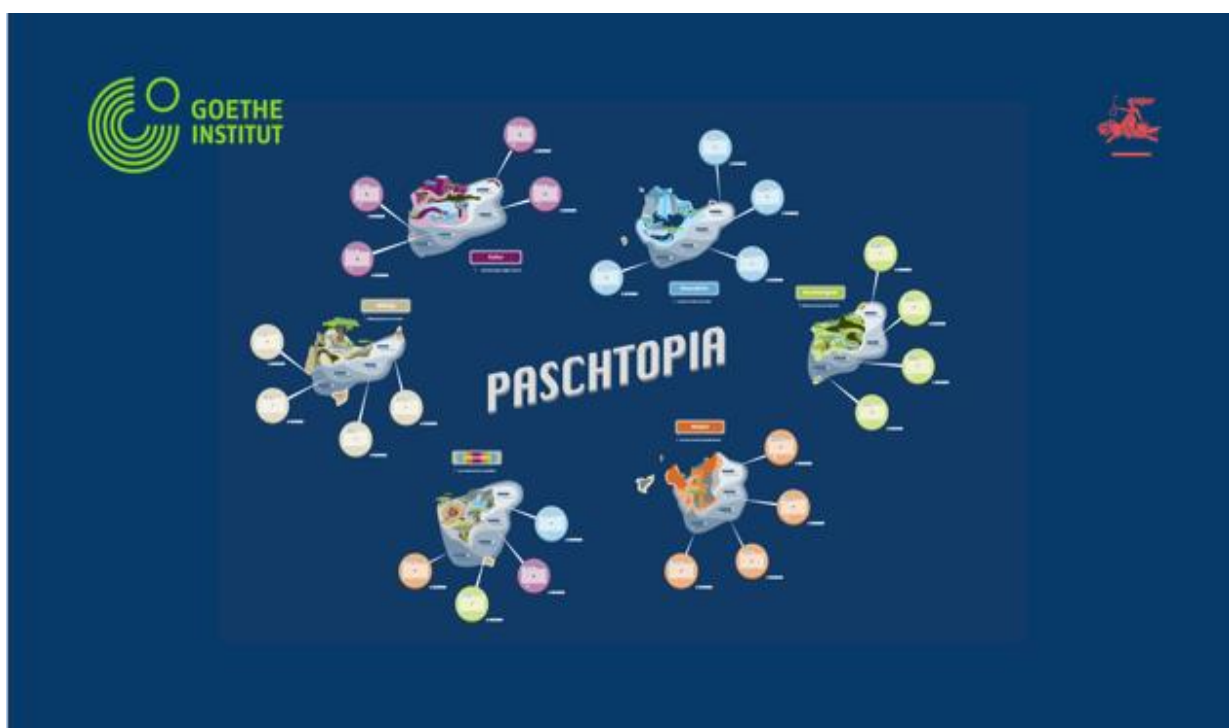




PASCHTOPIA – A VIRTUAL GAME FOR LEARNERS OF GERMAN

Information for German teachers



Developed by Goethe-Institut USA in cooperation with Playful Solutions, 2020

Contact: Teacher-Service Goethe-Institut Boston (teacherservice-boston@goethe.de),
Teacher-Service, Goethe-Institut Chicago (teacherservice-chicago@goethe.de)

**GOETHE
INSTITUT**

Sprache. Kultur. Deutschland.

CONTENT

1. INTRODUCTION TO THE GAME AND REQUIREMENTS	4
2. THE STORY	5
3. STRUCTURE AND SEQUENCE OF THE GAME	5
4. PUZZLES AND CHALLENGES	6
5. VOTING AND PRIZES	7
6. THE PUZZLES	9
a. PUZZLE "SCHLAFEN (SLEEP)"	
b. PUZZLE "ESSEN (EAT)"	
c. PUZZLE "WASSER (WATER)"	
d. PUZZLE "FEUER (FIRE)"	
7. THE CHALLENGES	18
a. CHALLENGE "KULTUR (CULTURE)"	
b. CHALLENGE "GESUNDHEIT (HEALTH)"	
c. CHALLENGE "NACHHALTIGKEIT (SUSTAINABILITY)"	
d. CHALLENGE "MEDIEN (MEDIA)"	
e. CHALLENGE "DIVERSITÄT (DIVERSITY)"	
f. CHALLENGE "BILDUNG (EDUCATION)"	
8. PRACTICE NAVIGATION IN MIRO	23
9. MIRO TROUBLESHOOTING	24
APPENDIX I: BEST PRACTICES PASCHTOPIA _	26

1. INTRODUCTION TO THE GAME AND REQUIREMENTS

PASCHtopia is a game developed especially for students learning German aged 14 years and older. Players need at least German on the level [A2 GER](#) to play. The maximum group size to play is 36 students. Students compete in teams of 4-6 players. Each team needs a (trained) game coach who guides the team through the [puzzles and challenges](#). Selected students can be trained to be game coaches by the Goethe-Institut. The Goethe-Institut can also provide external game coaches on request.

The total play time is 4 x 90 minutes, but it is possible to play only parts of the game. The game consists of four 20-minute [puzzles](#) and six 60-minute [challenges](#).

The game board is located on the interactive platform [Miro](#). Each player needs a device to access the platform and collaborate there with his/her/their team mates. Communication within the team is possible virtually via a videoconferencing tool (e.g. ZOOM) or in-person when playing in the classroom.

Teachers can request access to the PASCHtopia game by filling out the [online registration form](#). They can "rent" one of our virtual boards for a certain period of time, as well as get support in making game schedules or training game coaches. The access to the PASCHtopia game and support by the Goethe-Institut are free of charge.

The goal of PASCHtopia is not only to have fun, but also to practice the German language, to promote communication in a team, and to encourage critical thinking. If the students need help, there is always someone there for them. Switching between different languages is fine when necessary.

Target group:	Students aged 14+
Language requirements:	A2+
Duration of the game:	min. 60 minutes, max. 4 x 100 minutes
Technical requirements:	Laptop/computer for each student with stable internet connection, for remote players we recommend headsets and cameras.
Platform(s) used:	Miro interactive whiteboard, in remote settings a videoconferencing tool (such as ZOOM)
Vocabulary help in:	English, French, Spanish
Cost:	free, but registration to use the virtual game board is required

2. THE STORY

The scenario is as follows: The players went on a class trip and are stranded on an uninhabited group of islands. In small groups, they are scattered on the islands, which they now have to make their new home. The first step is to ensure survival: Each game round begins with a [puzzle](#) that the students can only solve collaboratively: They piece together torn maps to find a safe place to sleep, crack codes to identify edible mushrooms, or research how to make fire utilizing diary excerpts.

The next step is to build an ideal society. In six [challenges](#), the teams are confronted with current questions of our time from the subject areas of education, culture, health, sustainability, society, and media. They discuss and think of creative answers to these questions and design their utopian island.

After each round of the game, the groups present their solutions to the challenges in a written, image, audio or video format. The [peer evaluation](#) follows. Guided by the question: "Which team has the best and most convincingly presented idea for a utopian society?", the players award points to each other.

3. STRUCTURE AND SEQUENCE OF THE GAME

The game is played in 4 game rounds lasting about 90 minutes each. Each game round consists of:

- a short introduction to the round (5 minutes)
- one [puzzle](#) (20 minutes)
- one [challenge](#) (60 minutes)
- [voting](#) (10 minutes)

The game can be played as a whole, but it can also be played in parts, such as a puzzle or a challenge at a time. Thanks to this modular structure, the game can be used in different settings, such as:

- a student camp
- in the German lessons (one time game session or spread over several days or weeks)
- in the German club (a one time game session or several game sessions)
- in a competitive setting with teams from different schools

For more information about different settings, please read the [appendix "Best Practices PASCHtopia at Schools"](#).

The Goethe-Institut can provide customized game schedules and support for the game sessions and/or training of the game coaches on request.



©Goethe-Institut Chicago

4. PUZZLES AND CHALLENGES

The game consists of four 20-minute puzzles and six 60-minute challenges:

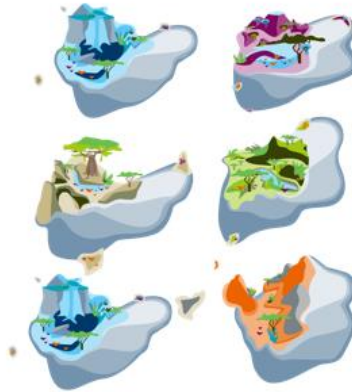
- puzzle Schlafen (sleep)
- puzzle Essen (eat)
- puzzle Wasser (water)
- puzzle Feuer (fire)
- challenge Kultur/Freizeit (culture/leisure)
- challenge Gesundheit (health)
- challenge Nachhaltigkeit (sustainability)
- challenge Medien (media)
- challenge Diversität (diversity)
- challenge Bildung (education)

You can find short descriptions for each of the [puzzles/challenges](#) on the next pages.

PUZZLES



- Schlafen (Sleep)
- Essen (Eat)
- Wasser (Water)
- Feuer (Fire)

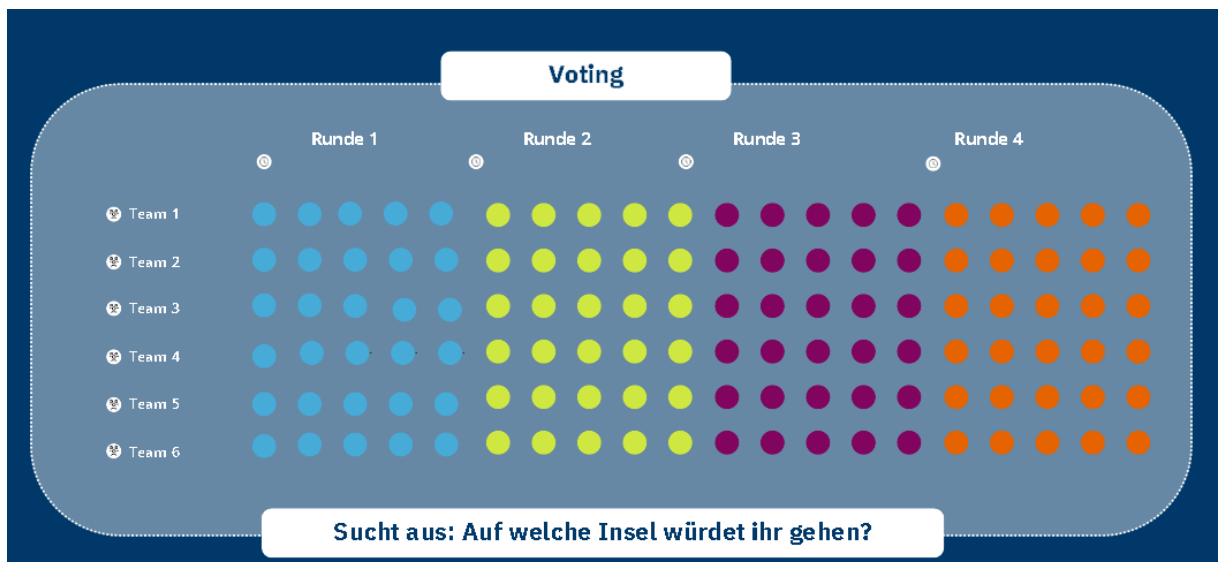


CHALLENGES

- Kultur/Freizeit
- Gesundheit
- Nachhaltigkeit
- Medien
- Diversität
- Bildung

5. VOTING AND PRIZES

After every challenge, the groups present their solutions to the challenges in a written, image, audio or video format. The peer evaluation follows. Guided by the question: "Which team has the best and most convincingly presented idea for a utopian society?", the players award points to each other. The points can be found on the right side of the main board and must be dragged to the chosen product. Each player can award one point per round. Points can only be awarded for products of other teams, not for your own product.



Teachers can choose to weigh in the game coaches, too: They can evaluate things such as team cooperation, motivation and commitment, as well as the motivation to use German as the working language within the team. Game coaches can evaluate the agreed-upon criteria for the teams and add their agreed-upon points to the score each team has received so far by the student voting. This determines the winning team. We recommend organizing a presentation of the best products and a round of reflection with your students. Prizes for the winning team members are optional and have to be decided by the teacher.



©Goethe-Institut Chicago

6. THE PUZZLES

There are four puzzles. Each puzzle starts with similar instructions:

Ablauf

- Ihr habt für jedes Puzzle 15 Minuten Zeit. Manche Puzzles sind kürzer, manche länger.**
- Ihr könnt in das Board schreiben.**
- In manchen Puzzles habt ihr verschiedene Informationen. Fragt eure*n Game Coach welchen Link ihr klicken sollt.**
- Wenn ihr Hilfe braucht, fragt eure*n Game Coach! Er wird euch mit Tipps und Tricks helfen.**

Los gehts! →

On the next pages, you can find information about the four different puzzles.

a. PUZZLE "SCHLAFEN (SLEEP)" - 20 MINUTES

1. The players read the task together. The game coach makes sure every player knows what to do.

1. Puzzle

Es ist Abend und ihr braucht einen guten Ort zum Schlafen. Gestern habt ihr eine Höhle gefunden und den Weg auf eine Landkarte gezeichnet.

Aber leider ist die Landkarte jetzt kaputt und ihr müsst sie reparieren.

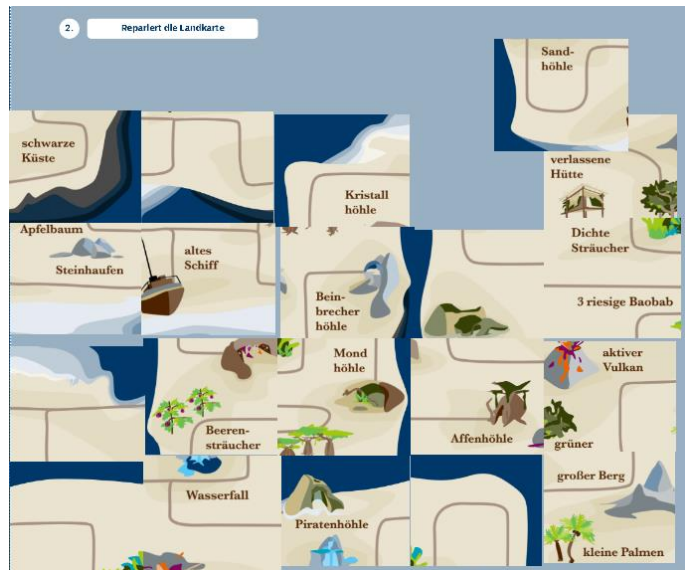
Die richtige Höhle ist:

Wortklärung

- *die Höhle = cave / grotte
- *die Landkarte = map / carte

Wo schlafen wir heute?

- The players drag the different pieces of the puzzle into the correct position to repair the map.



- Now, each player opens one of links for clues:

Hinweise für Spieler*in 1 öffnen

Hinweise für Spieler*in 2 öffnen

Hinweise für Spieler*in 3 öffnen

Hinweise für Spieler*in 4 öffnen

Spieler*in 5 notiert den Weg


➔

Textfetzen

i
 Unsere _____ dem _____
 _____ mussten _____
 abbiegen, _____ verlassenen
 _____ Apfelbaum _____
 _____ Süden _____ dem _____
 _____ zwei _____ links
 _____ Berg _____
 Vulkan _____ drei _____
 _____ einen _____ gingen
 _____ nach _____
 unserer _____.

Q
 *verlassen - abandoned / déserté

Each player has a text fragment with different missing words. Only by reading the text aloud together, they can assemble the complete text. Player 5 takes notes.

 **Ihr könnt euch hier Notizen machen:**

4. Once the text is complete, players return to the assembled map. One player reads out the route description in German, another marks the route in the map by using the pen function in the toolbox on the left side of the screen.
5. The route leads the players to the correct destination and they can write down the solution to the puzzle (die richtige Höhle) in the textbox (see screen shot in step 1).



Note: Game coaches can support their team by giving clues, if the team gets stuck. The clues and solutions are provided in the *Game Instructions for Game Coaches* which you can request at the [Goethe-Institut](https://www.goethe-institut.de/en/about-us/locations/chicago).



©Goethe-Institut Chicago

b. PUZZLE "ESSEN (EAT)" - 20 MINUTES

1. The players read the task together. The game coach makes sure every player knows what to do.

1.

Puzzle

Ihr habt Hunger und sucht Essen. Aber ihr kennt die Pflanzen der Insel noch nicht.

Eine Person hat recherchiert, aber die Notizen sind durcheinander. Könnt ihr sie ordnen?

Der essbare Pilz ist:

Die essbare Beere ist:

Essbare Pflanzen erkennen

Q

Wortklärung

- *die Pflanze, -en = plant / plante
- *durcheinander = in a mess / en pagaille
- *essbar = edible / comestible
- *der Pilz, -e = mushroom / champignon
- *die Beere, -n = berry / baie

2. The players try to solve the code to find the name of the edible mushroom. They talk about their ideas, one player takes notes. When they have found the name, one player writes it down (see screen shot in step 1, "der essbare Pilz ist:").

2.

Giftig oder nicht?







A B C D E F G H I J K L



M N O P Q R S T U V W X Y Z

12

- In the next step, players figure out which color the edible berries have. To do so, they need to write information into this table. The information is given under the table.

3. Welche Farbe haben die essbaren Beeren?

	links	mitte	rechts
Farbe			
Blätter			
Giftigkeit			

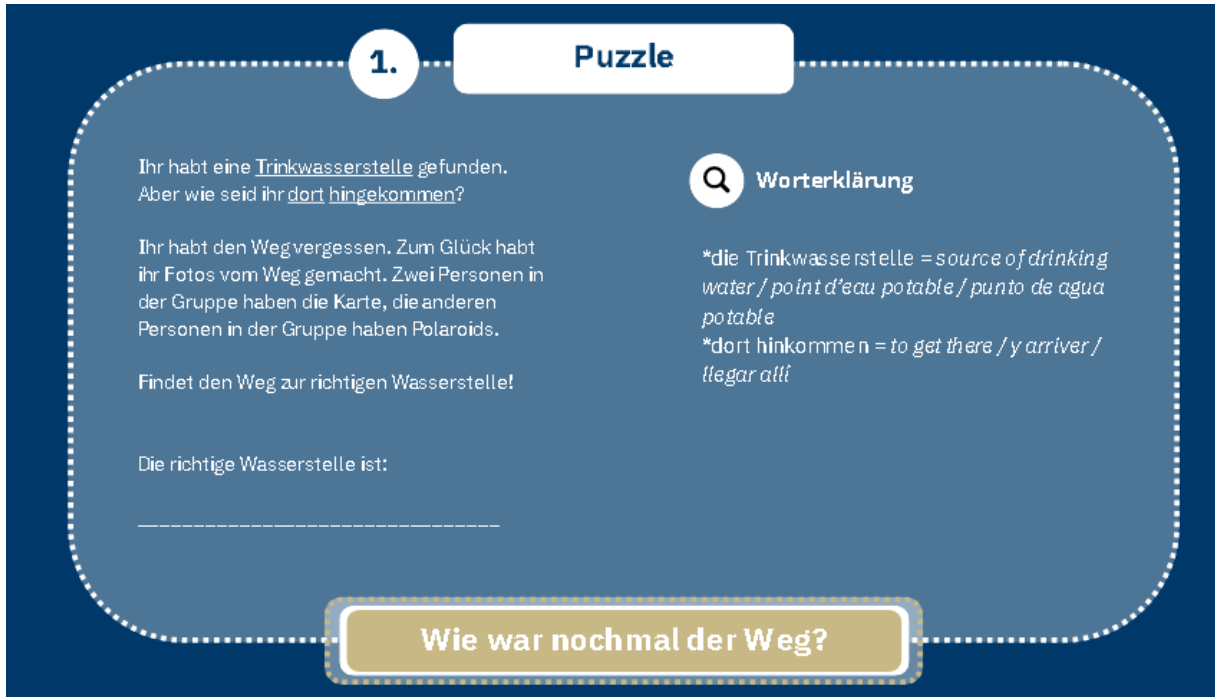
- Die Blauen Beeren wachsen auf der Pflanze mit den langen Blättern.
- Die ganz linke Pflanze ist definitiv tödlich!
- Runde Blätter wachsen auf der giftigen Pflanze. Giftig ist nicht tödlich. ;-)
- Die Pflanze mit den roten Beeren wächst irgendwo links von der Pflanze mit den blauen Beeren.
- Die Pflanze mit den gelben Beeren wächst direkt neben der Pflanze mit den eckigen Blättern.

- Once the table is complete, players know the color of the edible berries and can write the solution of this part of the puzzle in the textbox (see screen shot in step 1, "Die essbare Beere ist:").

Note: Game coaches can support their team by giving clues, if the team gets stuck. The clues and solutions are provided in the *Game Instructions for Game Coaches* and available upon request at the [Goethe-Institut](https://www.goethe-institut.de/).

c. PUZZLE "WASSER (WATER)" - 20 MINUTES

1. The players read the task together. The game coach makes sure every player knows what to do.



1. Puzzle

Ihr habt eine Trinkwasserstelle gefunden. Aber wie seid ihr dort hingekommen?

Ihr habt den Weg vergessen. Zum Glück habt ihr Fotos vom Weg gemacht. Zwei Personen in der Gruppe haben die Karte, die anderen Personen in der Gruppe haben Polaroids.

Findet den Weg zur richtigen Wasserstelle!

Die richtige Wasserstelle ist:

.....

Wörterklärung

*die Trinkwasserstelle = *source of drinking water / point d'eau potable / punto de agua potable*

*dort hinkommen = *to get there / y arriver / llegar allí*

Wie war nochmal der Weg?

2. Now, each player opens one of the links for clues:



2. Den Weg finden

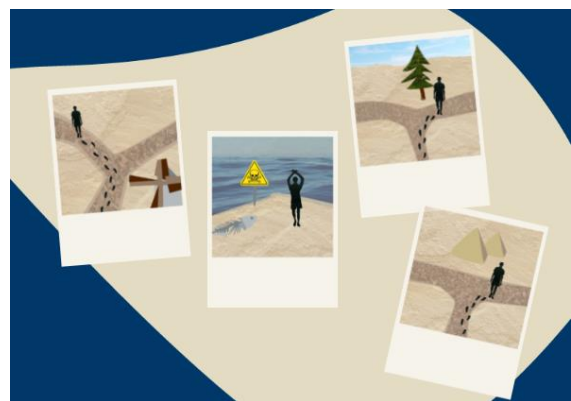
Hinweise für Spieler*in 1 öffnen

Hinweise für Spieler*in 2 öffnen

Hinweise für Spieler*in 3 öffnen

Hinweise für Spieler*in 4 öffnen

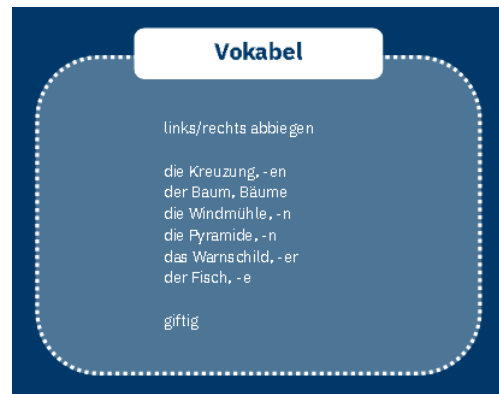
Hinweise für Spieler*in 5 öffnen



Each player has four different image cards and a word list to help remember useful vocabulary.

3. Player 4 and 5 have the map. Players 1, 2 and 3 describe their images and by doing so describe the route to the water hole. Player 4 and 5 follow the route on the map.
4. The route leads the players to the correct destination and they can write down the solution to the puzzle (die richtige Wasserstelle) in the textbox (see screen shot in step 1).

Note: Game coaches can support their team by giving clues, if the team gets stuck. The clues and solutions are provided in the *Game Instructions for Game Coaches* which you can request at the Goethe-Institut.



d. PUZZLE "FEUER (FIRE)" - 20 MINUTES

1. The players read the task together. The game coach makes sure every player knows what to do.

1.

Puzzle

Feuer machen klingt einfach, ist es aber nicht! Das wisst ihr von der Gruppe auf der Nachbarinsel: Die Leute dort haben es geschafft!

Sie haben euch ein Logbuch geschickt, aber die Einträge sind nicht in richtiger Reihenfolge und ein paar Informationen fehlen.

An welchem Datum war der Schiffbruch?

Welche Methode Feuer zu machen hat funktioniert?

Feuer machen

Q

Worterklärung

*der Schiffbruch, -e = shipwreck /
auf Frage

2. The players study the calendar and read the text boxes on the sides:

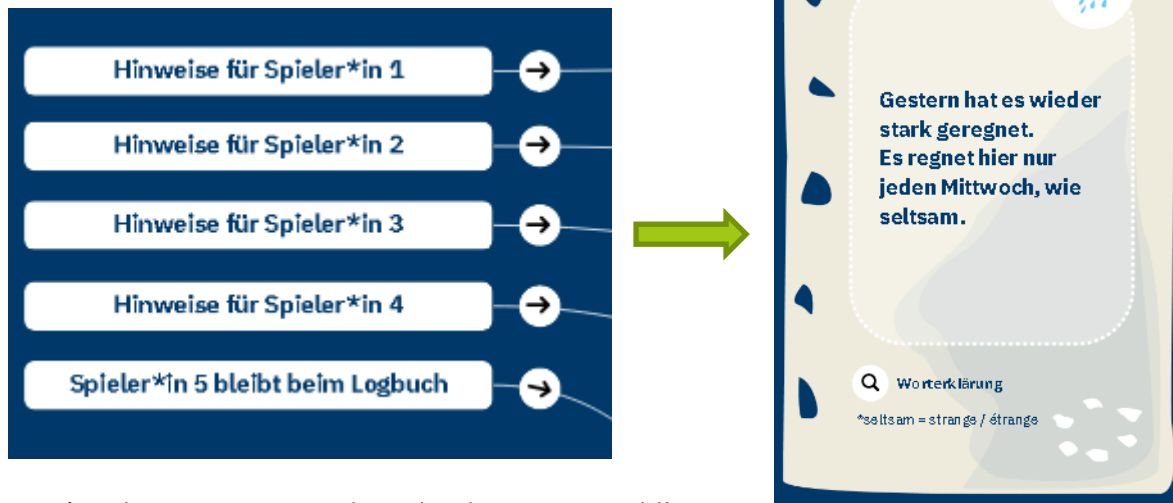
2. Logbuch Einträge finden und eintragen

	MO	DI	MI	DO	FR	SA	SO
				1	2	3	4
Oktober	5	6	7	8	9	10	11
	12	13	14	15	16	17	18
	19	20	21	22	23	24	25
	26	27	28	29	30	31	1
November	2	3	4	5	6	7	8
	9	10	11	12	13	14	15
	16	17	18	19	20	21	22
	23	24	25	26	27	28	29
	30						

Tag 2:
Heute regnet es.
Gestern war unser
Schiffbruch.
Wir haben diese
Woche einen
Geburtstag und
nächsten Monat
haben wir noch
einen
Geburtstag.

Q Wortklärung
*der Schiffbruch, -e = shipwreck / auf Frage

3. Players 1 - 4 read out their clues by following the lines:



4. Player 5 stays on the calendar. By assembling the information of each player, the team finds answers to the two questions in the task. To help them visualize the information, the players can move the small round icons representing sun, rain and birthdays underneath the calendar into the calendar grid (see screen shot in step 2).
5. Once they have inserted all the available information into the calendar and found the correct answers (i.e. the date of the shipwreck and how to make fire); they write them into the textbox (see screen shot in step 1).

Note: Game coaches can support their team by giving clues, if the team gets stuck. The clues and solutions are provided in the *Game Instructions for Game Coaches* which you can request at the [Goethe-Institut](https://www.goethe-institut.de/).

7. THE CHALLENGES

There are six different challenges:

You can find the tasks for each challenge on the following pages.

In each game round, the teams have to create a different product:

- a poster (round 1)
- a text (round 2)
- an audio (round 3)
- a format of choice (any of the above or something different) (round 4)

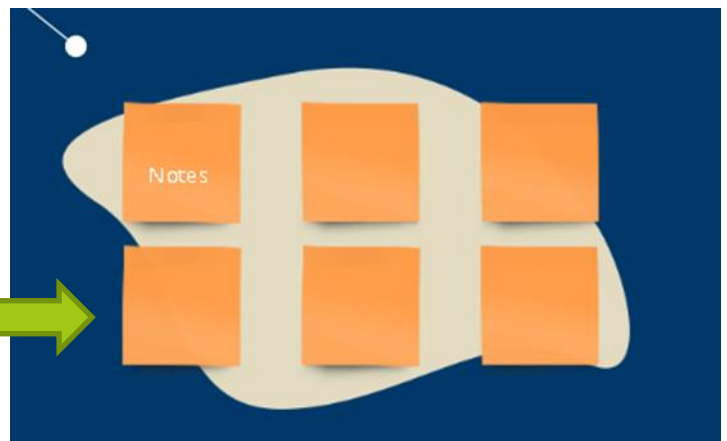


CHALLENGES

- Kultur/Freizeit
- Gesundheit
- Nachhaltigkeit
- Medien
- Diversität
- Bildung

The task sequence of each challenge is always the same and consists of the following steps:

1. The players read the task together. The game coach makes sure every player knows what to do and what format the product is that has to be created.
2. The players take 5 minutes to reflect on the task individually and take notes. Each player picks one of the six small islands with sticky notes and writes down his/her/their ideas how to solve the challenge. The players talk about their ideas and select the ones they like best as a team (20 minutes).
3. Then they work together in creating the team product (poster, text, audio or other). The product is to serve as an advertisement for their island. (30 minutes)
Note: To create an audio file, we recommend using a voice recorder on a phone or online, such as www.vocaroo.com.
4. Once the product is finished, the game coach copies and pastes it onto the main board (i.e. the game board with all the islands)
Note: Audio files cannot be copied and pasted directly into Miro. The best way to get the file onto the main board is by uploading the audio file in Sound Cloud or Google Drive and copying the link.
5. Once all products are copied onto the main board, the voting can begin: The players look at the products of the other teams and distribute voting points to the product they like best. (10 minutes)



However, the task itself is different for each of the islands. Also, the products that have to be created are different in every round.

a. CHALLENGE "KULTUR (CULTURE)"

Insel Challenge

Ihr baut einen Veranstaltungsraum.
Welche Veranstaltungen könnt ihr planen?
Wer entscheidet, was dort passiert?
Wer finanziert den Bau?

Was ihr sonst noch wissen solltet:
Other things to keep in mind:
Il y a d'autres aspects:
Qué más debería saber:

Lärm kann ein Problem sein, genau sowie
Geld. Wie könnt ihr in Zukunft
Veranstaltungen finanzieren?

Q Worterklärung

- *die Veranstaltung = *event / événement / evento*
- *der Veranstaltungsraum = *event hall / salle d'événement / sala de eventos*
- *der Lärm = *noise pollution / bruit / ruido*

Runde 1: Gestaltet ein Poster!

b. CHALLENGE "GESUNDHEIT (HEALTH)"

Insel Challenge

Mehrere von euch haben ein tropisches Fieber.
Eine Person hat ein passendes Medikament mit
auf die Insel gebracht, aber leider nicht genug für
alle Menschen. Was macht ihr mit dem
Medikament?

Das Fieber ist ein permanentes Problem, auch in
der Zukunft. Selbst wenn ihr das Medikament auf
eurer Insel produzieren könnt - wer bekommt es
zuerst?

Was ihr sonst noch wissen solltet:
Other things to keep in mind:
Il y a d'autres aspects:
Qué más debería saber:

Man kann leider nicht immun gegen das Fieber
werden und wenn man das Fieber mehrmals
bekommt, wird auch das Risiko größer. Aber
wenn man in den letzten 48 Stunden Sport
gemacht hat, ist das Risiko kleiner.

Q Worterklärung

- *das Fieber = *fever / fièvre / fiebre*
- *in der Zukunft = *in the future / dans l'avenir / en el futuro*
- *selbst (Adverb) = *even / même / hasta*
- *zuerst = *first / premier / primero*
- *mehrmals = *repeatedly / plusieurs fois / varias veces*

Runde 2: Verfasst einen Text!

Example of a team product for the challenge 'health':

Unsere Insel ist die beste weil.....

Wir geben Keaton die Medikamenten, weil er die stärksten ist. Dann kann er alles besser helfen.
Keaton hat alle helfen, die Leute auf die Insel sind nicht Krank!
Wenn wir nicht Krank werden, bauen wir eine neue Gesellschaft.
Wir sollen neue Krankenhäuser, Häuser, und Parks bauen.
Wir essen alle Madelines an die Insel, weil wir keine Madelines in der Zukunft haben möchten.
Wir finden viel Wasser in der Nähe von der Insel, und macht sauber Wasser.
Viele Menschen an der Insel werden Arzt.
Wir kreieren neue Medikamenten.
Wir machen eine gute Regierung, mit vieler demokratischen Grundlage.
Wir bauen Schulen, mit viele guten Lehrerinnen.

Wir machen viel Spaß!!!

c. CHALLENGE "NACHHALTIGKEIT (SUSTAINABILITY)"

Insel Challenge

Ihr habt auf eurer Insel einen Süßwassersee. Der See ist die einzige Trinkwasserquelle. Es gibt ein Problem: Der See trocknet langsam aus. Wie geht ihr damit um?

Was ihr sonst noch wissen solltet:
Other things to keep in mind:
Il y a d'autres aspects:

Es gibt auch Regenwasser und Meerwasser. Diese sind aber kein Trinkwasser.
Ihr esst die Tiere auf der Insel. Die Tiere brauchen aber sehr viel Trinkwasser.

Wörterklärung

- *die Nachhaltigkeit = sustainability / durabilité de l'environnement
- *der Süßwassersee = freshwater lake / le lac d'eau douce
- *die Quelle = the source, la source
- *das Trinkwasser = drinking water / eau potable
- *austrocknen = to dry up / s'assécher
- *das Regenwasser = rain water / eau de pluie
- *das Meerwasser = sea water / eau de mer

Runde 3: Nehmt ein Memo auf!

d. CHALLENGE "MEDIEN (MEDIA)"

Insel Challenge

Die wichtigste Informationsquelle auf eurer Insel ist das Radio. Leider wird die Radiostation von einer kleinen Gruppe kontrolliert, die falsche Informationen über eine Bedrohung verbreitet. Die Menschen auf PASCHtopia bekommen immer mehr Angst. Wie könnt ihr das stoppen?

Was ihr sonst noch wissen solltet:
Other things to keep in mind:
Il y a d'autres aspects:

Das Radio verbreitet die falsche Information, dass die Bewohner*innen der anderen Inseln eine Invasion eurer Insel planen.

Wörterklärung

- *die Informationsquelle = *source of information / source des informations*
- *die Bedrohung = *threat / menace*
- *verbreiten = *to spread / circuler*
- *der Bewohner = *inhabitant / habitant*

Runde 4: Gestaltet ein Ergebnis eurer Wahl



e. CHALLENGE "DIVERSITÄT (DIVERSITY)"

Insel Challenge

Ihr sekiert die ersten hundert Siedler*innen für eure Insel.

Diskutiert: Wer sollen diese Personen sein? Nach welchen Kriterien wollt ihr sie selektieren? Überlegt euch auch die finale Zusammensetzung dieser Gruppe.

Was ihr sonst noch wissen solltet:
Other things to keep in mind:
Il y a d'autres aspects:
Qué más debería saber:

Was bedeutet die Mischung aus verschiedenen Menschen für eure Insel?

Q **Wortklärung**

*der Siedler = *settler / colon / colono*
*die Zusammensetzung = *composition (engl./frz.) / composición*
*die Mischung = *mix / mélange / mezcla*

Runde 1: Gestaltet ein Poster!

f. CHALLENGE "BILDUNG (EDUCATION)"

Insel Challenge

...

Nach einer Krankheit hat eure Gruppe ihre Erinnerungen verloren! Zum Glück können alle noch rechnen, schreiben und lesen. Die 5 Nachbarinseln können eine*n Expert*in senden und ihr Wissen zu einem Thema teilen.

Welche 5 Themenbereiche wählt ihr und warum?

Was ihr sonst noch wissen solltet:
Other things to keep in mind:
Il y a d'autres aspects:
Qué más debería saber:

Diese Themen sind die Basis für euer Bildungssystem.

Q **Wortklärung**

*die Erinnerung = *memory / mémoire / recuerdo*
*der Themenbereich = *subject area / le domaine thématique / área temática*

Runde 2: Verfasst einen Text!

8. PRACTICE NAVIGATION IN MIRO



The PASCHtopia game utilizes the interactive whiteboard tool Miro. Players can access and play the game without creating a Miro-account.

To navigate you use three main things:

- The hand to move the board.
- The arrow to push and click.
- Zoom: Very important! If you zoom in you can read tasks, if you zoom out you can find your way around.

You can click on the T and type. Or take a sticky note and write on it. You can add images to the board by copy and pasting them e.g. from images.google.com. (Just search it, then copy it (e.g. with Ctr C) and paste it into the board (Ctr V). For Mac users this works best with a screenshot (Command+Shift+4), which you can copy to the desktop by releasing it and then move it to the board.)

You can practice the navigation with the other players using our intro board:
https://miro.com/app/board/o9J_lfPRSBU/

PASCHTOPIA

Moinsen

INTRO BOARD

In PASCHtopia we'll work with miro – the tool you see in front of you

This is called a board.

Our short intro board will make you familiar with miro so we can focus on enjoying the game.

If you have problems navigating around the board please go to **Settings** (top right corner), choose **Navigation mode** and choose either Trackpad or Mouse

Any other problems? Miro works best with a PC or laptop with the following browsers:

- Chrome version 49 or higher
- Firefox version 52 or higher
- Safari version 10 or higher

9. MIRO TROUBLESHOOTING

Problem	Solution
I have a hard time navigating.	Click on the settings icon (toolbar on top) and select and "navigation mode", here you find instructions on how to navigate, and can switch between trackpad and mouse.
Miro is crashing. / I have a hard time navigating. / My screen is stuck.	Try changing browser / updating your browser, closing your browser and opening it up again, restarting your computer, is your internet working?
I'm confused by / I can't see the text because of all the arrows around me.	Hide collaborators cursors by clicking the cursor icon in the toolbar on the top.
I got lost in a board.	Click ""Fit to Frame"" icon to see the whole board, then start zooming in.
Everything is very slow / is slowing down.	Try closing other browser tabs (especially other Miro boards); it could also be that immense activity on a board (especially uploading of large files) slows down the experience momentarily.
I can't click anything.	If you have a white hand as a cursor, it means you will move around the board by clicking and dragging - if you click on the cursor icon (toolbar on the left), the hand is replaced by a cursor and now you can select and move objects on the board. Alternatively, you might be too far away - try to zoom in more towards the link.
I can't select anything.	Are you on a mouse? If you want to select one specific object it should work if you switched from the hand to the arrow. If you want to select multiple things, try holding shift while selecting.
I see a lot of pink squares across the board.	This is because there are changes to the board since you last visited (not applicable to users visiting the first time). Just click "hide highlighted changes" (usually pops up at the bottom of the screen when you enter, or click the lightning bolt icon on the toolbar at the bottom and click "hide changes highlighting"
I accidentally added a form/shape/arrow I didn't want to add.	You might have pressed a key that is a shortcut to adding objects, or you added an object by clicking somewhere on the toolbar. Either way - You can undo it by pressing command-Z on mac or ctrl-Z on Windows, OR select and delete it, OR just leave it there - it doesn't matter :)
I accidentally deleted content (my own or from my teammates).	You can undo it by pressing command-Z on mac or ctrl-Z on Windows.

I need to add a picture and don't know how.	You can use the copy-paste shortcut (command-c and command-v on mac, or ctrl-c and ctrl-v on Windows), or simply drag a photo directly into the board.
---	--

Video Tutorials for Miro:

<https://help.miro.com/hc/en-us/articles/360017571954-How-to-Start-Collaboration-with-Miro>

Minimum System requirements

CPU: 1,5 GHz (single-core)

Memory: 2 GB

Network bandwidth: 1 Mb/s "

Supported Devices

Miro is a browser application accessible on most modern device (PCs and laptops, tablets and smartphones, graphic tablets, touchscreen devices). However, we do not recommend touchscreen devices for the game, especially if you don't have a digital pen.

Supported Browsers

Chrome version 49 or higher

Firefox version 52 or higher

Safari version 10 or higher

Opera version 64 or higher

Internet Explorer 11

Edge version 14 or higher

Yandex Browser version 19 or higher.

APPENDIX I: BEST PRACTICES PASCHTOPIA

Carmel High School, IN

Over the course of 2 weeks, four teams (23 students) from Carmel High School, IN played four rounds of PASCHtopia in a hybrid setting (4 game sessions á 90 minutes) during their German AP class. Teams were either completely remote with a game coach from Goethe-Institut guiding them through the island or completely in the classroom with their teacher taking the role of the game coach and communication taking place in person only. In the course of the game, the students present at school and virtual on ZOOM changed, so that every student had both experiences of PASCHtopia – in the classroom and remote. While the products and cooperation of all groups were outstanding in either setting, the majority of students reported in the evaluation that they preferred playing the game in class.

	Runde 1, 22.03.21 90 Minuten	Runde 2, 23.03.21 90 Minuten	Runde 3, 26.03/29.03.21 90 Minuten	Runde 4, 1.04.21 90 Minuten
Die Igel	Kultur	Gesundheit	Nachhaltigkeit	Diversität
Die Hatschipatschis	Gesundheit	Nachhaltigkeit	Diversität	Kultur
Die Delfine	Nachhaltigkeit	Diversität	Kultur	Gesundheit
Team Blau	Diversität	Kultur	Gesundheit	Nachhaltigkeit

Claremont High School, CA

In the spring of 2021, the German club at Claremont High School, CA, organized two play sessions of PASCHtopia for its members. The sessions lasted 60 minutes each and were played remote. The Goethe-Institut Boston had organized a 60-minute training session for 6 game coaches who were also members of the German club, so that these students could guide their fellow German club members in the game. In the first session, the game was introduced and 6 teams played one puzzle. In the second session, three teams worked on one the challenge "Diversity", with each team creating a different product. A special challenge in the setting was the fact that many participants had only beginner's German, so they played and communicated mainly in English. However, the game coaches did a fantastic job in guiding their teams and making sure everyone could follow the instructions and the students enjoyed the activities as part of their virtual German club.

Centerville High School, OH

Over the course of one week, five teams (24 students) from Centerville High School, OH played two rounds of PASCHtopia in a hybrid setting during their German 4/5 class (2 game sessions á 110 minutes). Two of the teams had their class in the morning, three of the teams in the afternoon – However, they all took part in one game and evaluated the results of all groups. Teams consisted of students present at school and on ZOOM, so “Zoomies” and “Roomies” had to cooperate. Each team had a game coach from the Goethe-Institut Chicago, virtually present. The use of headphones for everyone in the classroom starting at the second session improved problems with acoustic feedback, which we strongly recommend when choosing this setting.

Morning	Monday	05/10/2021	German 4	Round 1
Group	Puzzle		Challenge	
1	Sleep	20min	Culture	60min
2	Eat	20min	Health	60min
3	Water	20min	Sustainability	60min
Afternoon			German 5	Runde 1
Group	Puzzle		Challenge	
4	Schlafen	20min	Diversity	60min
5	Feuer	20min	Media	60min

Morning	Thursday	05/13/2021	German 4	Round 2
Group	Puzzle		Challenge	
1	Eat	20min	Health	60min
2	Water	20min	Sustainability	60min
3	Sleep	20min	Diversity	60min
Afternoon			German 5	Round 2
Group	Puzzle		Challenge	
4	Water	20min	Culture	60min
5	Eat	20min	Education	60min



PASCHtopia Student Camp

In the fall of 2020, 30 students from high schools in the US and Canada played PASCHtopia for a weekend during a virtual student camp. All students participated remotely via ZOOM and were guided by 6 game coaches provided by the Goethe-Institut. In four 100-minute-sessions, 6 teams competed against each other in solving puzzles and creating products for the challenges. After the last session, all voting points were counted and the game coaches judged the team collaboration, motivation and the use of German in their teams. Their vote counted for 1/3 of the final evaluation. The members of the winning team won tablets that were provided by the Goethe-Institut. The students greatly enjoyed playing and communicating with learners of German from other schools.

