points are awarded. Matching cadets to their ideal mission is worth 250 points. Completing each mission nets 100 points.

Once a mission is complete, a bonus round allows players to assign three career cadet cards to tasks within the completed mission. In the bonus round, each correct match earns 10 points. Correctly matching all three earns a token that can be used after completing 10 missions to unlock cadet cards. Unlocked cadet cards remain unlocked for individual players, no matter how many games are played.

Game Elements

- 28 total missions in MiddleGalaxy
- 98 total career cadet cards
- 10 missions to win

How is the game won? By successfully completing 10 missions. There are 28 total missions, so educators can assign game replay time to encourage additional career exploration once students have mastered the game.

Career Cadet Cards

Cadets have various career profiles, and players assign cadets to missions. The 98 career cadets in the Middle Galaxy Game reflect Texas Workforce job trends. Ideal career cadets are those whose skills, knowledge, and abilities are a perfect fit for performing mission tasks, and extra points are given when players identify the ideal cadets.



Knowledge Boost

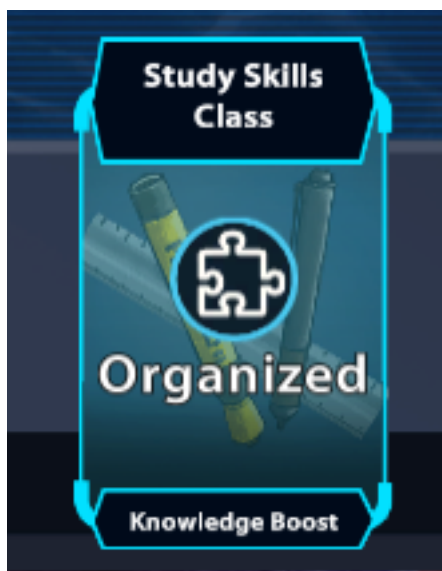
Cadet cards in play can be strengthened and missions completed by using **Knowledge Boost** cards. One knowledge boost card appears in each hand along with four cadet cards. Knowledge boost cards can be shuffled or kept when new cards are drawn. Players can add a knowledge boost to a cadet assigned to a mission, providing an ability or a skill needed to fulfill the mission. Each knowledge boost matched to a mission gains 10 points, too.

For example, if a cadet has the ability Dextrous and the mission the cadet is assigned to requires the ability Organized, a Knowledge Boost Card can be used to give that cadet the ability Organized.

Tokens

Each completed mission offers a bonus round. Each time a player successfully matches all three cadets to their ideal task within the bonus round, a token is awarded. After completing 10 missions, players are offered a choice of using the tokens or playing another game of 10 missions.

The tokens are used to reveal cadets' ideal missions and tasks. By placing tokens earned on a specific cadet card, that cadet's ideal mission and tasks are unlocked and remain visible. For example, if a player has earned 25 tokens, they can spend them by unlocking five cadets whose price is 5 tokens, six cadets whose price is 4 tokens plus one cadet whose price is 1 token, or any combination they choose. Tokens carry over from game to game, and once unlocked, career cadet cards stay unlocked for the captain who unlocked them. Cadet cards that have been unlocked appear with a bright yellow border and a star when they are drawn in future games.



TEXAS ON COURSE