1: Set the Classroom Up for Play

Working in groups
Seat your students in pairs or threes at each computer. Quandary is all about discussion and debate, questioning and thinking – and players will get a lot more out of it by discussing their choices. To combat one student taking over the game, apply a rule where the player in control of the mouse must get agreement from the others in the group before making any decisions.

Other options
You may prefer to set Quandary as homework and then lead a discussion in the class. Or you could use a projector or interactive whiteboard to lead a whole-group play session.

QUICK TIP:
Students don't need to register to play, but it will allow them to save their progress and scores.

QUICK TIP:
Have your students click the 'Full Screen' button in the game to view it at its best.

2: Introduce the Game

You may want to start the session by asking: 'Do you know what the game's title means? What is a quandary?'

You shouldn't need to explain the details of the game – the game does that itself. But it's a great idea to summarize the overall narrative: 'This game challenges you to make tough decisions about how to build a colony on a new planet.'

It's important that players read and listen to the comics at the start of the game and each episode as these set the scene and provide guidance.

You may want to run through the comics as a whole-class activity on a projector or interactive whiteboard.

QUICK TIP:
All the comics are voiced. Simply click on the text in the comics to hear the audio.

3: Choose an Episode

There are three scenarios in Quandary that players can choose from. Each addresses a different dilemma. An important part of using the game is the discussion that it prompts. It therefore makes sense for the whole class to tackle the same scenario at once. Faster players can play through the same scenario again to investigate how different choices lead to different outcomes. This will lead to a richer class discussion about each scenario. An alternative is to split the class into two or three groups, and have each tackle a different scenario.

4: Bring Everyone up to Speed

Students will work at their own pace, but if some are really struggling with the game mechanics, ask those who've mastered the game to either explain their approach to the whole class or assist the students who are stuck.

5: Promote Discussion

Quandary is a springboard for discussion, so plan to leave a chunk of time for this at the end of the session. We've provided some sample questions and areas for debate below. Be sure to encourage students to compare the decisions they made and why they made them. And visit our teacher discussion forum to see a list of the different outcomes for each episode to help you navigate the discussion: www.quandarygame.org/discuss

QUICK TIP:
You'll find lots more tips and ideas in our teachers' forum, where we also look forward to hearing your ideas!

Player's role
- What was your role in the game?
- What did you have to do?

Making decisions
- What is the difference between a fact, an opinion and a solution?
- What options did you have for solving the colony's problem?
- What made you choose the solution you chose?
- Did you find it hard to choose a solution? If so, why?
- The game encouraged you to find out other people's points of view, but did you listen to them when making your decision?
- Why do you think it's important to understand other points of views?

Impact on colony
- Did you try another solution? If so, what and why? If not, what else might have worked?
- How well did your colony do overall? What do you think the success of the colony depends on? Try to think of some words to describe how you'd measure success.
- What was good about the outcome of your solution? What could have been better?

Extensions
- Can you come up with any other solutions to the dilemma?
- What if there was another colony on Planet Braxos with a different Captain? How would this impact your decisions?
- Have you ever faced a similar problem in your own life – a problem where there's no clear answer and you didn't know what to do? Is there anything that you learned from the game that would help you make decisions when you face similar problems in your own life?

QUICK TIP:
Find groups that chose different solutions and have them explain their decisions.
For groups that chose the same solutions, compare the reasons why each group made their choices.

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