PEDAGOGAME MANUAL – Playing the Educational Values Priority Game on a special Teams page with play channels

In order to play the game with remote players, it is necessary to combine www.pedagogame.com with a communication medium such as Microsoft Teams or Google Meet. Although these services have Breakout rooms, they do not yet have the option to let players go to the room designated to them by the game. This requires extra action from the host (see MANUAL - Playing the game with breakout rooms within a Teams or Meet meeting). Another option is to play the game on a special Teams page with separate channels. With this option, participants can go to the correct 'room' themselves. Although this method requires the most preparation for the first time, it gives participants more autonomy and flexibility in playing during the game and once the infrastructure (the Teams page) is in place, the setting is ready for the next time. The example below is based on Microsoft Teams.

In brief:

Prior to the meeting
1. Create a Teams page with a title that participants from all participating locations will recognize as a teaching moment and create subchannels within it in which conversations can be held in pairs.
2. Add all participants as members to the page with the request to visit the page before the intended playing time.
3. Create a meeting from your new page and invite all participants for moment x.
4. As an 'administrator', create a game on www.pedagogame.com just before the meeting.

During the meeting
5. Welcome the participants. Make sure everyone has access to the Teams page and can see the subchannels.
6. Briefly explain the purpose. If desired, show the instructional video of the 'live' game (How does the Educational Values Priority Game work - YouTube).[1] This gives context to what they are about to do online.
7. Have the participants all open www.pedagogame.com and ask them to enter the number that you share via 'screen share'.
8. Once Pedagogame has created pairs ('teams'), players go to the subchannel associated with their 'team'. Team 1 goes to meeting 1 etc. NB. The player from each 'team' who is first on the Pedagogame screen opens a meeting, the other players join this meeting.
9. Once inside, the players rank the positions on their device and then enter into a dialogue with each other about their rankings. As an administrator, you can also enter the subchannels to see if everything is running. When the pair is done, both players come back to the main meeting. Provide a maximum end time, so that the rest do not have to wait too long.
10. When all players are back, the administrator presses 'close round' in the Pedagogame screen and starts a new round. Once again everyone is looking for the meeting that matches their team number.
11. After playing six times, all players will receive their results and you can discuss this in plenary.
12. Shortcut:


[1] Link: https://www.youtube.com/watch?v=hWW2y3ikmbg

13. When the time runs out after four conversations, ask the participants to rank the last two rounds, but not to engage in dialogue anymore. This way, each player receives his result and can discuss it afterwards.

In detail:

Prior to the meeting

1. Ask your fellow teacher at other locations for the email addresses of the intended participants.
2. Create a Teams page with a title that participants from all participating locations will recognize as a teaching moment, e.g. Pedagogame HAN/HR.
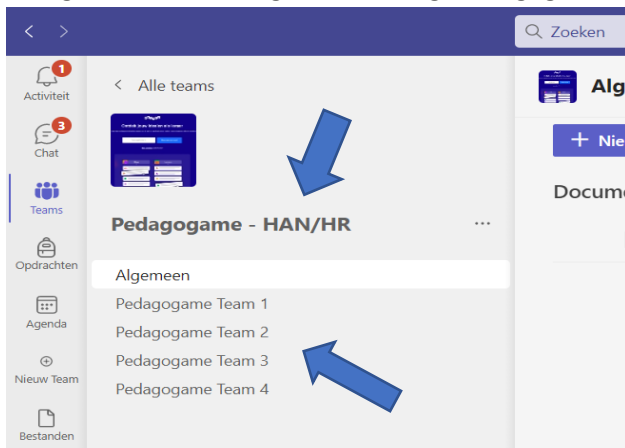
3. Create subchannels in which conversations can be held per pair. Give the subchannels a number from 1, 2, 3 to x: 'Pedagogame Team 1', 'Pedagogame Team 2' etc. People play in pairs, so twenty players means 10 subchannels!
4. Add all participants as members to the page with the request to visit the page before the intended playing time. Important: because not all participants come from your college or university, they are invited as 'guests' and it sometimes takes a little more effort to enter the teams page the first time.
5. Create a Teams meeting from your new Teams page and invite all participants for moment x.

On the day itself

6. Go to www.pedagogame.com and click on 'Create game as administrator'
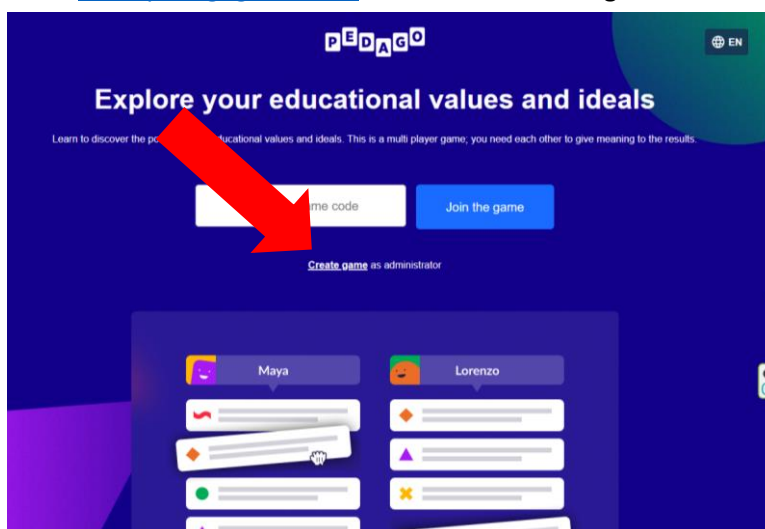
7. Enter the basic data needed to start a game in 3 steps: name, email address, position, etc. This data is needed on the one hand to send the results (email address) and on the other hand to gain insight on what types of groups of students/professionals play the game.

8. After the above three screens, an 'Additional game options' screen will appear (see below). As an administrator (Admin), you can click here whether you want to work with a 'timer' and whether you want to work with different groups.

   a. **'Timer'**: If you choose 'timer', each game round lasts 10 minutes (and the game lasts 60 minutes after start). If you leave this button 'off', you as an administrator can always choose to end a round, for example if you see that three quarters of the players have already finished. TIP: work the first few times without a timer!

   b. **'Working in groups'**: If you play the game via Teams or Meet, you will probably play with a heterogeneous group of players from different courses. In that case, choose 'working in groups' as standard. In this way you ensure that players from group 1 are automatically linked to players from group 2 every round. Name the groups, for example, by education and/or location: Group 1: Teacher Training Nijmegen, Group 2 Teacher Training Canterbury.

9. What you have entered will appear on the 'create a game' overview screen and if this is correct, click on 'create a game'. You will now see the 'Before We Begin' screen with additional information for the administrator.
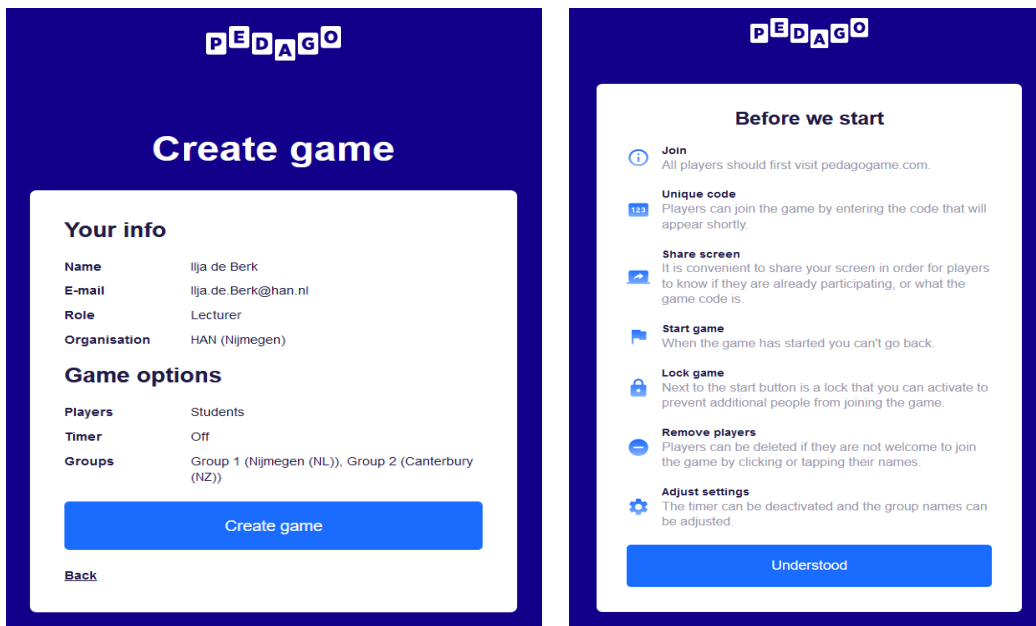
As soon as you click on 'I get it', the screen below will appear with the code of 'your' game.
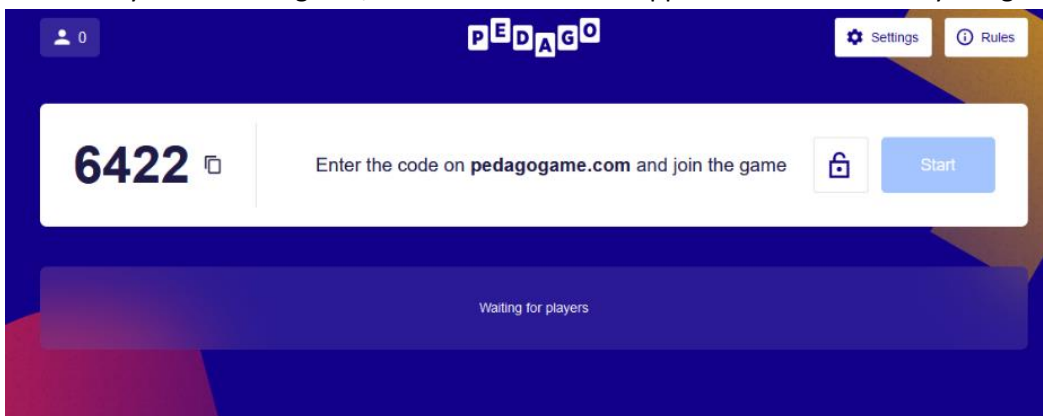

During the meeting

10. Open the meeting on Teams or Meet, welcome everyone and ask whether everyone actually has access to the Teams page and if they can see the subchannels.

11. Briefly explain how you will play the game. To do this, show the instruction video of the 'live' game (How does the Educational Values Priority Game work - YouTube)[2] so that participants understand the main features of the game. Explain that the game works the same way "online" via the subchannels: find each other, rank individually and talk to each other!

12. Share your screen with the code of 'your' game. Ask the participants to enter the code for 'your' game at www.pedagogame.com. FYI: Players are asked to enter their (first) name and, if you work in groups, to indicate which group they belong to. They will then see an explanation screen and if they click on 'I understand' they will be added to the game. As an administrator, you will then see a list of names appear (see below).

[2] Link: https://www.youtube.com/watch?v=hWW2y3ikmbg
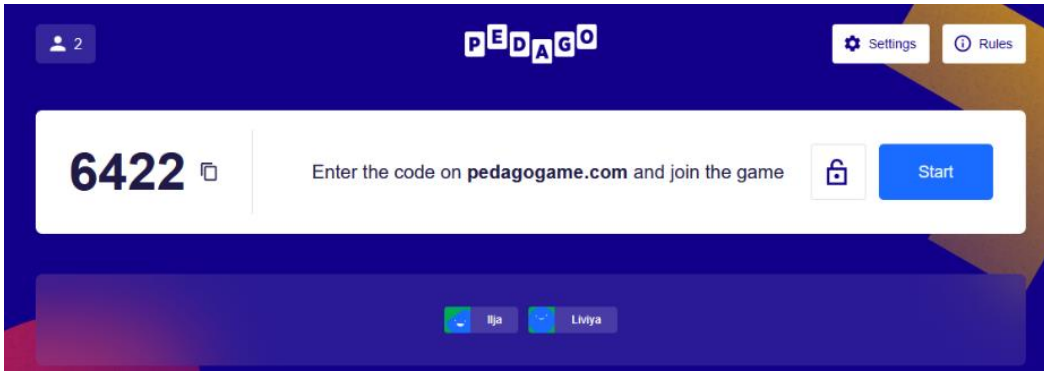
Once they have done that, they will appear as a 'player' on the screen.
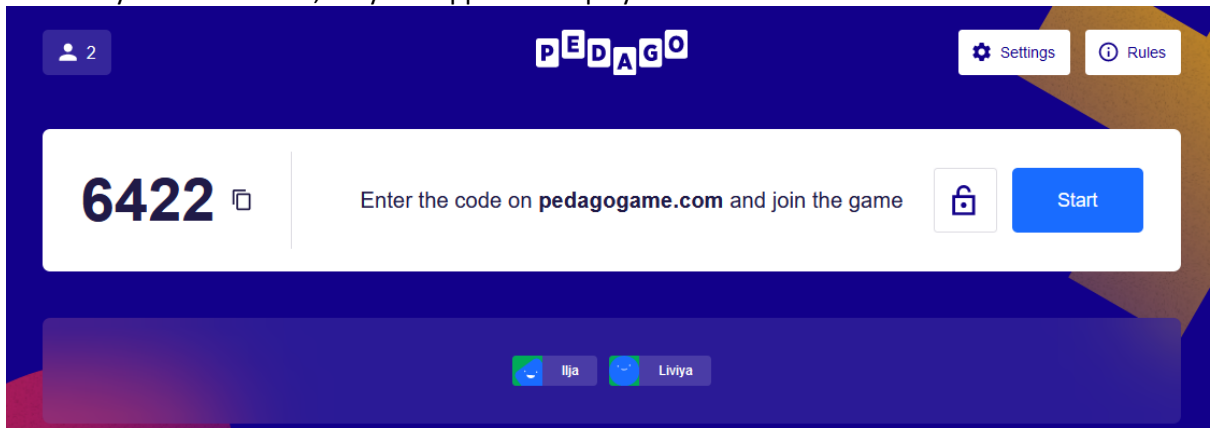
13. If everyone is 'present', explain again that Team 1 will soon open a meeting in subchannel 1, Team 2 in subchannel 2, etc. and give them a time limit by which they must be present again in the main meeting. When that is clear, press 'start'. *NB. Latecomers cannot be added once you have started!* The game now pairs the players:
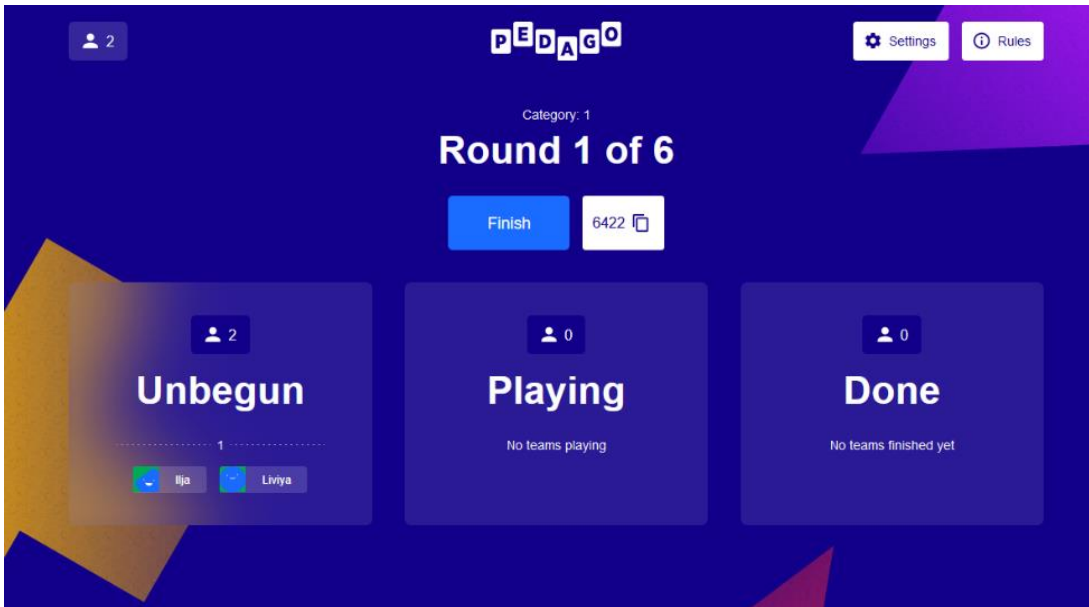

The players themselves will see the screen below on their device and must click 'found'.
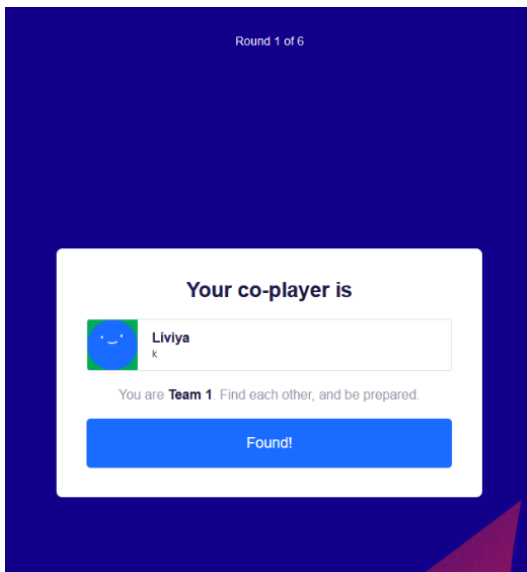
14. Each player has been placed in a 'team' by Pedagogame for this first round. Team 1, Team 2, Team 3 etc. Ask the first named players of each 'team' to open a meeting in their subchannel (Pedagogame Team 1, Pedagogame Team 2, etc.). The second member of the team can then click 'join' to participate in this meeting.
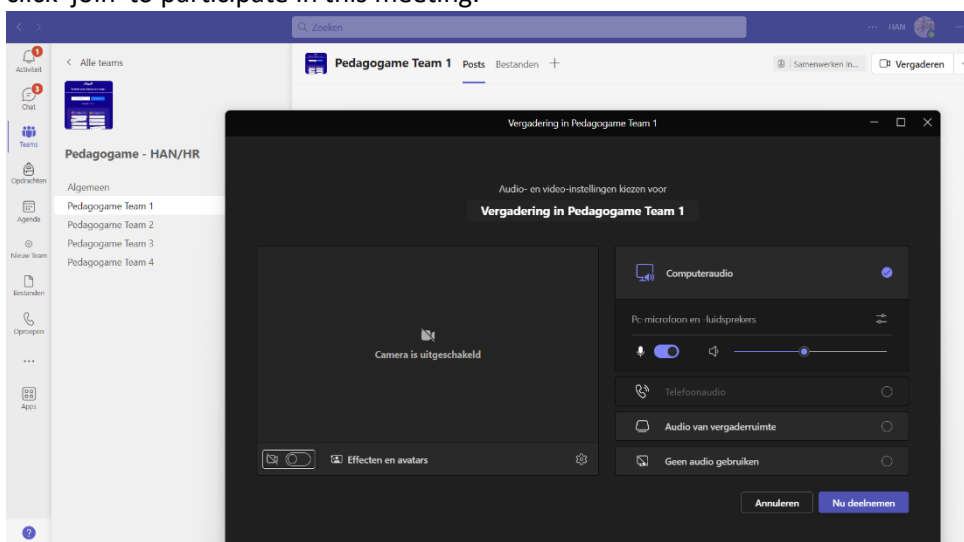

15. Once players have found each other in their channel, they can start ranking. At the top will be the statement that they consider most important, and at the bottom the statement that is considered least important (→).

16. Once they have determined their order, the dialogue can begin. On their own device, they can see both their order and that of their opponent and can discuss differences, similarities and underlying pedagogical ideals with each other.
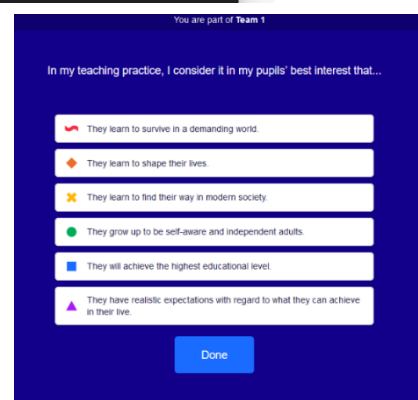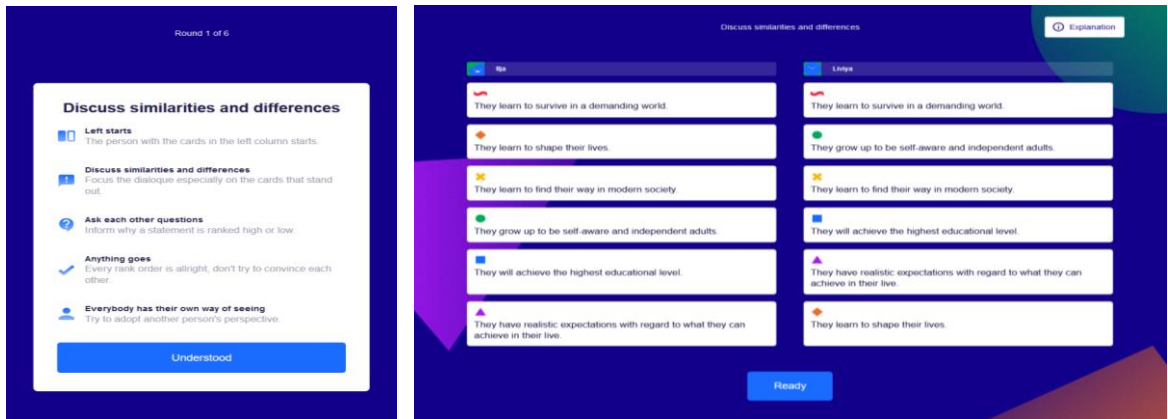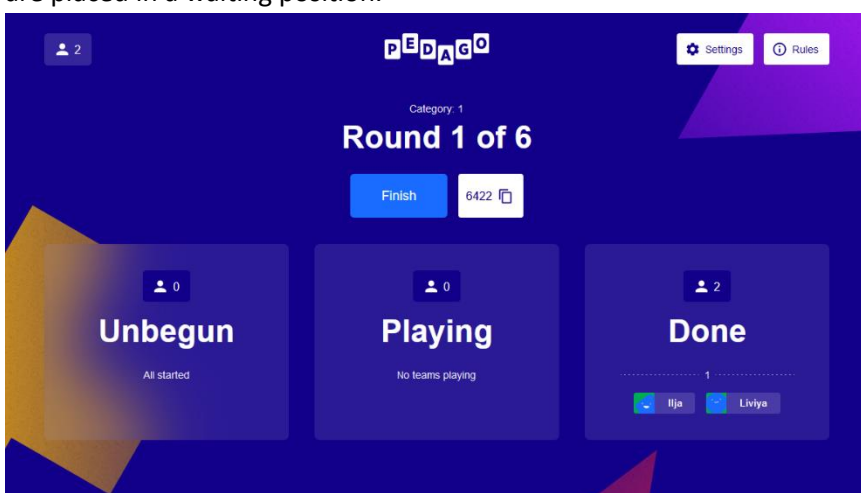
17. As a moderator you can see whether everyone is 'busy' (↓). Walk through all the channels to see if everything is running smoothly.
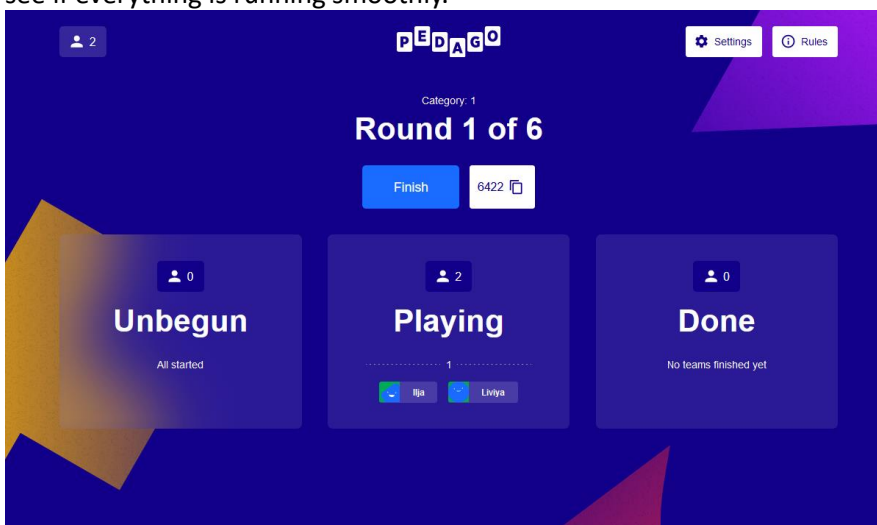

18. Once the players have finished the dialogue, they click 'we're done' and return to the main meeting. As an administrator, you can see on your own screen that they are ready. Players are placed in a waiting position.

19. When you see that quite a few couples have already finished, ask the channels that are still in progress if they want to come back to the main meeting. As soon as everyone has returned, you as an administrator 'finish' the round by clicking on 'finish round'. As soon as

you press this button, players will be split into new pairs, go to the channel that corresponds to their Team number, and start ranking again.

20. Stopping the game midway does not give the players a 'result', so all six rounds must be played. If this becomes tight given the time available, you can choose to have players rank up for the last two rounds, but not let them talk to each other. To do this, they must immediately press the 'I'm ready' button in the dialogue screen.

21. Once all rounds have been played, the group score will appear on the administrator screen in a spider web, with an explanation below. Players each see their own score (and, if they want, the group score). The length of the colored lines indicates to what extent this legitimation has been scored. If you want to save your score, enter your email address and a link will be sent. Players can read more about the different legitimations on Typology-of-six-pedagogical-legitimations-in-color.pdf (han.nl).[3]
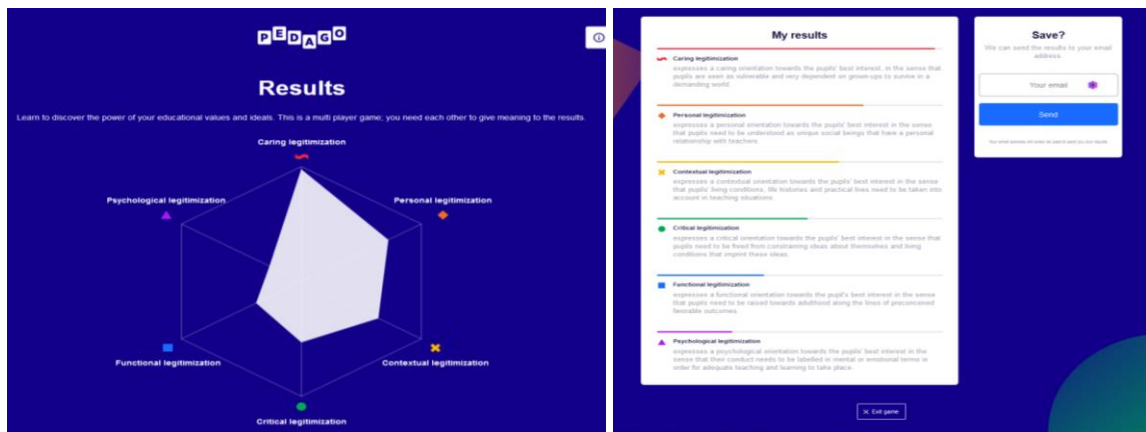
22. As a supervisor you can briefly discuss the scores. Which legitimations scored high, which scored low? What does that say about the orientation of the group? Do students recognize themselves in their scores? And if this represents what they consider important in their education, is that also reflected in their actions? Or is there still profit to be made?

23. After discussing this results page and entering the email address, the screen can be closed with the exit button. The game is over and the meeting can be closed!

More information:
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[3] https://www.han.nl/projecten/2020/pedagogisch-prioriteitenspel/resultaten/Explanation-legitimization-types.pdf or
https://www.han.nl/projecten/2020/pedagogisch-prioriteitenspel/resultaten/