



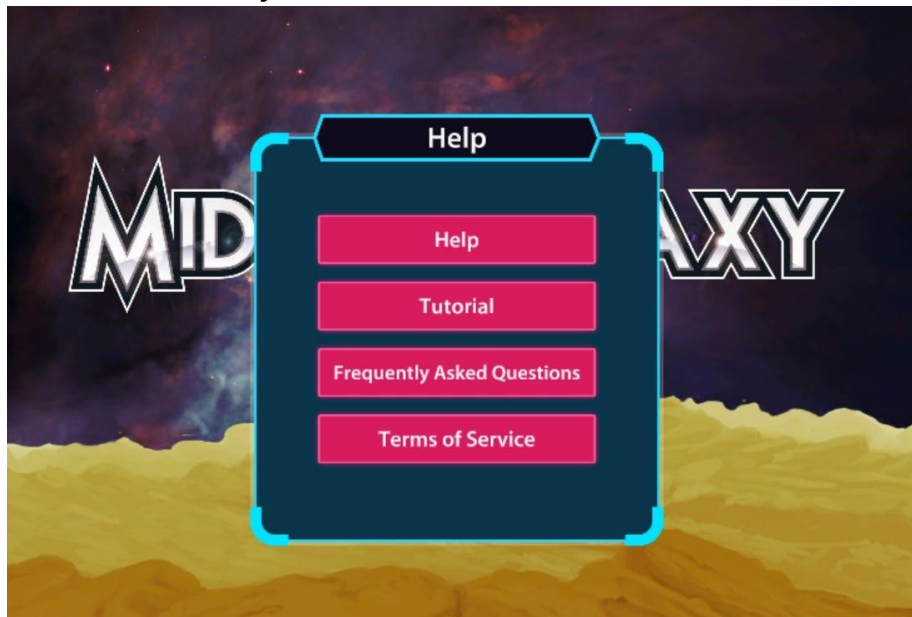
MiddleGalaxy Educator Game Guide

Welcome to MiddleGalaxy! This game is a Texas OnCourse resource. As an educator, you will be exploring careers with your middle school students. This guide covers the game's objectives, its terms, and how to play. The game is designed to help you facilitate conversations and lessons about academic choices and career goals in preparation for high school. Use it along with the [College and Career Readiness Curriculum](https://tinyurl.com/y9kcnzso) (tinyurl.com/y9kcnzso) to find lesson plans aligned with TEKS for college and career readiness and investigating careers, many of which integrate MiddleGalaxy gameplay.

Logins and Student Progress

Student Access

Students log in to [MiddleGalaxy](https://middlegalaxy.org) (middlegalaxy.org). Students will create a profile and a password. A personal email address is required. They may also download the app to a smartphone in the iOS and Android App stores. We recommend that you provide time and instruction for students to complete the tutorial the first time students log in. It's shown here as an option when students are on the MiddleGalaxy home screen. To access the Tutorial option, click the question mark icon on the top right corner of the MiddleGalaxy home screen.



Note: If you'd like to share information about MiddleGalaxy with students' parents or guardians, send them to the [Texas OnCourse MiddleGalaxy page](https://tinyurl.com/yble4hm2) (tinyurl.com/yble4hm2).

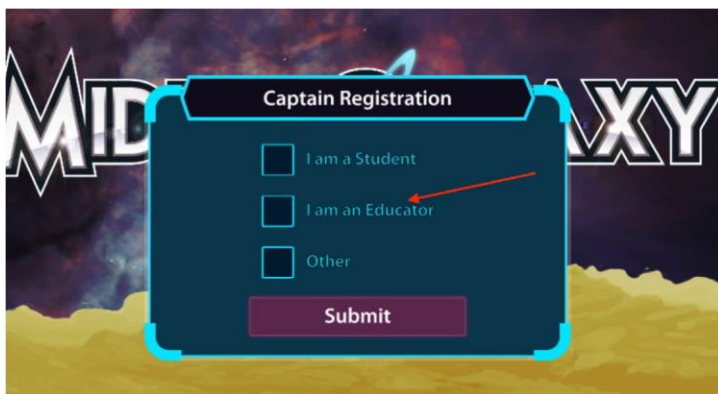
Educator Access

Educators registered with Texas OnCourse also have access to the MiddleGalaxy Dashboard and the game. If you do not have an existing account, follow the instructions below to create one.

Note: You can read more about MiddleGalaxy on the [Texas OnCourse website](https://texasoncourse.org) (texasoncourse.org). We also invite you to **explore** and **play** the [game](https://middlegalaxy.org) (middlegalaxy.org).

Create Educator Account (Step 1)

When you create a new account on MiddleGalaxy, you are given three options. Select “I am an educator” if you want to create class codes and manage student progress.

A registration form titled "Captain Registration" with a dark blue background and a yellow ground area at the bottom. It features three radio button options: "I am a Student", "I am an Educator" (which is selected and indicated by a red arrow), and "Other". A purple "Submit" button is at the bottom.

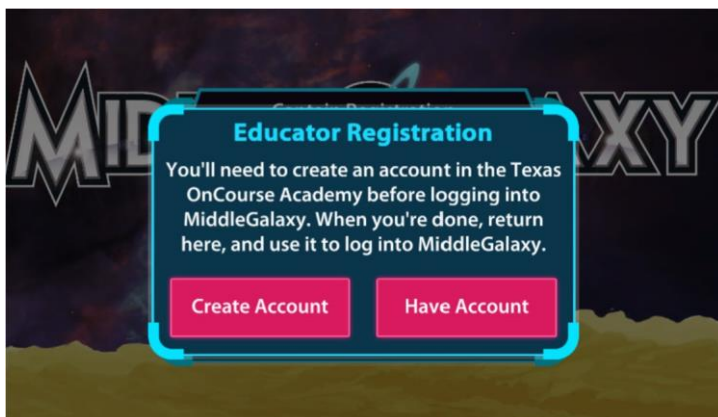
Captain Registration

☐ I am a Student

☒ I am an Educator

☐ Other

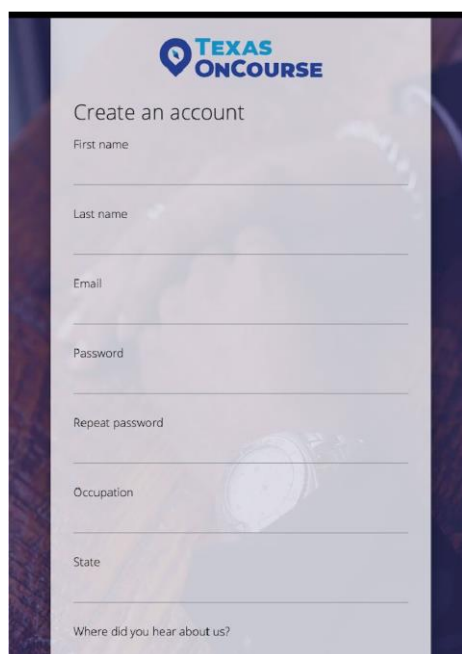
Submit

A registration form titled "Educator Registration" with a dark blue background and a yellow ground area at the bottom. It contains text explaining that users need a Texas OnCourse Academy account and provides two buttons: "Create Account" and "Have Account".

Educator Registration

You'll need to create an account in the Texas OnCourse Academy before logging into MiddleGalaxy. When you're done, return here, and use it to log into MiddleGalaxy.

Create Account Have Account

A form titled "Create an account" with the Texas OnCourse logo at the top. It includes input fields for First name, Last name, Email, Password, Repeat password, Occupation, State, and a question "Where did you hear about us?".

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Create an account

First name

Last name

Email

Password

Repeat password

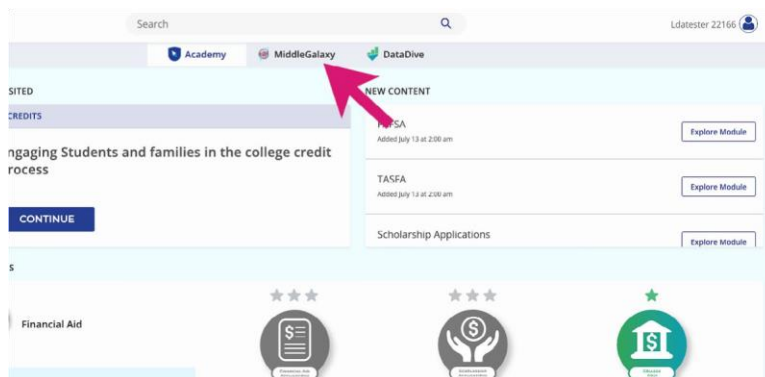
Occupation

State

Where did you hear about us?

Then enter your details, including school district. If your school or district does not show, please type “OTH” and select “Other.”

Please check your email and follow the link to complete the registration process. Once confirmed, you can access the educator dashboard by selecting the MiddleGalaxy tab.



Try the Game or Watch the Demo (Step 2)

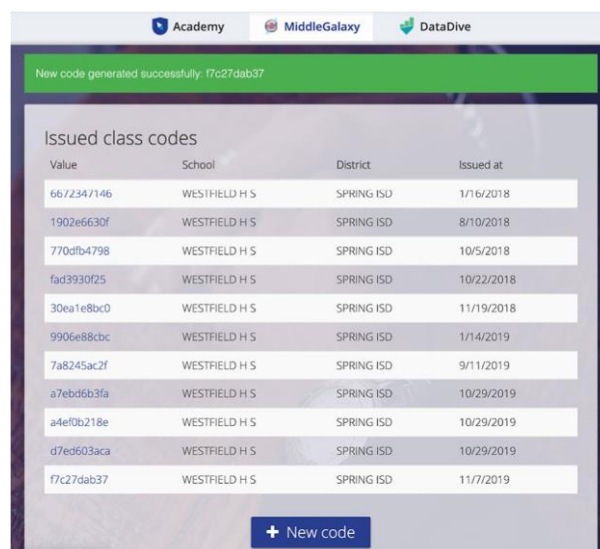
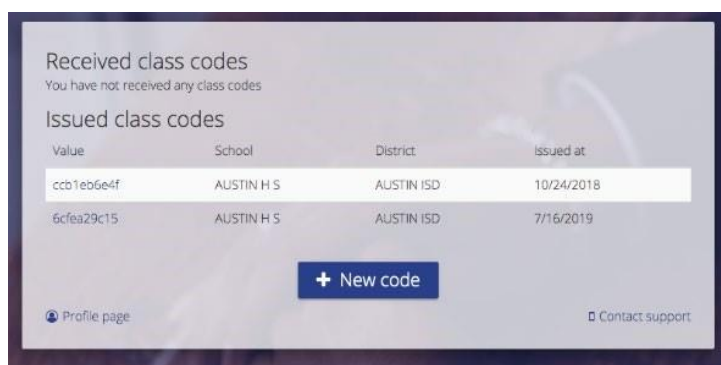
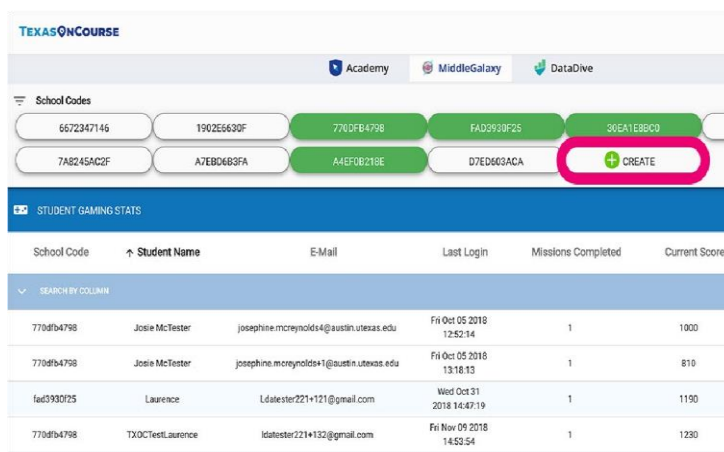
Log in to Middlegalaxy.org with your educator account and play the game. The in-game tutorial will help you through gameplay. You can also learn more about the gameplay by watching the [Educator Webinar: Using MiddleGalaxy in the Classroom](https://youtu.be/viCrrMN6soE) (youtu.be/viCrrMN6soE).

Create Class Codes (Step 3)

With this feature, educators can create class codes to track the progress of students who are playing the MiddleGalaxy game. To begin, click the "Create" button.

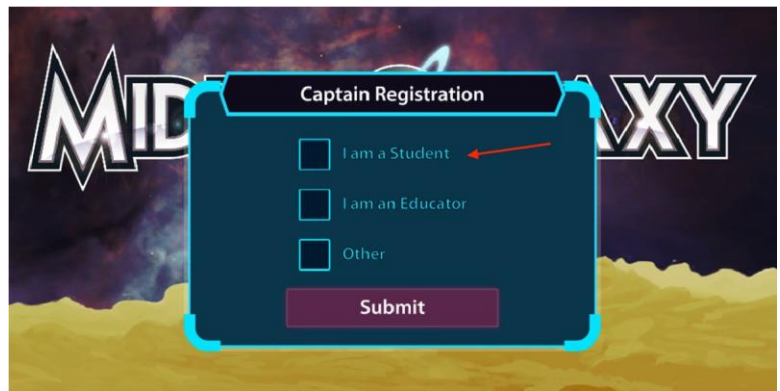
You will see a new code generated. Newly created codes appear as icons on the educator dashboard.

Note: Student progress will only appear after students create a profile for MiddleGalaxy with a class code that you create and assign to them. If no class code is used, student data and progress are not visible to the educator.

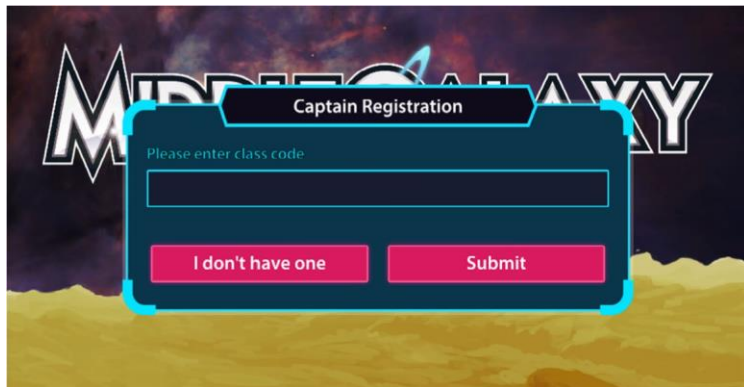


Get Students to Sign Up (Step 4)

Share your class code with your students. Have the students select the “I am a student” option.



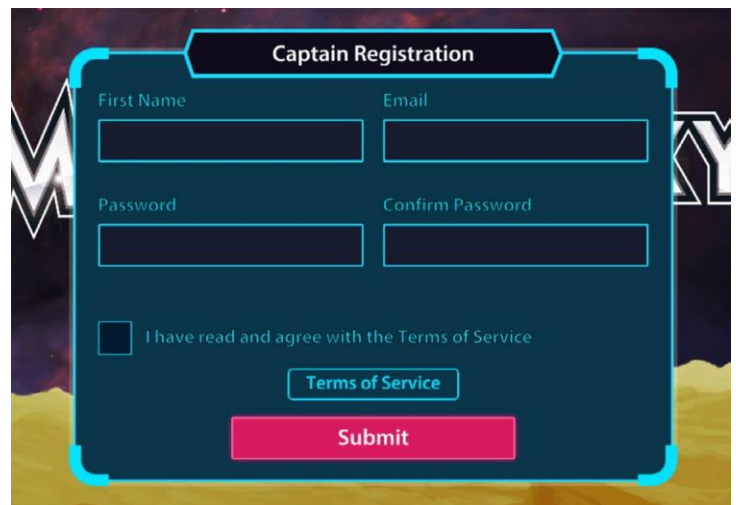
The image shows a 'Captain Registration' form with a space-themed background. The form has a title bar 'Captain Registration'. Below it are three radio button options: 'I am a Student' (selected with a red arrow), 'I am an Educator', and 'Other'. At the bottom is a purple 'Submit' button.



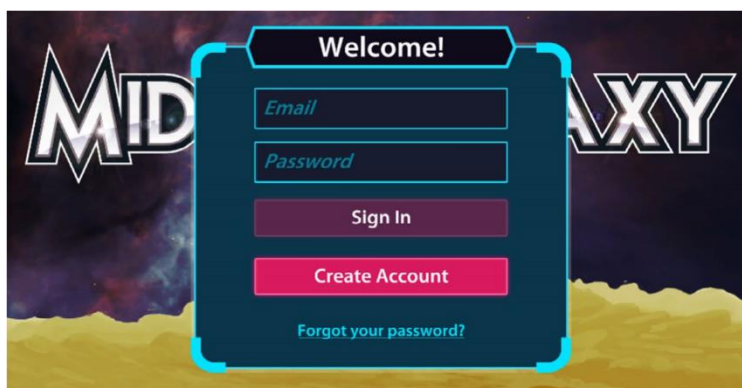
The image shows the 'Captain Registration' form with the 'I am a Student' option selected. Below the title bar is a text input field with the placeholder 'Please enter class code'. Below the input field are two buttons: 'I don't have one' and 'Submit'.

Have them enter the class code you give them.

Have them create login information and proceed with the game. Students do not need an email confirmation.



The image shows the 'Captain Registration' form with fields for 'First Name', 'Email', 'Password', and 'Confirm Password'. Below these fields is a checkbox labeled 'I have read and agree with the Terms of Service' and a 'Terms of Service' button. At the bottom is a purple 'Submit' button.



The image shows a 'Welcome!' login screen with a space-themed background. It has a title bar 'Welcome!'. Below it are two text input fields: 'Email' and 'Password'. Below the input fields are two buttons: 'Sign In' and 'Create Account'. At the bottom is a link 'Forgot your password?'.

Go back to login.

Monitor Student Progress (Step 5)

Select any class code to check the students' progress.

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Ldatester 22166

Academy

MiddleGalaxy

DataDive

School Codes

6672347146

1902E6630F

770DFB4798

FAD3930F25

30EA1E8BCD

9906E88CBC

7A8245AC2F

A7EBD6B3FA

A4EF0B21BE

D7ED603ACA

+ CREATE

STUDENT GAMING STATS

School Code	Student Name	E-Mail	Last Login	Missions Completed	Current Score	Cards Played	Play Time
770dfb4798	Josie McTester	josephine.mcreeynolds4@austin.utexas.edu	Fri Oct 05 2018 12:52:14	1	1000	12	00:00:17
770dfb4798	Josie McTester	josephine.mcreeynolds+1@austin.utexas.edu	Fri Oct 05 2018 13:18:13	1	810	11	00:00:05
fad3930f25	Laurence	Ldatester221+121@gmail.com	Wed Oct 31 2018 14:47:19	1	1190	8	00:00:48
770dfb4798	TXOCTestLaurence	Ldatester221+132@gmail.com	Fri Nov 09 2018 14:53:54	1	1230	6	00:00:15
fad3930f25	TXOCTESTLaurence	Ldatester221+139@gmail.com	N/A	0	0	0	00:00:00
fad3930f25	TXOCTestLaurence123	Ldatester221+123@gmail.com	Wed Oct 31 2018 14:49:50	3	2040	21	00:00:15

How to Reset a Password

Go to the Texas OnCourse [Reset Password page](https://tinyurl.com/u8oxcsg) (tinyurl.com/u8oxcsg). Enter your email, select "Reset," and find the reset email in your inbox. Follow the directions in the email to reset your password.

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Reset password

Email

Reset

Contact support



Teaching Gameplay Objectives

Students explore careers by becoming a **captain** of their own space squad of **cadets**. While planning an expedition, students assign cadets to important **missions**. By completing each mission, students move closer to making MiddleGalaxy their home.

The mission is the assignment or project that the player will assign cadets to fulfill the mission's required number of skills and abilities. Missions include projects such as Build a Computer Network, Build a Suspension Bridge, and Establish a School.

Missions require certain skills that different career cadets have. For example, the mission Setting Up a Computer Network requires a **Technology & Engineering** skill resource level of 5 to complete the mission.

The game features 28 total missions. It takes about 30 minutes to play 10 missions. On the main game board, there are 3 missions that are available to play at any given time. Students draw cadet

cards and match them to the mission that is the best fit to accumulate points. After a mission is completed, the player assigns specific tasks to cadets and will receive points and tokens.

How to Play

MiddleGalaxy is essentially a card game with cards representing cadets with specific professions. Each cadet card has skills and abilities for the student to use. The **Skills** key is shown here.

Students can trade any of their cadets for different cards by clicking Draw Cards (lower right). They can keep trading until they've picked cadets that have all the skills needed to complete the missions! Students can learn more about a cadet's career in the About Career section of the card to better assign cadets to their missions. The top left corner of the screen shows how many missions have been completed.

Students should play cadet cards when missions relate to their profession. However, students can play cadet cards on any mission that requires the ability or skills listed on the card. For example, an Electrician cadet card is ideal for a mission that requires a cadet with the ability Dextrous and the skills Technology & Engineering and Trade & Craftsmanship. Although the mission Ship Engine Room Improvements requires the Electrician card's skills but not



the ability Dextrous, it's still a close match. Better, for example, than choosing a Graphic Designer cadet card (with Creative skills and Arts & Humanities abilities) for the mission.

Students advance through each mission by finding the best-fit career cadets and assigning them. There are always three missions on the game board.



During each game, students are given three **Captain's Actions** – Mentor, Retrain, and Collaborate – that can be used once per 10-mission game. These Captain's Actions allow the player additional ways to complete a mission. Career cadets can be given new abilities or skills, and certain skills can be converted to a different category.

The **Mentor** action provides an extra skill to a cadet. The **Retrain** action converts one cadet's skill score to another category. The **Collaborate** action gives a cadet a new ability from another cadet in play, and vice versa.



Players accumulate points by matching cadet cards with missions. Placing a cadet on a mission that doesn't require their skills or abilities results in zero points. The closer a cadet matches the mission, the more points are awarded. Matching cadets to their ideal mission is worth 250 points. Completing each mission is worth 100 points.

Once a mission is complete, a bonus round allows players to assign three career cadet cards to tasks within the completed mission. In the bonus round, each correct match earns 10 points. Correctly matching all three earns a token that can be used after completing 10 missions to unlock cadet cards. Unlocked cadet cards remain unlocked for individual players, no matter how many games are played.



Game Elements

- 28 total missions in MiddleGalaxy
- 98 total career cadet cards
- 10 missions to win

How is the game won? By successfully completing 10 missions. There are 28 total missions, so educators can assign game replay time to encourage additional career exploration once students have mastered the game.

Career Cadet Cards

Cadets have various career profiles, and players assign cadets to missions. The 98 career cadets in the MiddleGalaxy game reflect Texas workforce job trends. Ideal career cadets are those whose skills, knowledge, and abilities are a perfect fit for performing mission tasks, and extra points are given when players identify the ideal cadets.



Knowledge Boost

Cadet cards in play can be strengthened and missions completed by using **Knowledge Boost** cards. One knowledge boost card appears in each hand along with four cadet cards. Knowledge boost cards can be shuffled or kept when new cards are drawn. Players can add a knowledge boost to a cadet assigned to a mission, providing an ability or a skill needed to fulfill the mission. Each knowledge boost matched to a mission gains 10 points, too.

For example, if a cadet has the ability Dextrous and the mission the cadet is assigned to requires the ability Organized, a Knowledge Boost Card can be used to give that cadet the ability Organized.

Tokens

Each completed mission offers a bonus round. Each time a player successfully matches all three cadets to their ideal task within the bonus round, a token is awarded. After completing 10 missions, players are offered a choice of using the tokens or playing another game of 10 missions.

The tokens are used to reveal cadets' ideal missions and tasks. By placing tokens earned on a specific cadet card, that cadet's ideal mission and tasks are unlocked and remain visible. For example, if a player has earned 25 tokens, they can spend them by unlocking five cadets whose price are 5 tokens each, or six cadets whose price are 4 tokens each plus one cadet whose price is 1 token, or any combination they choose. Tokens carry over from game to game, and once unlocked, career cadet cards stay unlocked for the captain who unlocked them. Cadet cards that have been unlocked appear with a bright yellow border and a star when they are drawn in future games.

