

# MANUAL PEDAGOGAME – Playing the Educational Values Priority Game with breakout rooms **within** a Teams or Meet meeting

In order to play the game with remote players, it is necessary to combine [www.pedagogame.com](http://www.pedagogame.com) with a communication medium such as Microsoft Teams or Google Meet. Although these services have Breakout Rooms, as yet they do not possess the ability to allow players themselves to go to the room designated to them by the game. This requires additional action by the host. The following describes how the game can be played with breakout rooms *within* a Microsoft Teams or Google Meet meeting.

In brief:

## Prior to the meeting

1. Create a Teams or Meet meeting for the participants and invite them for moment x; bediscussieer de stelling
2. Also create breakout rooms in this meeting. Give the rooms a number ranging from 1, 2, 3 to x. People play in pairs, so twenty players means 10 breakout rooms!
3. As an 'administrator', create a game on [www.pedagogame.com](http://www.pedagogame.com) just before the meeting.

## During the meeting

4. Welcome the participants and briefly explain the purpose. If desired, show the instructional video of the "live" game ([How does the Educational Values Priority Game work - YouTube](https://www.youtube.com/watch?v=hWW2y3ikmbg)).<sup>1</sup> This gives context to what they are about to do online.
5. Have the participants all open [www.pedagogame.com](http://www.pedagogame.com) and ask them to enter the number that you share via 'screen share'.
6. After Pedagogame has created pairs ("teams"), manually assign the players the breakout room number that corresponds to their team number. Team 1 goes to room 1, etc. In the meantime, players can rank the statements on their device.
7. Once ranked and present in the correct breakout room, players enter into a dialogue with each other about their ranking. As administrator, you can also go into the rooms to see if things are going well. When the pair is finished, both players return to the main meeting. As administrator, you can also close the rooms with the push of a button if you wish.
8. When all players have returned, the manager presses 'close round'. A new round starts. Please note, this again means that players must be manually assigned to the correct team room!
9. After six rounds of play, all players receive their results and you can discuss this in plenary.
10. Shortcut: If after four rounds it has been nice, ask participants to rank the last two rounds, but not to engage in dialogue anymore. This way, each player receives his or her result and can discuss it afterwards.

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<sup>1</sup> Link: <https://www.youtube.com/watch?v=hWW2y3ikmbg>



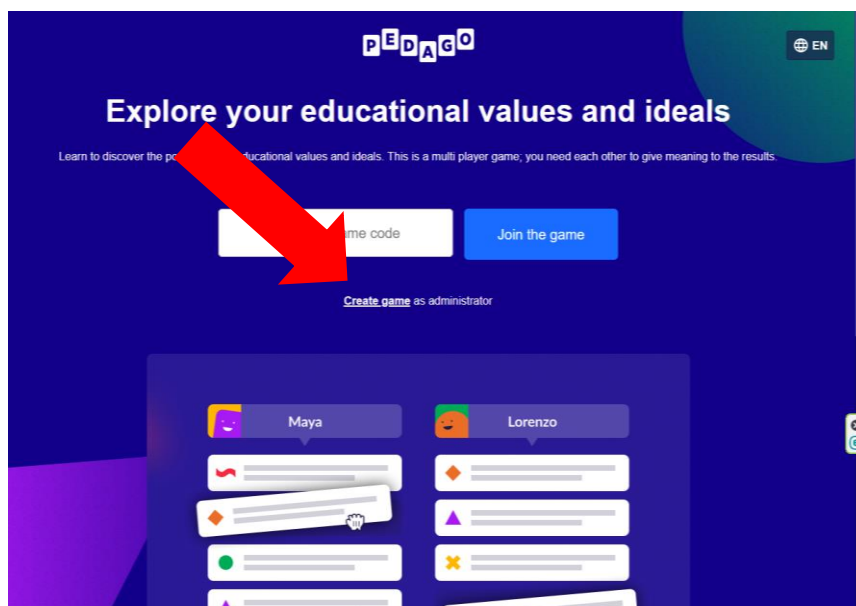
## In detail

### Prior to the meeting

1. Ask your fellow teacher at other locations for the email addresses of the intended participants. You will need these to invite them to a Teams or Meet meeting.
2. Go to Microsoft Teams or Google Meet and create a meeting. Give this meeting a logical name, e.g. Pedagogame Teacher Education Nijmegen - Teacher Education Canterbury. Add all participants to it.
3. Create breakout rooms within this meeting: Pedagogame Room 1, Pedagogame Room 2, Pedagogame Room 3 etc. The game will be played in pairs, so with 20 participants you will need 10 Breakout Rooms.

### On the day of the meeting

1. Go to [www.pedagogame.com](http://www.pedagogame.com) and click on 'Create game as administrator'



2. Enter the basic information needed to start a game in 3 steps: name, email address, position, etc. This information is needed on the one hand to send the results (email address) and on the other hand to gain insight into what play the game for groups of students / professionals.

**Step 1/4**  
**Your info**

Name

Email

We will use your email address solely to send you the results

Role

Teacher  Trainer

Manager  Other

Next

**Step 2/4**  
**Your organisation**

Organisation

Location

In case additional information is needed

Next

Back

**Step 3/4**  
**Type players**

Students Professionals

Educational institution

Year

Year 1  Year 2

Year 3  Year 4

Sector

Primary education  Secondary education

Secondary vocational education  Higher education - Applied sciences

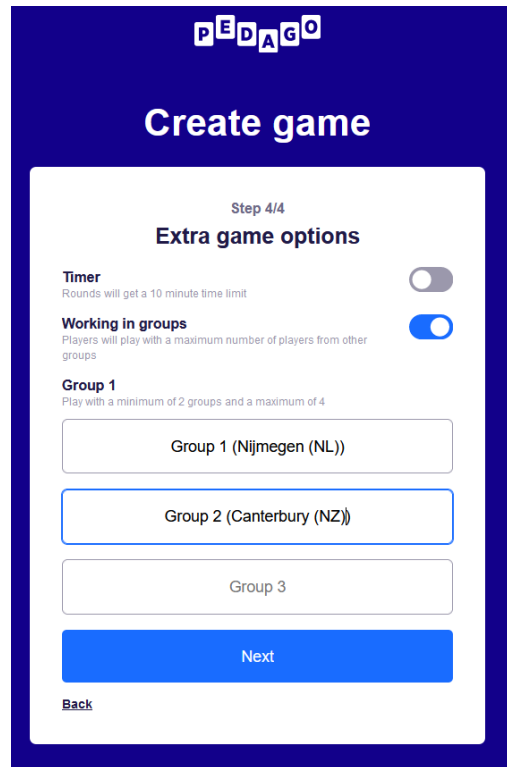
Higher education - Sciences  Professional Master

Research Master  Other

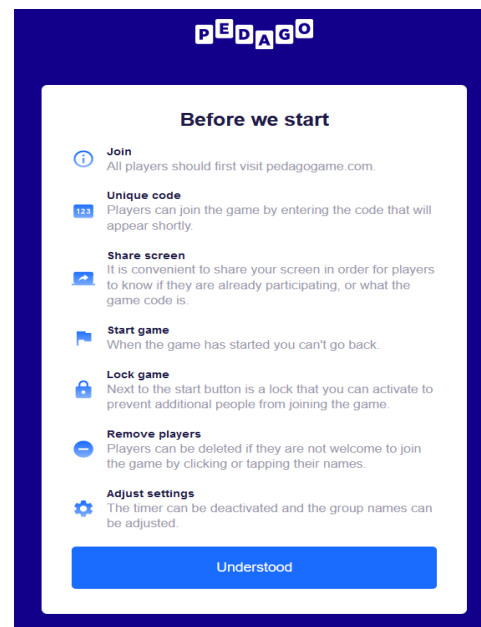
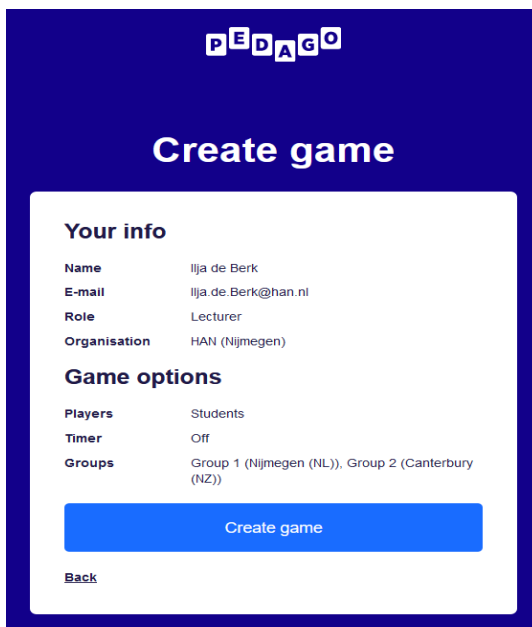
Next

Back

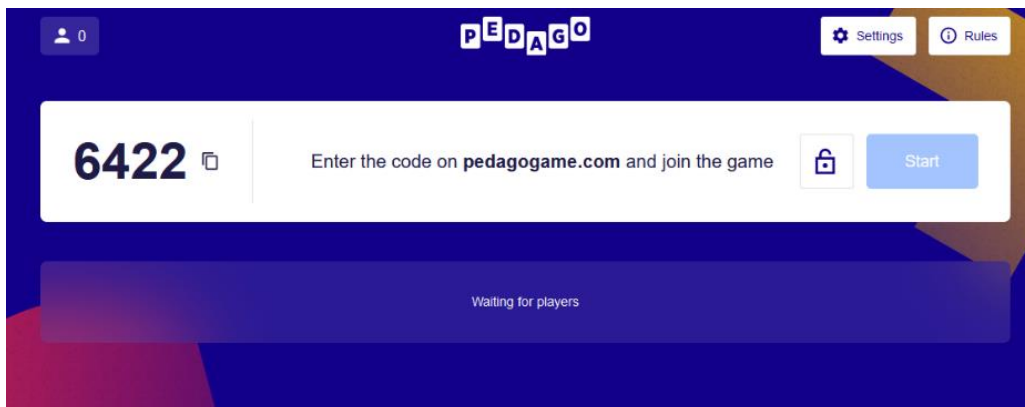
- After the above three screens, an 'Additional game options' screen will appear (→). As an administrator (Admin), you can click here whether you want to work with a 'timer' and whether you want to work with different groups.
  - 'Timer': If you choose 'timer', each game round lasts 10 minutes (and the 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.
  - 'Working in groups': If you play with a homogeneous group, for example your own players, you do not have to turn this button 'on'. It is smart to enable 'groups' if you want to play with two different classes at the same time, for example to introduce them to each other, or with a group at your location and another group elsewhere in the country. 'Groups' ensures that players from group 1 are automatically linked to players from group 2 every round. Give groups different names. For example, you call group 1 Nijmegen, group 2 Canterbury.



- 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.

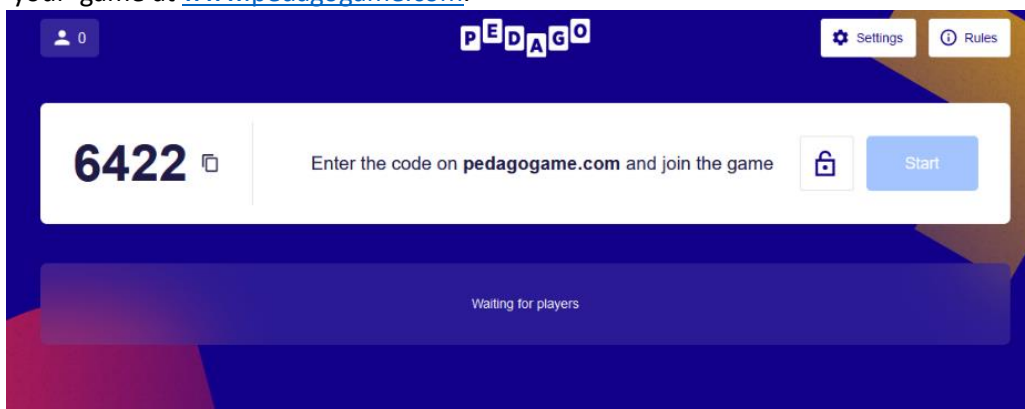


As soon as you click on 'I get it', the screen below will appear with the code of 'your' game.



### During the meeting

5. Open the meeting on Teams or Meet and welcome everyone. Briefly explain how you will play the game. To do this, show the instructional video of the "live" game ([How does the Educational Values Priority Game work - YouTube](#))<sup>2</sup> so that participants understand the main features of the game. Explain that the online game via the breakout rooms works in the same way: find each other, rank individually and talk to each other!
6. Share your screen with the code of 'your' game. Ask the participants to enter the code for 'your' game at [www.pedagogame.com](http://www.pedagogame.com).

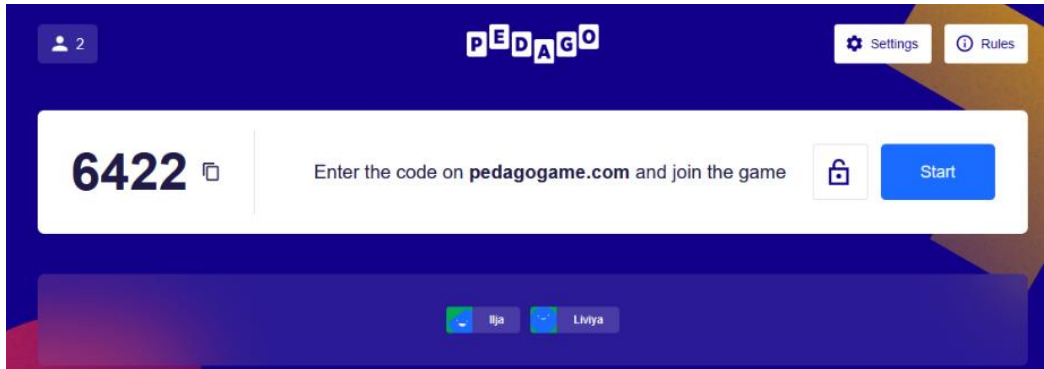


FYI: Players are asked to enter their (first) name and (if you work in groups) to indicate which group they belong to. They will then see an explanation screen. If they click on 'I get it', they will be added to the game. As an administrator you will then see a list of names appear.

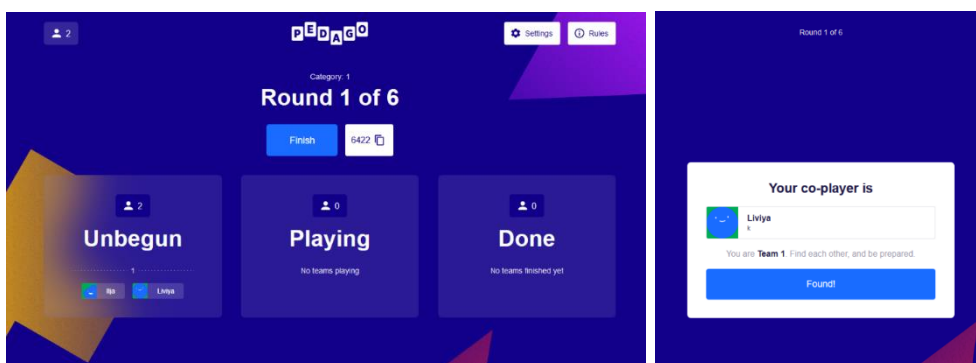
<sup>2</sup> Link: <https://www.youtube.com/watch?v=hWW2y3ikmbg>



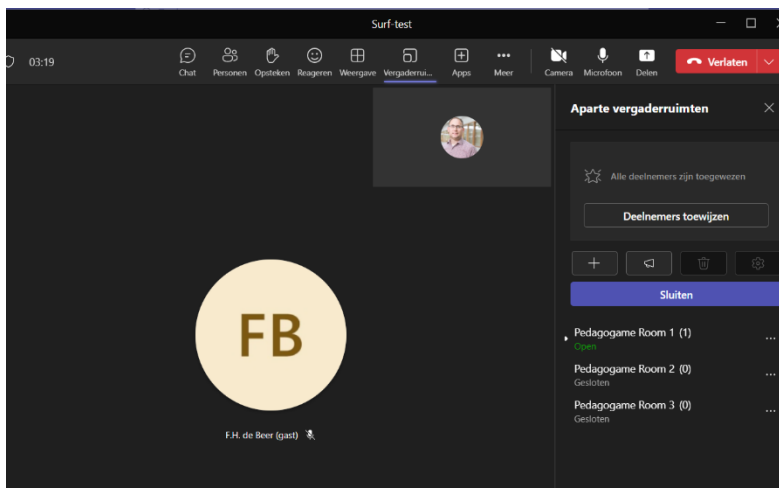
Once they have done that, they will appear as a 'player' on the screen.



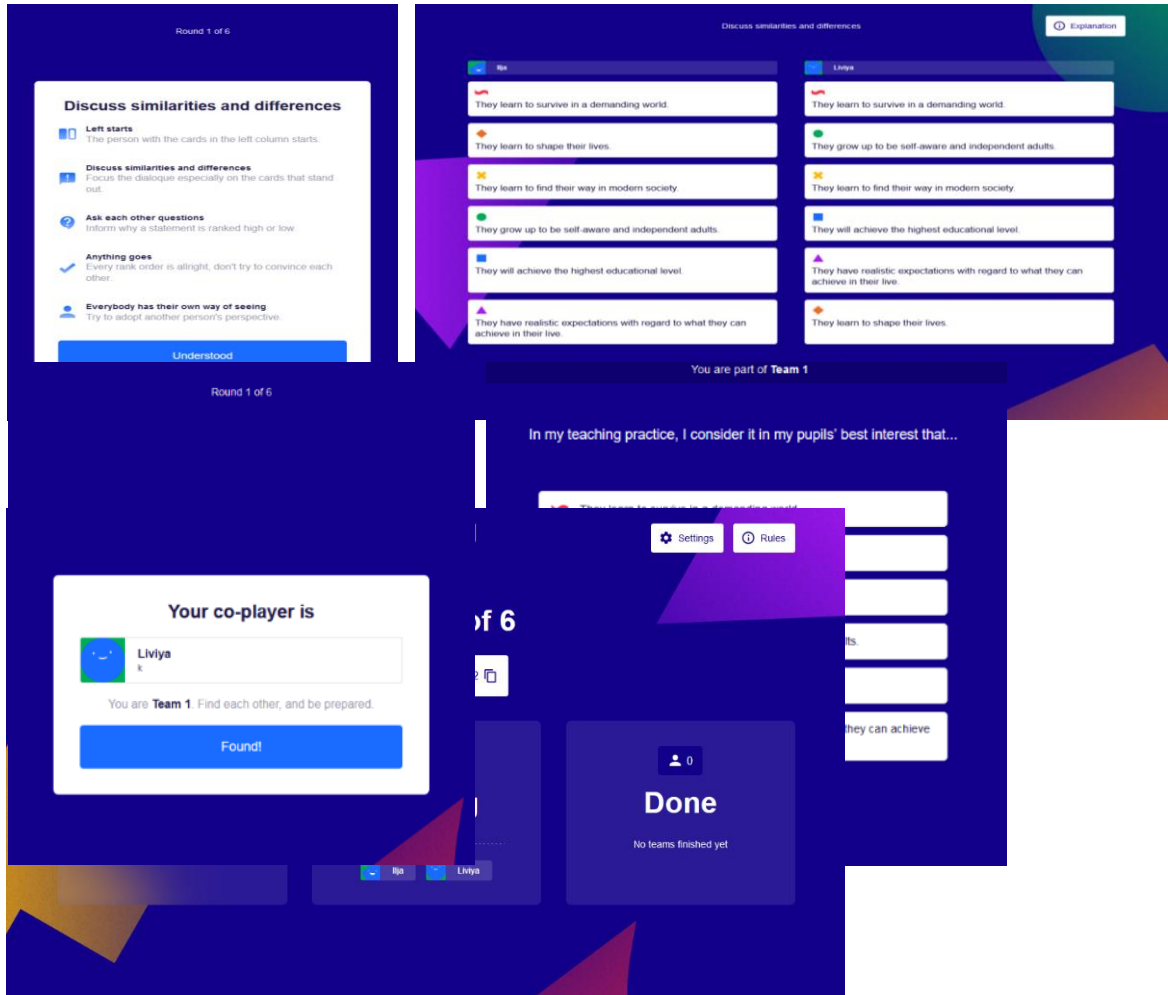
7. If everyone is 'present', press 'start'. NB. Latecomers cannot be added once you have started! The game now pairs the players (↓) and the players themselves will see the screen below on their device.



8. Each player has been placed in a 'team' (↑) by Pedagogame. Team 1, Team 2, Team 3 etc. In Teams or Meet, manually add the players to the correct Breakout room (↓) based on your home screen. Team 1 to Room 1, Team 2 to Room 2 etc.

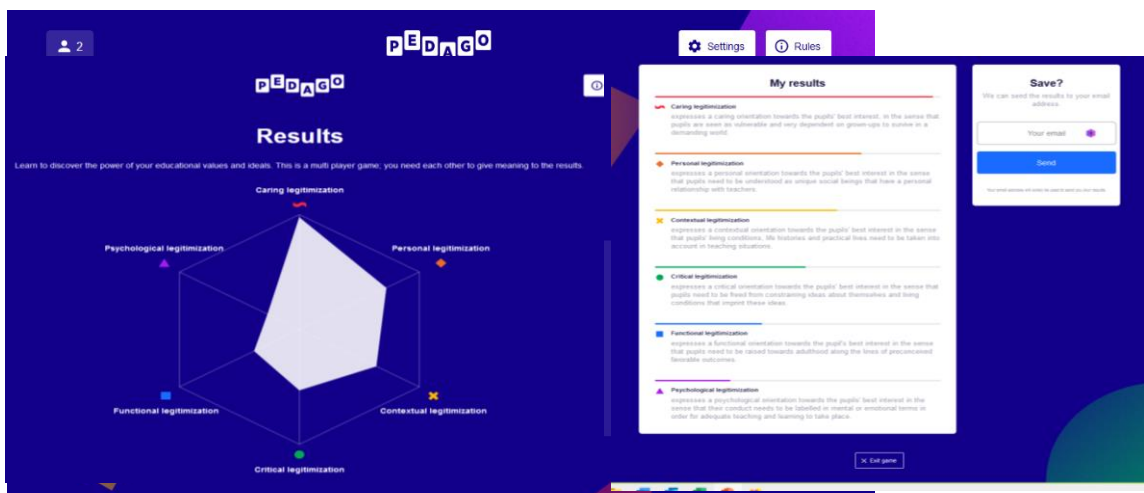


9. This 'placement' takes some time, especially with larger groups. Instruct the players to click 'found' on their own device. They then end up in the next screen and can drag the statements into the desired order. At the top is the statement they consider most important, and at the bottom is the statement they consider least important:
10. By the time the players have determined their order, the players have been assigned to the correct breakout rooms and 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.



11. As a moderator you can see whether everyone is 'busy' on the screen below. Walk through all the breakout rooms to see if everything is running smoothly.

12. Once the players have finished their dialogue, they click on 'we're done' and return to the main meeting on Teams or Meet. As an administrator, you can see that they are ready on your own screen (↓). Players are placed in a waiting position.
13. If you see that quite a few couples have already finished, announce in the breakout rooms that you will call them back to the meeting in a minute. 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 and can start ranking again. NB. This also means you have to manually reassign them to breakout rooms!
14. 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.
15. 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-](#)



[legitimizations-in-color.pdf \(han.nl\)](#).<sup>3</sup>

16. 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?
17. 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:**

- [c.a.van.kan@hr.nl](mailto:c.a.van.kan@hr.nl)
- [fedor.debeer@han.nl](mailto:fedor.debeer@han.nl)

<sup>3</sup> <https://www.han.nl/projecten/2020/pedagogisch-prioriteitenspel/resultaten/Explanation-legitimization-types.pdf> or <https://www.han.nl/projecten/2020/pedagogisch-prioriteitenspel/resultaten/>