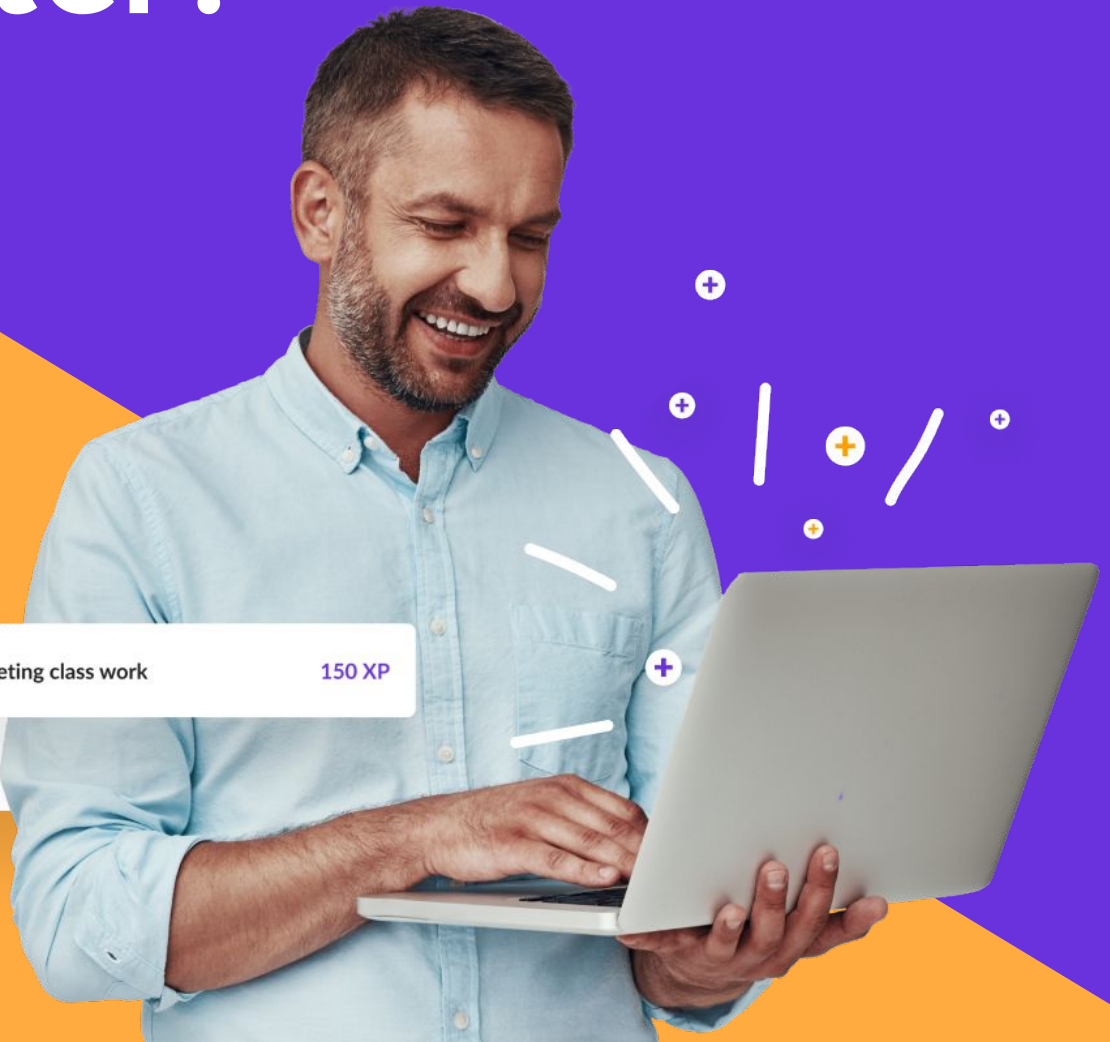




Classcraft

What unlocks in each Classcraft chapter?



Completing class work

150 XP



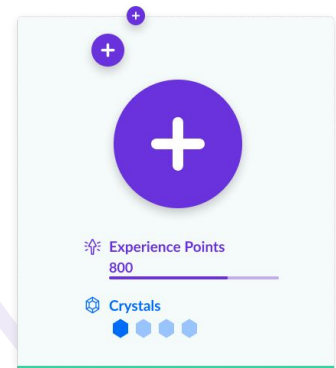
Being positive and hard-working

TECHNICAL QUESTIONS?
CONTACT OUR SUPPORT TEAM
support@classcraft.com

Extrinsically motivating

Chapter 1

- Teacher-driven
- Give Experience Points (XP) to students
- When they level up, they earn a crystal
- Spend a crystal to play a power
- 3 powers available to students, called “Universal Powers”



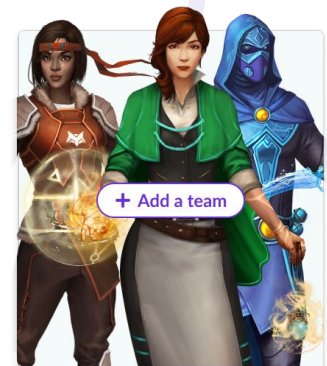
Chapter 2

- Students receive a login and customizable character
- New Student Rewards: 3 character outfits, pets, Gold Pieces (GP)
- New Teacher Tools
 - School Store
 - Quests
 - Messaging



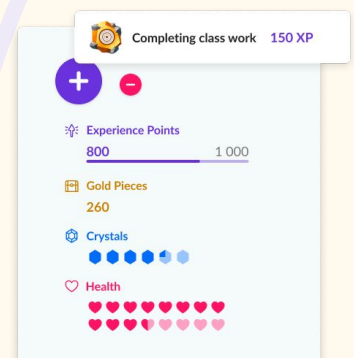
Chapter 3

- Create student teams
- Students choose a character class: Guardian, Healer, Mage
- New Student Rewards: new powers, pets, character outfits, & ability to create Kudos
- New Teacher Tools
 - Random Events
 - Kudos



Chapter 4

- Characters have health
- Teachers can remove health for negative behaviors
- New rewards: new teamwork powers, & crystals regenerate
- New Teacher Tools
 - Review Games
 - Grade Converter



Intrinsically motivating