

THE MYTHIC PATH TEACHER GUIDE

Welcome to **CENTURY**'s Mythic Path - an epic class adventure to play with **CENTURY**! As the guide of this epic journey, you're in for a ride. Your task is to lead your class through this extraordinary quest, meeting creatures and unlocking lands.

Think of yourself as the Quest Leader – let's dive in!

The Game at a Glance

The Mythic Path consists of 15 enchanting lands, each with its own mythical creature. Lead your class to discover these lands one by one and reach the ultimate destination. But remember, lands must be unlocked in sequence!

Students unlock lands by completing nuggets on **CENTURY** and earning the Creature badges. When enough students have a Creature badge, the Land can be unlocked and the journey continues...

What You Need

- ✓ **Mythic Path Poster:** Stick this on your wall as your visual guide.
- ✓ **Mythic Stickers:** Add Creatures and Powers to the Lands as your class progresses.
- ✓ **Creature Guide:** Meet the Creatures and their Powers. You can use this to introduce the different Powers to your class and discuss how they use these Powers in their learning.
- ✓ **Student Guide:** Quick rules reference you can put up next to the Poster.
- ✓ **Quest Tracker:** A downloadable spreadsheet to keep tabs on badge progress.

Starting the Journey

- ✓ Start by sticking the Mythic Path Poster up in your classroom in a prominent place.
- ✓ Introduce the Mythic Path to your students. The class will have to work together to earn badges on **CENTURY**. Explain that Creatures are earned by completing unique nuggets and Powers are earned by scoring 100% on those nuggets.
- ✓ Schedule time for students to complete nuggets on **CENTURY**.
- ✓ Check in regularly with your students about which badges they have achieved and use the excitement of earning badges to encourage independent study time.

Earning Badges

There are two ways that students can earn badges: By the amount of nuggets they complete and by the amount of nuggets they complete with a score of 100%.

Amount of nuggets completed: Creature Badges

Students acquire these by completing nuggets on **CENTURY**. The more nuggets they complete, the more badges they will earn. There are three variations of each Creature badge. These variations increase in difficulty. Students will first earn the Full Colour version, then Gold, then the most difficult and exciting variation, Technicolour.

Nuggets completed with score of 100%: Power Badges

Along with the Creature badges, students can also earn Powers. There are two Powers for each of the 15 different Creatures. Powers will consolidate your position in the Land. Students will need to ace CENTURY nuggets with a perfect 100% to claim these.

Tracking Progress

- ✓ Regularly check in with students on which badges they have achieved. Spark discussions and keep the excitement alive.
- ✓ You can use the **Quest Tracker**, our downloadable tracking spreadsheet, to mark which students have achieved which badges.

Unlocking Lands

You can choose the system for unlocking lands that will work best with your class by choosing how many students need to have a Creature before a land is unlocked:

Level 1: Crack open lands by having 25% of your class earn the Creature badge.

Level 2: Lands unlock when 50% of your class earn the Creature badge.

Power badges are not required to unlock a land, but the Powers give students the skills to complete more nuggets. These Powers will give them the skills to progress along the Path.

Path Progression

There are two pathway options, Starter and Extended.

The Starter Pathway

The Starter pathway features the full colour Creature badges and one Power badge only.

To unlock a Land, students must earn the full colour Creature for each Land. Note that this Pathway will be amply challenging for most primary classes and for classes who only have one or two courses available to them on **CENTURY**.

The Extended Pathway

If your class has begun to move on to the Gold and Technicolour badges, you can move them on to the Extended Pathway. This is not for the faint hearted! Our first Gold Creature - the Gold Minotaur - is earned when a student has completed 160 unique nuggets. The Technicolour Creatures start at 460 unique nuggets. This Pathway is likely to be played by classes when they've been with **CENTURY** for a few years.

Unlocking Minotaur Land: Example

Imagine unlocking the Minotaur Land with your 28-student class, playing at Level 2 where 50% of the class need to complete the nugget to unlock the land. Here's how it would work:

- ✓ Stick the Mythic Path Poster up and introduce the game to your class. Get them excited for the adventure ahead.
- ✓ Students dive into **CENTURY**'s nuggets, earning badges that'll open the doors to the lands. For Minotaur Land, you need at least 14 students (50% of the class) to snag the Minotaur badge from **CENTURY**. They only need to complete one nugget each for this badge!
- ✓ Once you've hit the magic number 14, it's time to unveil the Minotaur Land. Choose the lucky student who will add the Minotaur sticker to the Poster.
- ✓ If students have the Minotaur's Tenacity, another student can add this to Minotaur Land.
- ✓ Gear up for Centaur Land: You'll need 14 students to earn their Centaur badges. They get this one by completing five distinct **CENTURY** nuggets.

You're now well versed in leading your class along the Mythic Path. Embrace the excitement, foster teamwork, and relish the joy of unlocking magical lands one badge at a time.

Questions?

Contact us on support@century.tech

