

## Discover Rome Game: Instructions for Teachers

**Learning Objective:** introduction to the city of Rome and various aspects of Roman life and culture

Make sure your students all have VRoma usernames and passwords (if you don't know how to make these for your students, consult the Teacher's Guide at <http://www.vroma.org/help/teacher.html>; printable Acrobat file at [http://www.vroma.org/help/teacher\\_print.pdf](http://www.vroma.org/help/teacher_print.pdf)). Put your students into groups of 3-4 for each category. There are five groups for this game:

1. Group I will explore sites in Rome associated with religion.
2. Group II will explore sites in Rome associated with politics.
3. Group III will explore sites in Rome associated with leisure and entertainment.
4. Group IV will explore sites in Rome associated with money and commerce.
5. Group V will explore sites in Rome associated with crime and punishment.

The easiest way to put your students into groups is to click on the **Admin** tab in the menu bar and then select the **players** tab. In the "restrict to" drop-down menu, select "my creations." A list of all the student logins you have created will appear (if the wizard Reficere has made the characters for your students, you should instead scroll down to the **Groups** and select the group called "Students of Your-Name" from the drop-down menu). Put a check next to the 3 or 4 students you want to put into Group I, then scroll down and click on the "group players" button. The next screen will show the players you have selected; in the drop-down menu after "choose a new group," select one of the groups labeled "Discover Rome." Then click the "group these players" button and the students will be placed in that group and have access to all its instructions and objects. Repeat this process until all your students have been placed into one of the 5 groups.

From this point on the game is programmed to work automatically, although we strongly recommend that you briefly orient your students to VRoma before they begin the game. You can print out the Quick Start Guide at [http://www.vroma.org/help/quickstart\\_print.pdf](http://www.vroma.org/help/quickstart_print.pdf) > and give them copies to consult. Take them to VRoma, show them how the click maps in the 14 regions work, show them how to pick up and drop objects (the Thermopolium of Scintilla is a good place for that), and encourage them to practice navigating and conversing in VRoma with no particular goal in mind. If they are used to the site and the interface, the game will progress more smoothly and they will have more fun. It will also be helpful to give them a printed copy of the Instructions for Students at [http://www.vroma.org/course\\_materials/DiscoverRome\\_students.pdf](http://www.vroma.org/course_materials/DiscoverRome_students.pdf) >.

When they are ready to start the game, they should all go to the Game Room, which can be reached either from the Prima Porta VRomana or from Rome (the 14 regions). There they will find a bookshelf containing all the materials for the game, including an instruction scroll for their group to get them started and a wax tablet on which to write their answers. When they have completed their mission, they will return to the Game Room and put their answer tablet back in the bookshelf for you to read.

### After the Game:

1. **Review, email and erase the answer tablets:** You should go to the Game Room and click on the bookshelf and then each of the answer tablets. By clicking the email icon at the top (bird carrying scroll), you can email the contents of each tablet to your registered email address and evaluate them at your convenience. The next step is very important -- please erase each answer tablet so that it will be available for another group to use. This is very easy; just click on the edit link (a small tablet and stylus) above the answer tablet after you have emailed its contents to yourself. A small window will appear showing the answers your students have written on the tablet. Click the button marked "restore inherited values" and this text will immediately disappear.
2. **Check the answers to the questions:** Go to the Ludi VRomani (you can jump there by typing **@go ludi**). This room is locked to everyone except those with Teacher characters. Here you can click on the answer key scroll for each of the groups; this scroll will list the sites each Group visited, the questions they were asked, and the correct answers that can be found at the sites. These scrolls are locked to everyone but Teachers and cannot be removed from the room (for obvious reasons).
3. **Remove all members from each of the Groups you have used:** In the Ludi VRomani, you will also see each of the Groups for this game. Click on each Group's edit icon; in the editing window you will see the current members of the Group. Click the button marked "restore inherited values" and all the members will be deleted. In this way the Group will be available for new players.

If you wish to put your students into different groups so that they can explore sites dealing with another aspect of Roman life and culture, just start the process over by following the instructions above for putting students into Groups.

Feel free to email me if you have further questions: **Barbara F. McManus** <[bmcmanus@cnr.edu](mailto:bmcmanus@cnr.edu)>