

# Discussion Maker:

 **A Sequential Overview**

Updated 3/11/2015

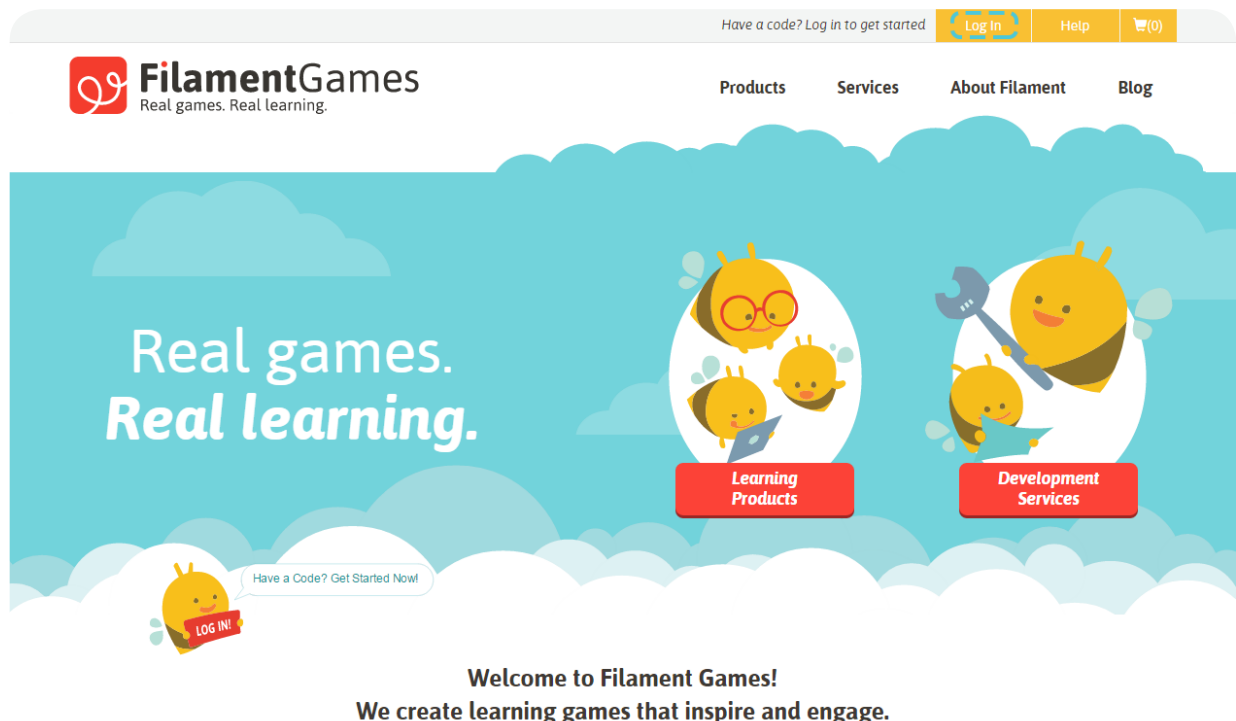
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# Logging In

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1. Last week, the teacher received an email with assigned usernames and passwords. The usernames will all be emails with “@example.com”, and the passwords are a mix of numbers and upper and lowercase letters. Use these credentials to follow the instructions below.
2. Navigate to <https://www.filamentgames.com/dm-conntest> in a Google Chrome browser tab and run the Compatibility Test to make sure your credentials are compatible.
3. Go to [www.filamentgames.com](http://www.filamentgames.com) in a Google Chrome browser tab and tap the yellow “Log In” button at the top right of the screen.



# Logging In

4. On the left side of the screen, the teacher and students the Email and Passwords received via email. Then, tap the red “Log In” button below.

Have a code? Log in to get started Log In Help (0)

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## Get Started

### Log In

**Log In**

[Forgot password?](#)

### Create Your Free Account

If you are a teacher or you purchased an individual subscription, choose Educator. If you are a student with a Student Code, choose Learner.

**I'm an Educator**

**I'm a Learner**

5. On the right side of the screen, tap the red “Play Now” button. This launches the game. The game will take a minute to load.

Hello, Blue Log Out My Library Help (0)

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### Discussion Maker

Accounts Purchased	Accounts Used	Accounts Available
11	11	0

[+ View Curriculum Materials](#)

**Play Now**

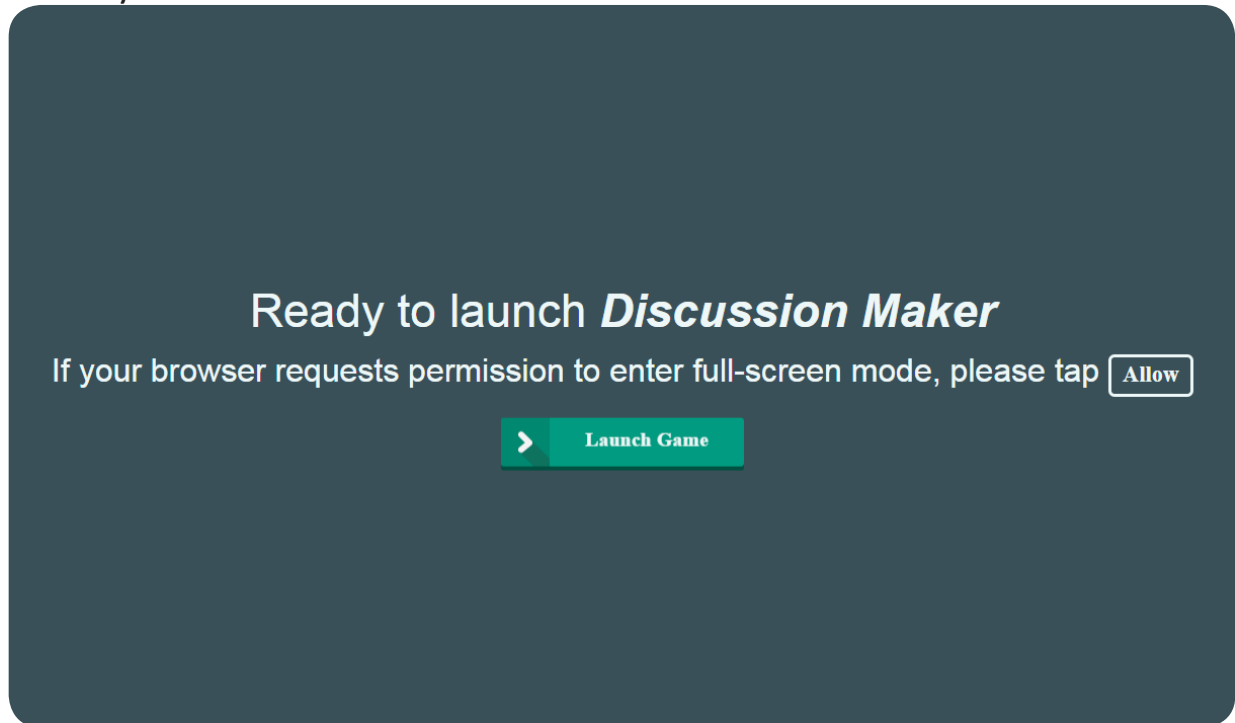
If your district, school, or another teacher has purchased a product and given you a teacher code for access, please enter that code below.

**Submit**

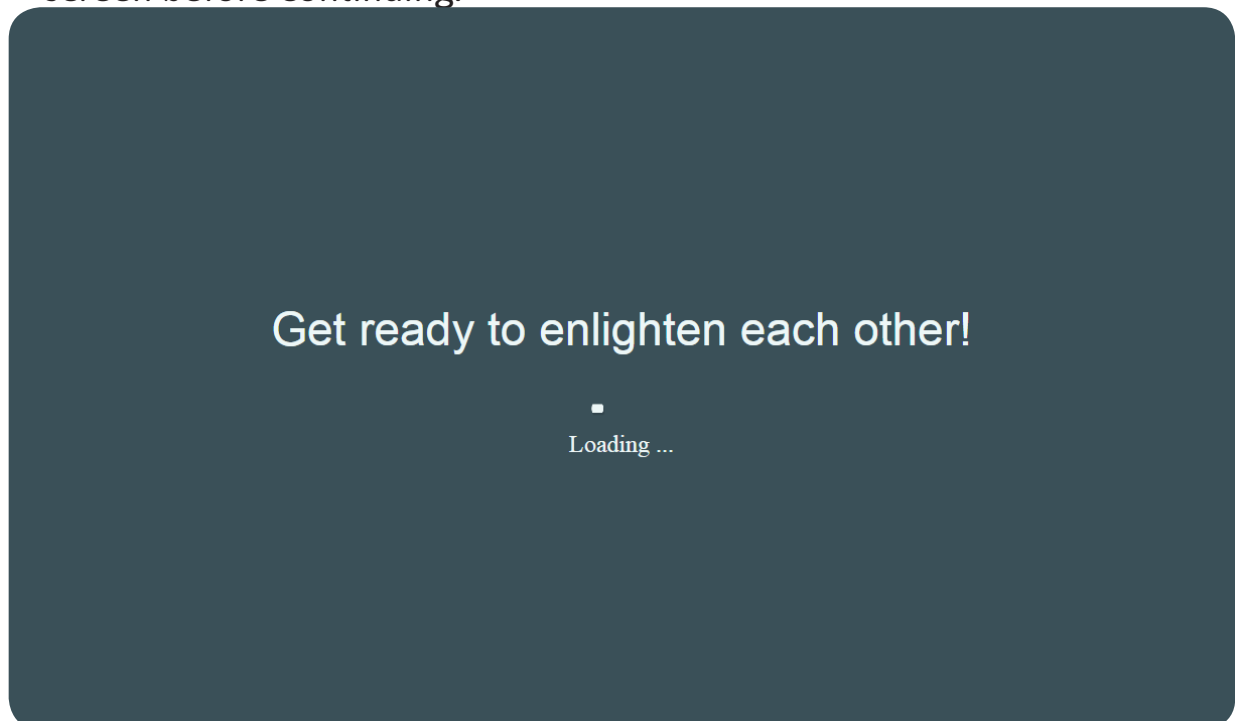
# Starting Up

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1. Once the game has loaded, the teacher and students will see this screen. Everyone hits “Launch Game”.



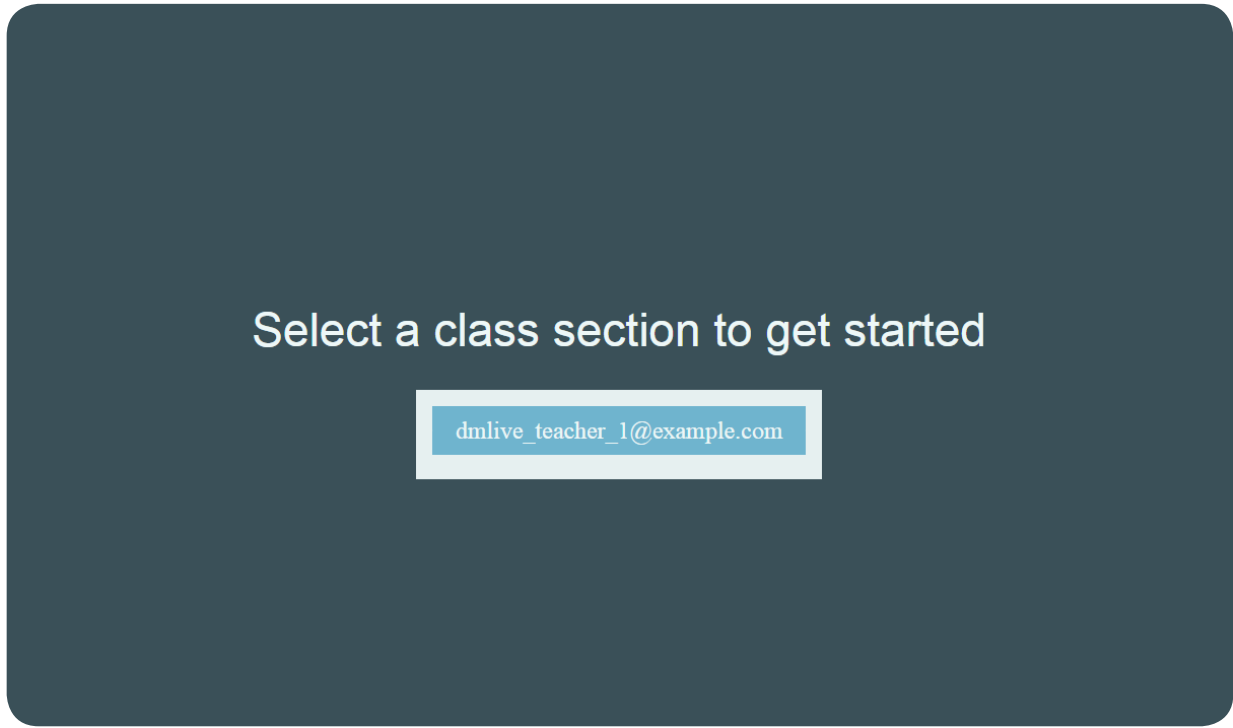
2. Students will be brought to this loading screen until the teacher creates the class. The teacher should **wait** until all students have reached this screen before continuing.



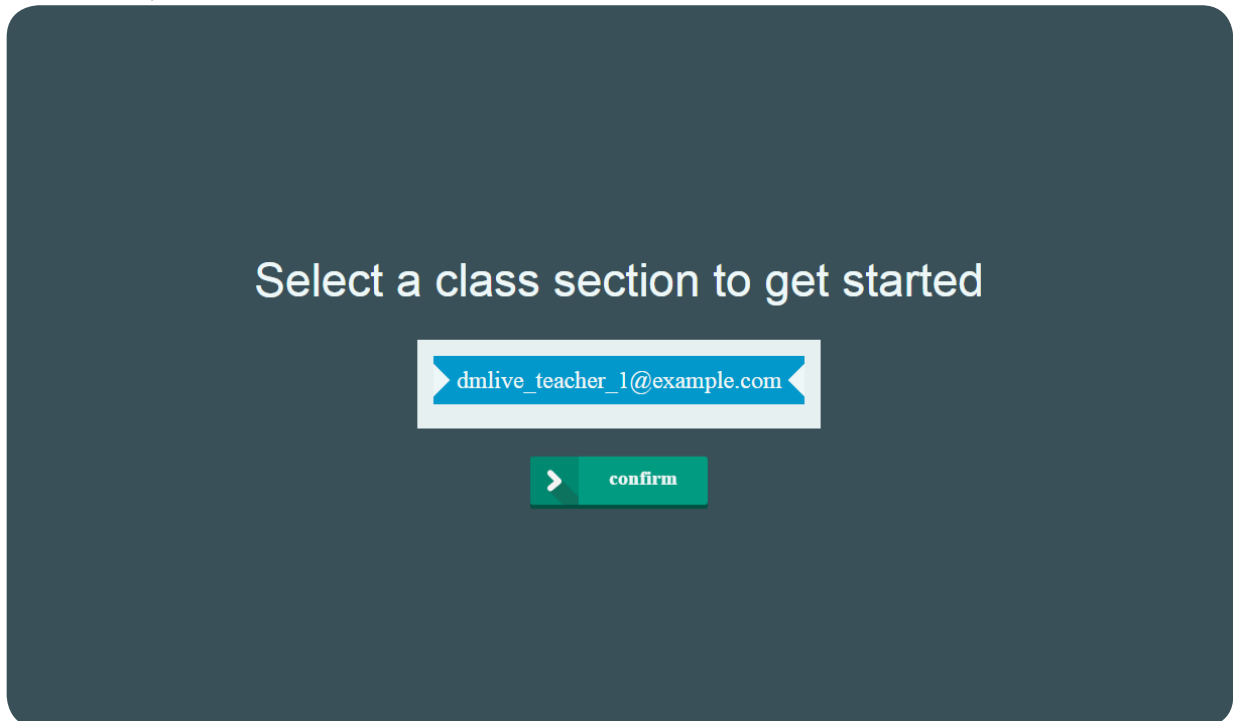
# Starting Up

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3. After hitting “Launch Game”, and a brief loading screen, the teacher will be told to select a class section to get started.

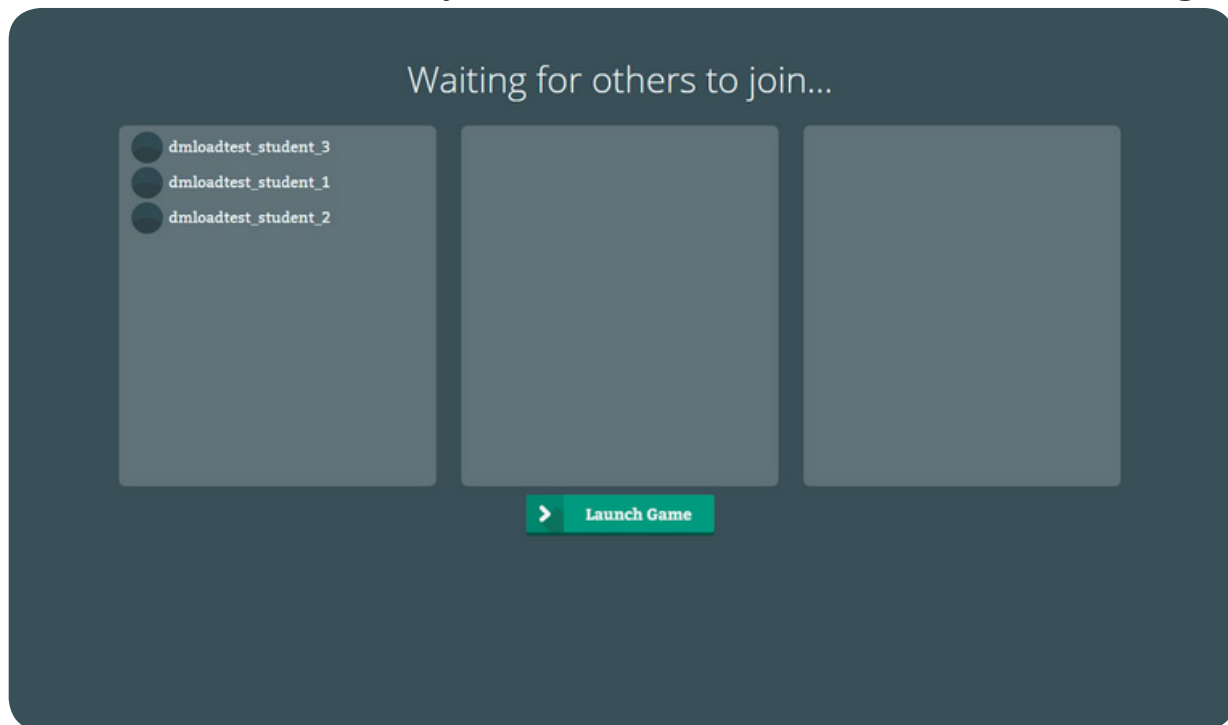


4. Once **all** students have reached the “Get ready to enlighten each other!” screen, the teacher should select the class section and hit “confirm”.



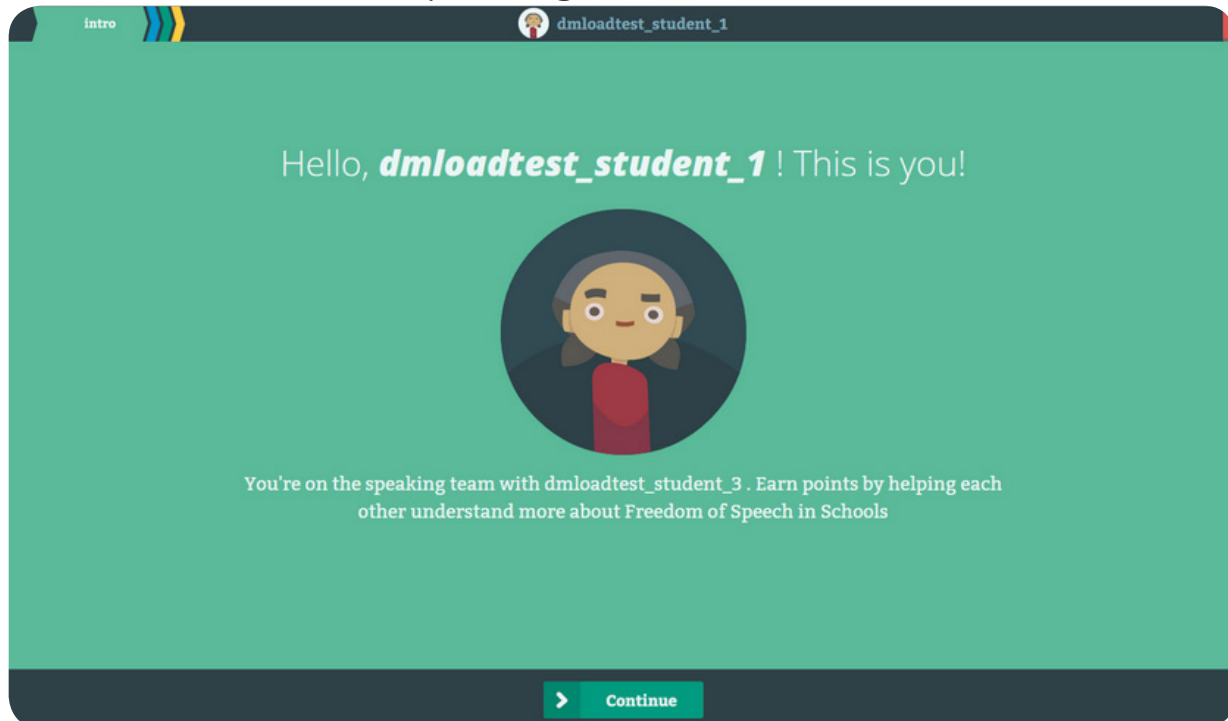
# Starting Up

5. This screen shows when students in the class have joined the game. Once **ALL** students have joined, the teacher hits “Launch Game” to begin.



All the names may not appear on this screen. You will not see your own name. If students don't see this screen, but a blank screen instead, go ahead and launch game. Tap and hold on the screen at any time to exit “Full Screen” mode.

6. Students now see their pre-assigned names.



Game will progress forward, unless teachers taps the “Terminate” button.

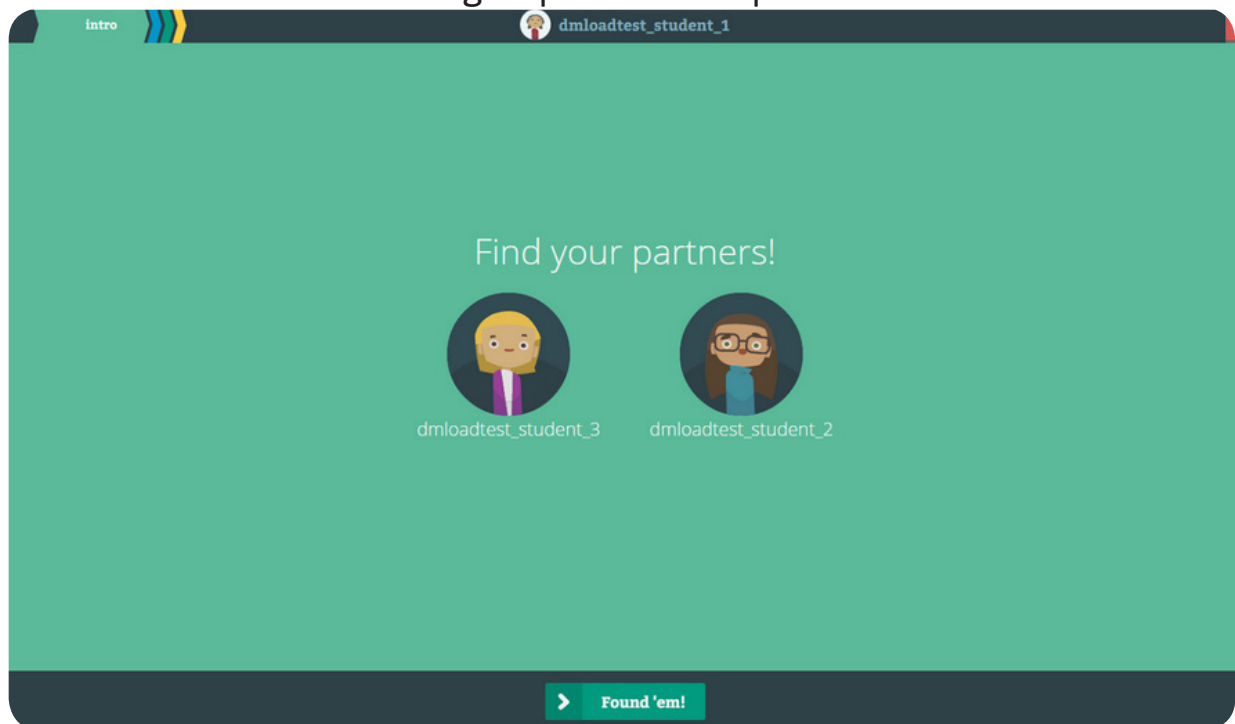
# Starting Up

7. Scenario screen provides context for the ISSUE students will discuss.



The screenshot shows a game interface with a dark blue header containing the text "intro" and a user icon labeled "dmlloadtest\_student\_1". The main content area has a dark blue background with the title "Students Sent Home for Wearing Scandalous T-Shirt!!!" in white. Below the title, a paragraph of text reads: "Inspired by Ferguson and other national protests, a group of students decided they would print up and wear T-Shirts that had the popular hashtag #BlackLivesMatter and wear them to school. When the dozen or so students showed up to school in their T-Shirts, the Principal told them they had to go home and change. She was worried that these T-Shirts would send a message that would cause disruption in the school." At the bottom, there is a green button with a right-pointing arrow and the text "Continue".

8. The game automatically puts students into Groups; then students must leave their seats to form groups with their partners.

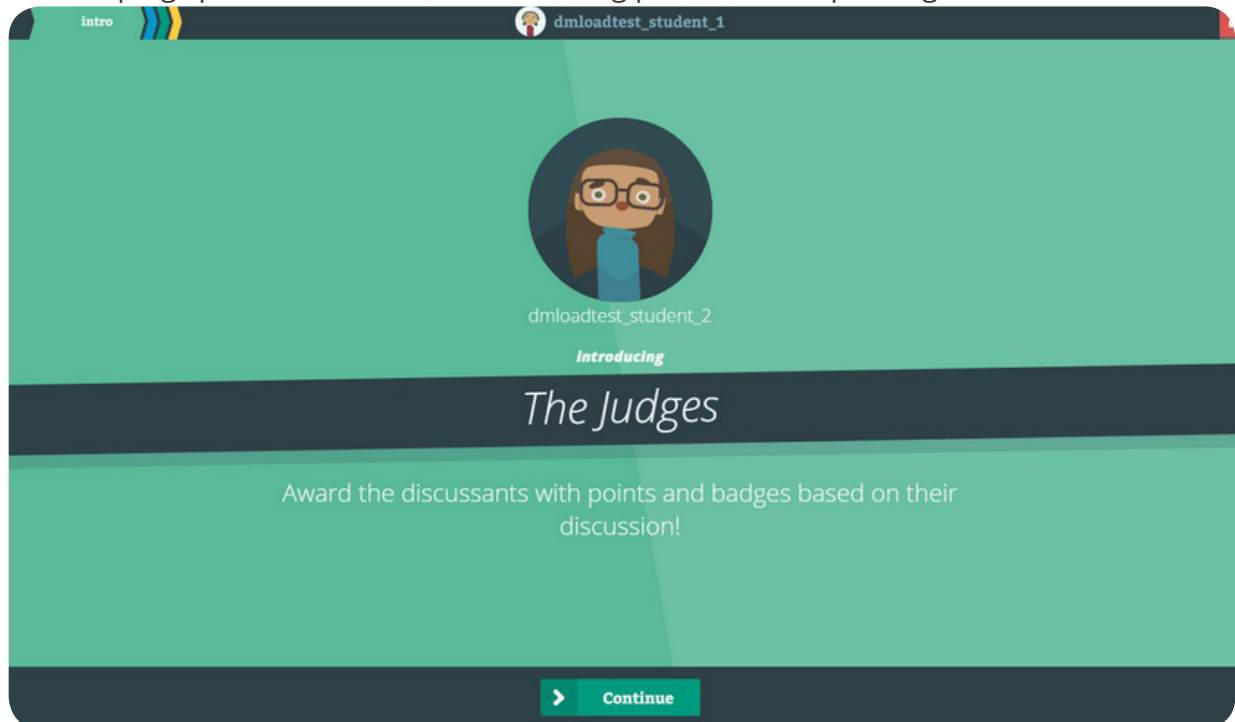


The screenshot shows a game interface with a dark blue header containing the text "intro" and a user icon labeled "dmlloadtest\_student\_1". The main content area has a dark blue background with the text "Find your partners!" in white. Below the text, there are two circular icons representing other students: one with blonde hair and a purple shirt, labeled "dmlloadtest\_student\_3", and one with brown hair and glasses, labeled "dmlloadtest\_student\_2". At the bottom, there is a green button with a right-pointing arrow and the text "Found 'em!".

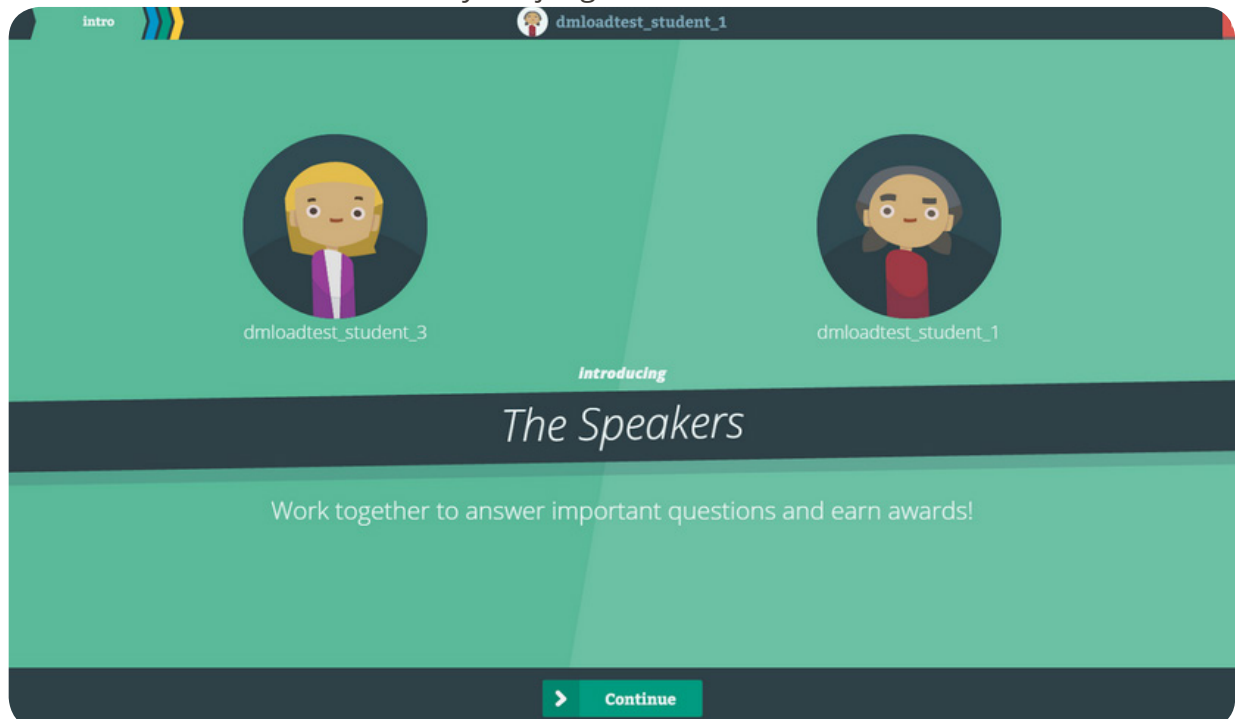
# Starting Up

## 9. Student Groups consist of two separate teams:

**One or Two Judges:** these students serve as referees: setting discussion Rules, keeping speakers on track, and awarding points to the speaking team.



**Two Speakers:** these students will work together to discuss The Big Question, trying to follow the rules selected by the judges.



Remind students that both Speakers are on the same team, they will receive a single score from the judges, and should work together.



# Setting Up the Discussion

## 1. **Speakers** must choose the *same* Question to discuss.

prepare dmlodtest\_student\_1

? Decide on the most interesting question  
You and dmlodtest\_student\_3 have to agree on the best question.

What free speech rights SHOULD students have in schools?

Should clothing be considered a form of free speech?

Do students in school have the same rights as adults in the "real world"?

In order to learn, do you think schools can ask students to leave their free speech rights at the schoolhouse door?

Do principles or other school leaders have the power to restrict speech in the interest of maintaining order in the school?

> Confirm

## **Judges** must pick the *same* three Rules for the Speakers to follow.

prepare dmlodtest\_student\_2

Pick 3 rules for the speakers to follow  
You and [player] have to pick the same rules

Give your partner a chance to speak

Keep the conversation on topic

Ask questions to learn more about your partner's ideas

Respect your conversation partner

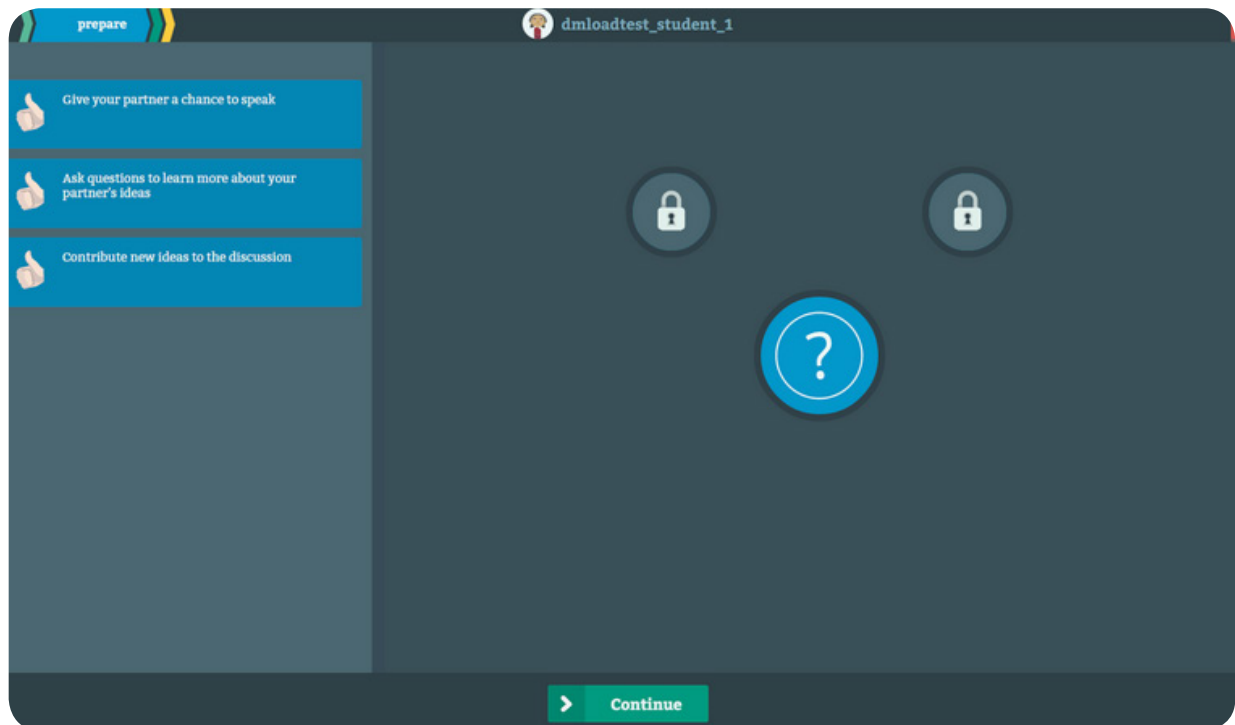
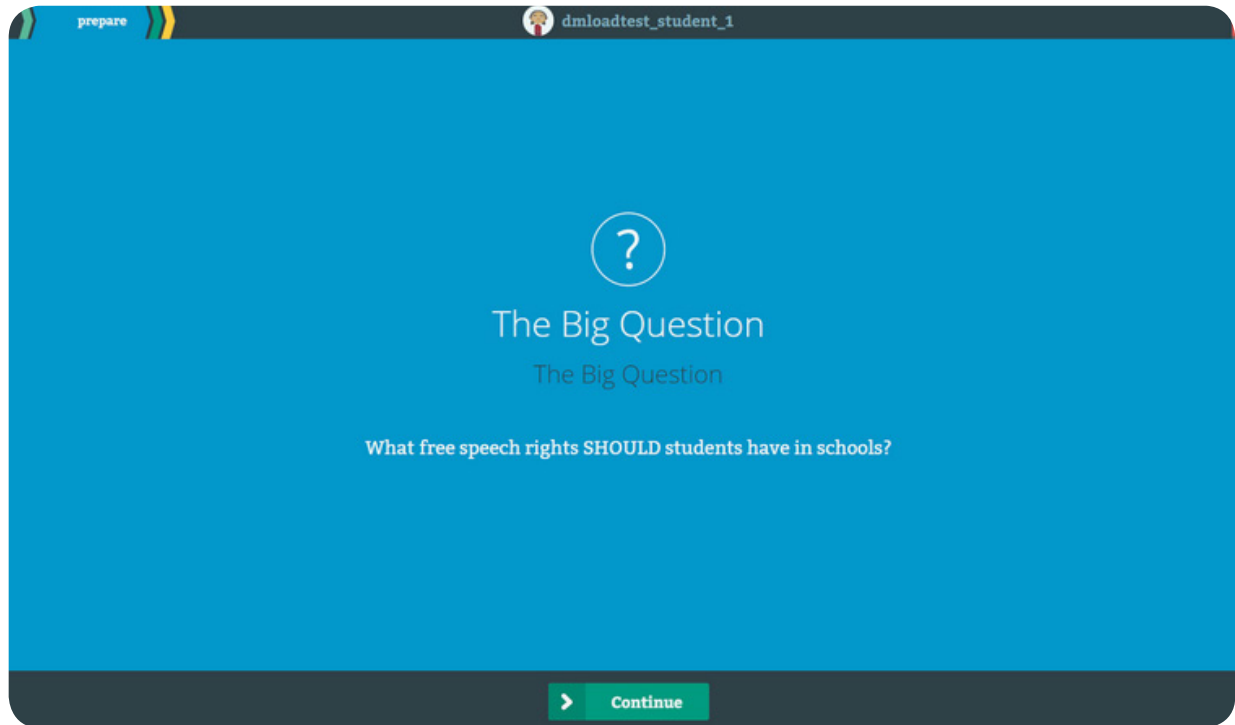
Contribute new ideas to the discussion

Use only evidence and values that have been agreed on

*The speakers are still choosing a question - help them decide!*

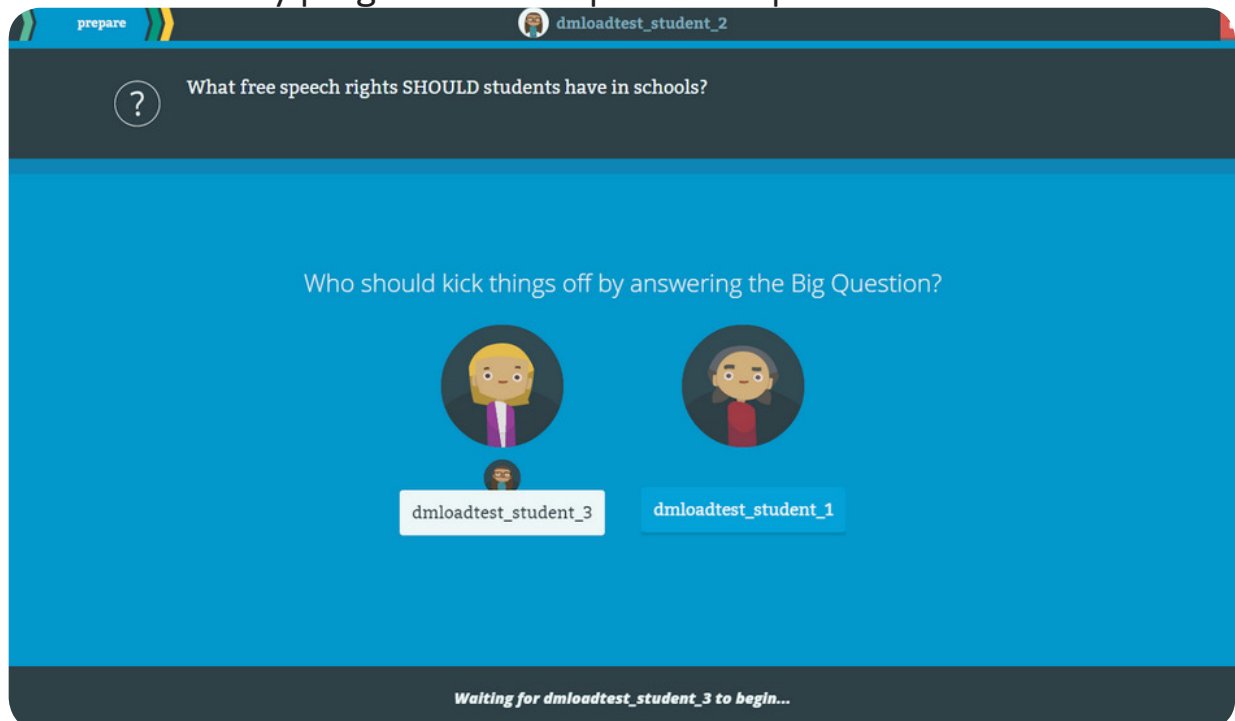
# Setting Up the Discussion

## 2. Both Speakers and Judges review: The Big Question.

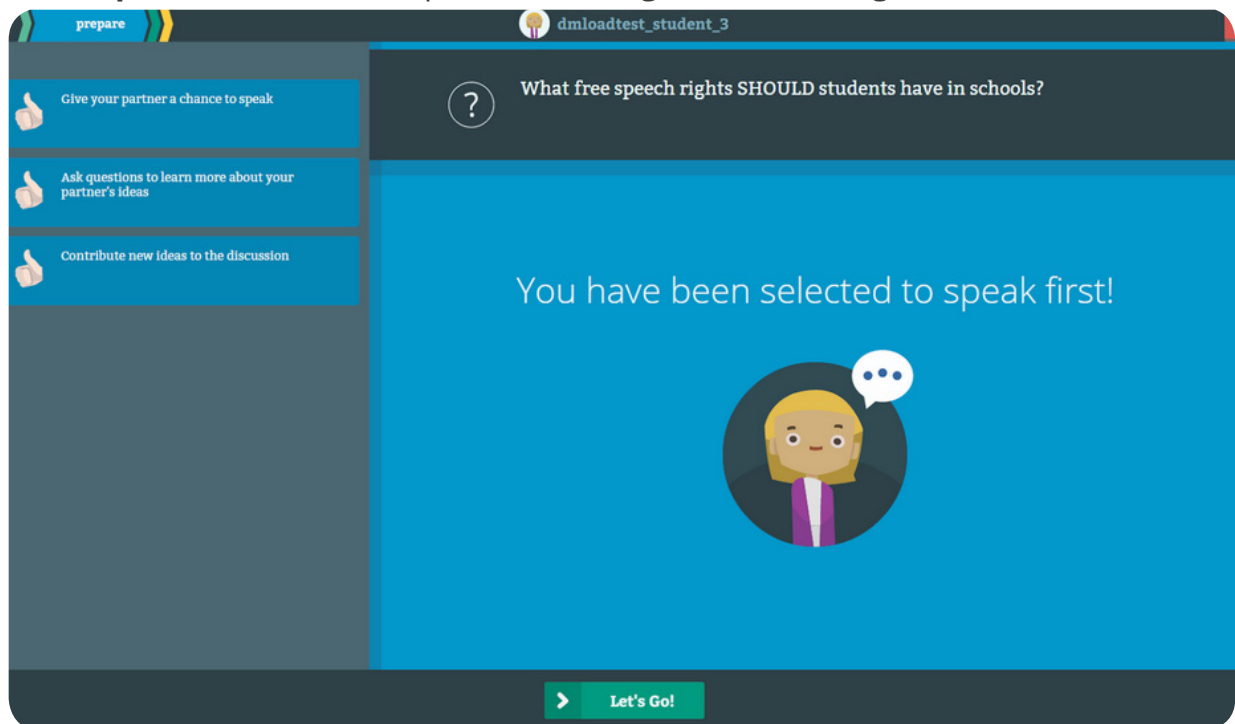


# Setting Up the Discussion

3. **Judges** choose one Speaker to begin the discussion; then, the game automatically progresses from speaker to speaker.



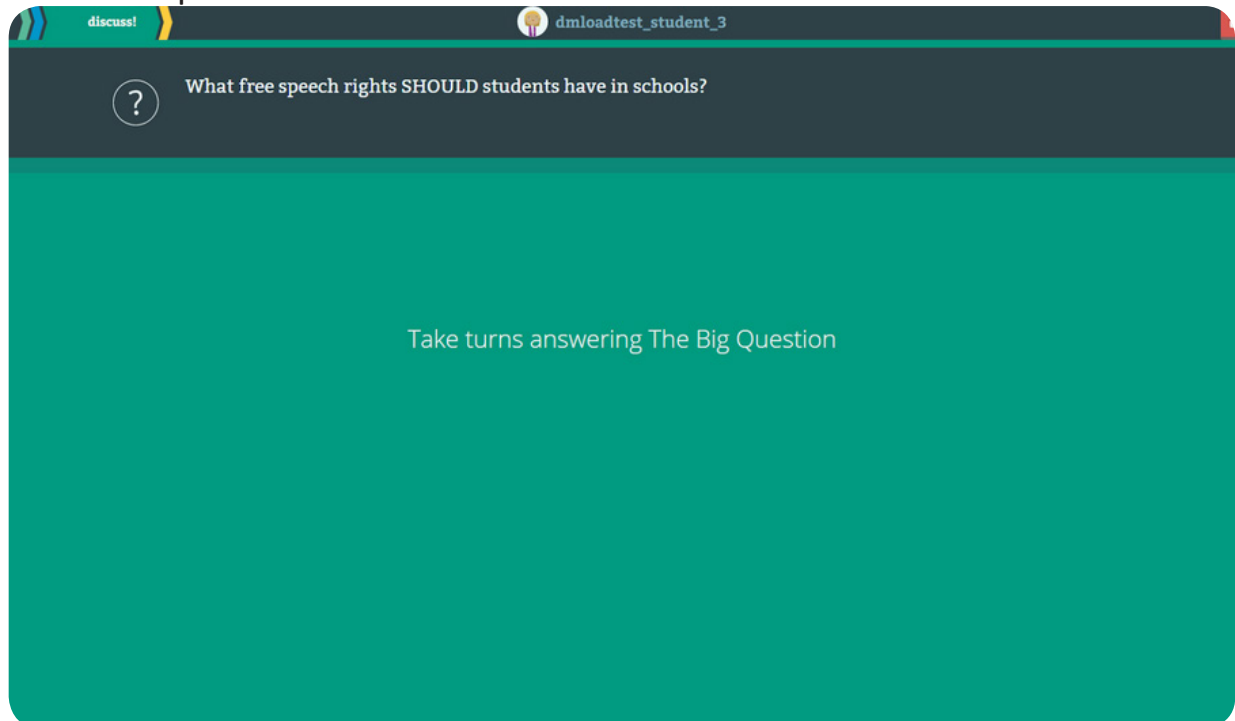
**Speakers** see which Speaker the Judges chose to begin the discussion.



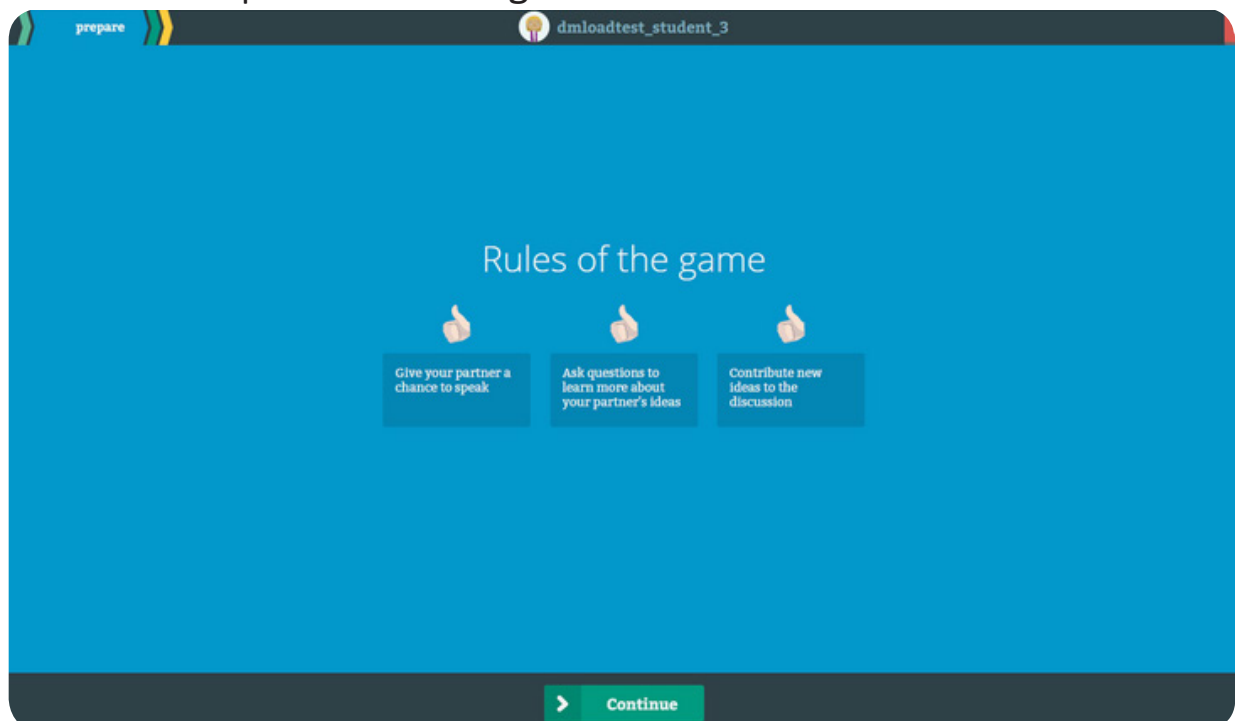
# The Discussion - Part 1

Warming Up, Selecting Badges, Picking Values & Evidence, and Managing the Speakers

1. **Practice Round:** Speakers discuss The Big Question for a three-minute warmup.



2. **The Rules:** Speakers and Judges review all three discussion Rules.

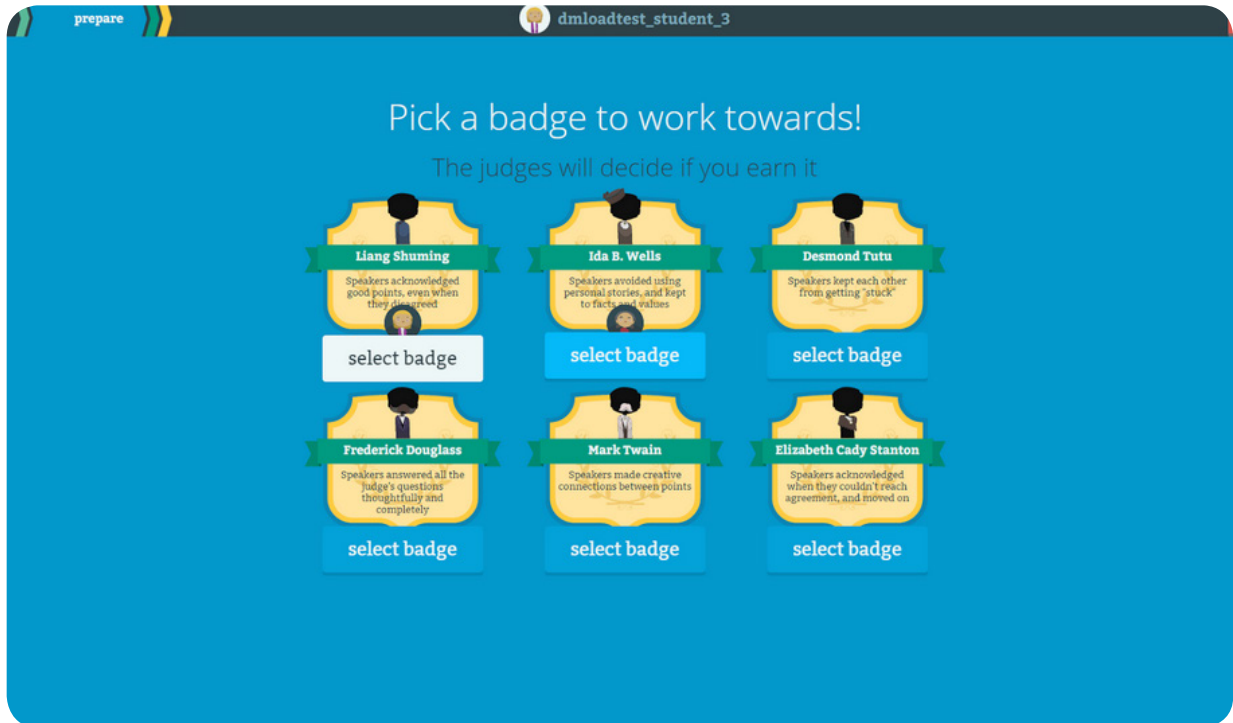


Judges explain the Rules to the Speakers.

# The Discussion - Part 1

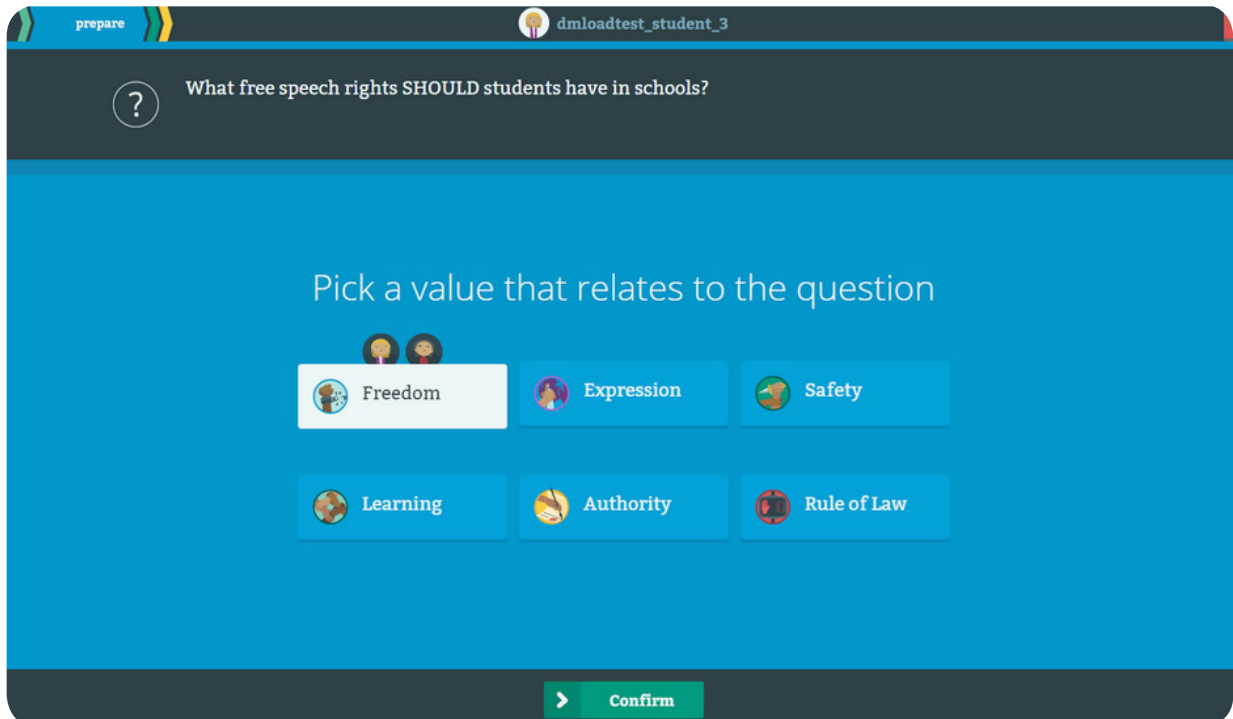
Warming Up, Selecting Badges, Picking Values & Evidence, and Managing the Speakers

## 3. Badge Selection: Speakers select Badge: "Pick a Badge to Work Towards"



Badge is a "bonus rule" Speakers will follow.

## 4. Picking a Value: both Speakers must agree on a Value:

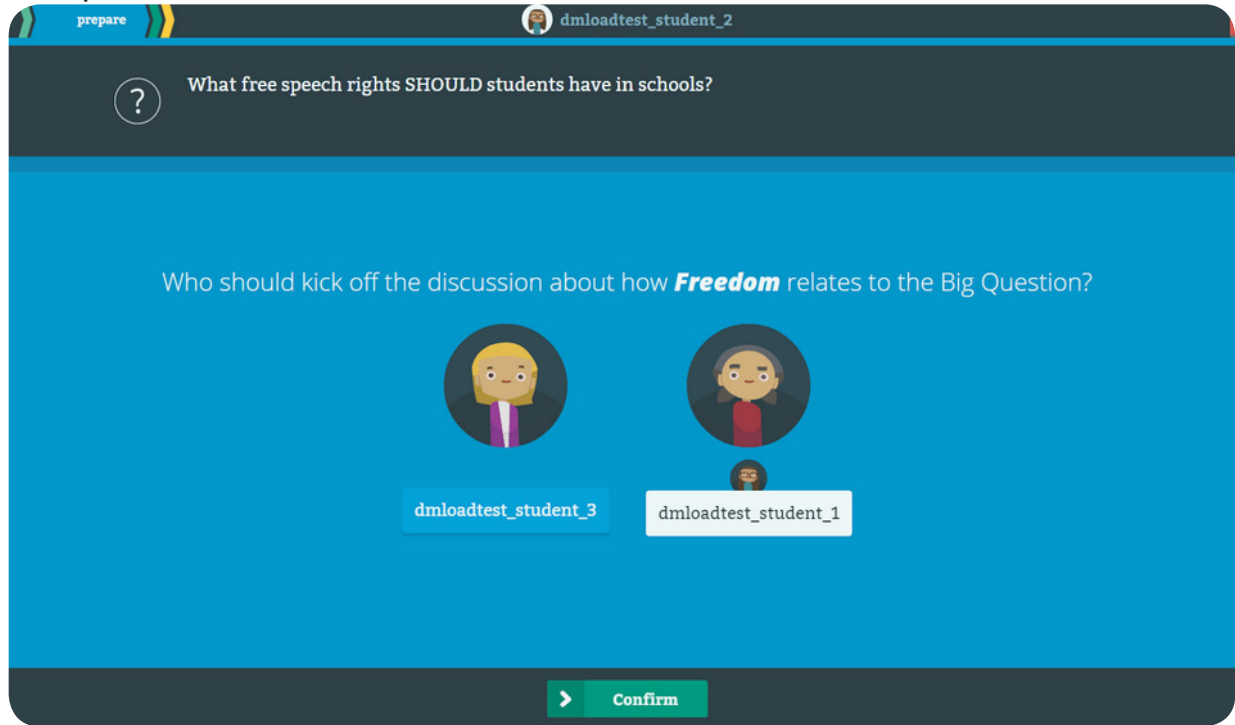


Speakers will have three minutes to discuss how the Value relates to  
**The Big Question**

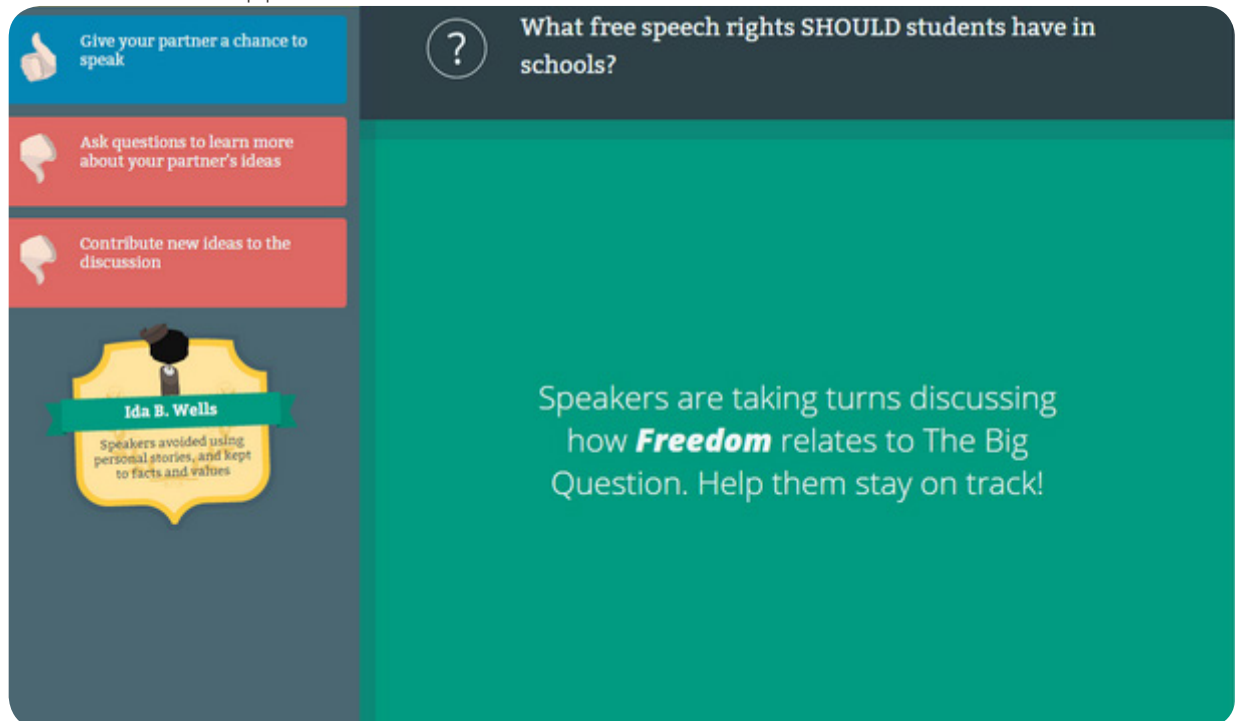
# The Discussion - Part 1

Warming Up, Selecting Badges, Picking Values & Evidence, and Managing the Speakers

5. **Managing the Speakers:** Judges choose one Speaker to begin discussion; Speakers then discuss Value for three minutes.



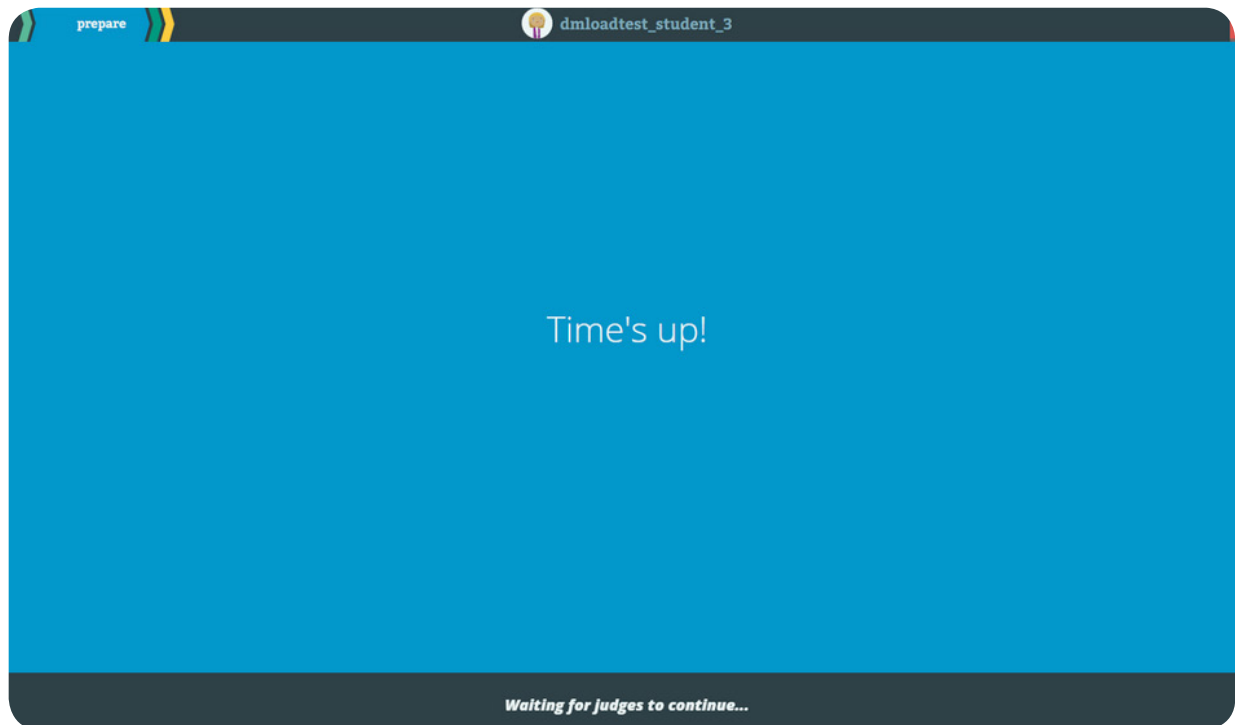
If Speaker(s) fails to follow a discussion Rule, Judges can tap the rule to make it appear "thumbs down".



# Judging the Discussion

Scoring and Awarding Badges

1. **Time's UP:** time runs out: first three-minute Discussion ends.



2. **Scoring:** Judges score the round: "How did the Speakers do?"

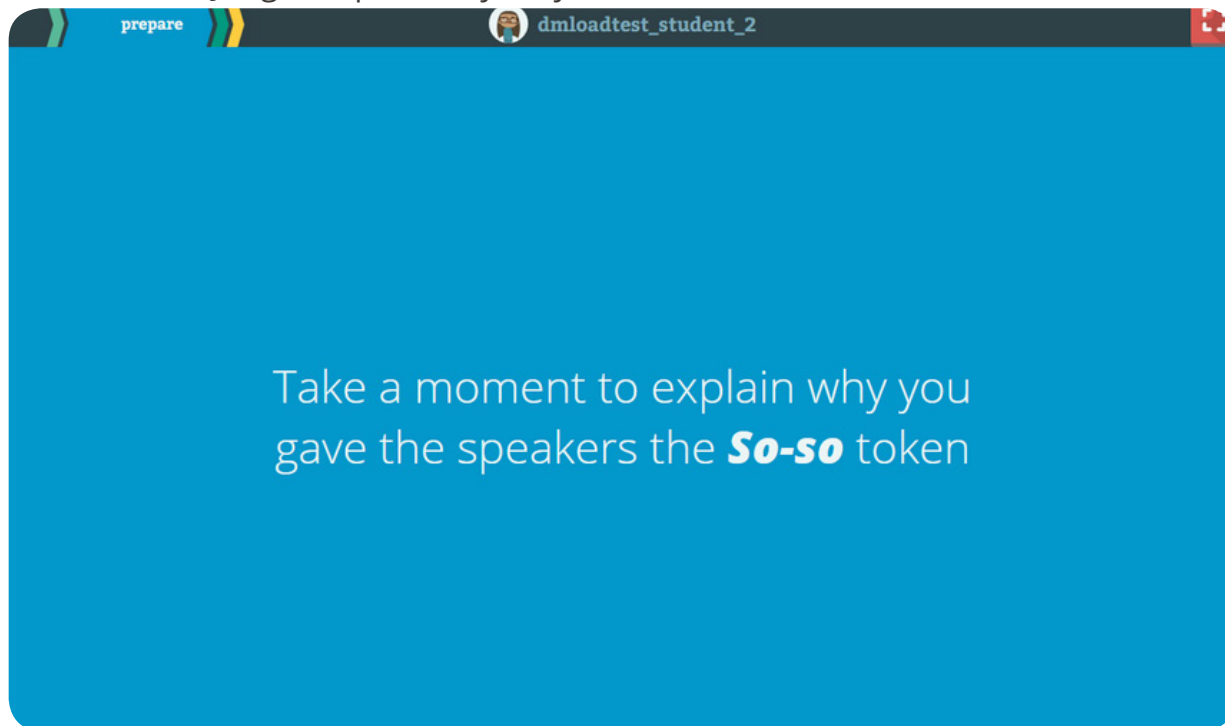


# Judging the Discussion

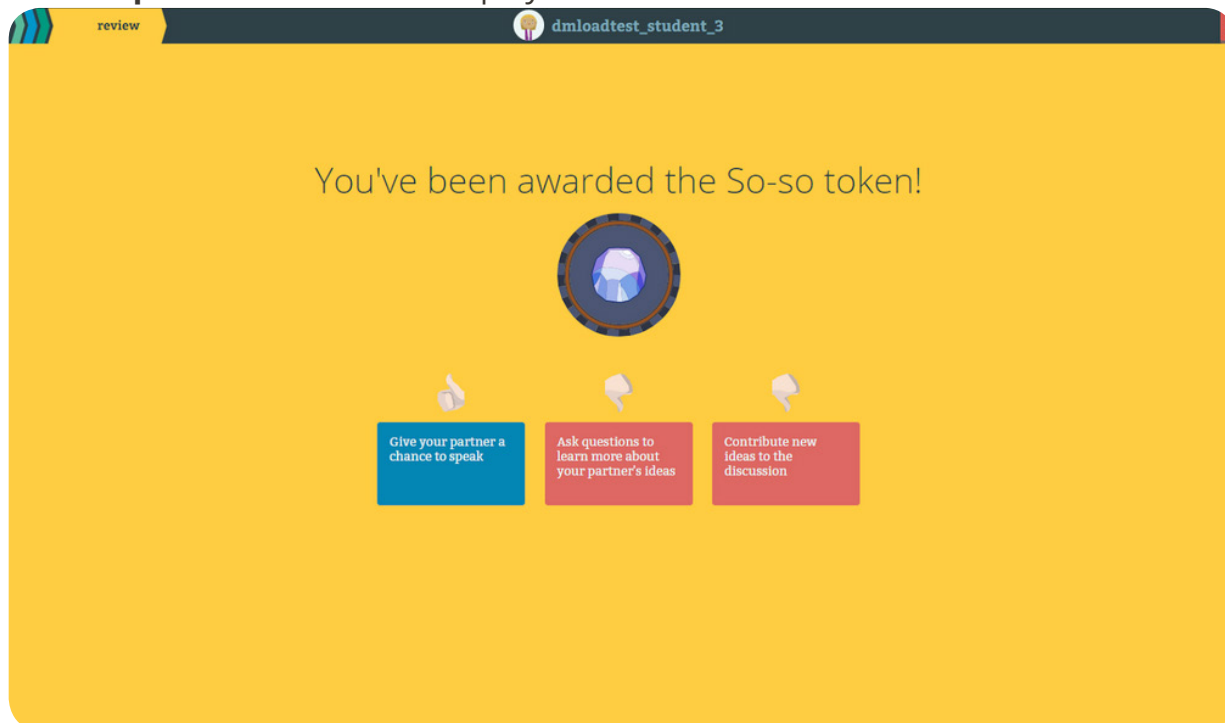
Scoring and Awarding Badges

## 3. **Token Awards:** “So-so”, “Good”, “Awesome”.

**Judges** use tokens to “grade” how well Speakers followed the three Rules; Judges explain why they awarded the token.



**Speakers** see tokens displayed on the board.





# The Discussion - Part II

Game Discussion Sequence Begins Again:  
**Judges** can select New Rules.

prepare dmlodtest\_student\_2

Pick 3 rules for the speakers to follow

You and [player] have to pick the same rules

- Give your partner a chance to speak
- Keep the conversation on topic
- Ask questions to learn more about your partner's ideas
- Respect your conversation partner
- Contribute new ideas to the discussion
- Use only evidence and values that have been agreed on

**Speakers** pick new Evidence.

prepare dmlodtest\_student\_3

? What free speech rights SHOULD students have in schools?

Pick evidence that relates to the question

- Washington Post: "Court Rules Schools Can Ban American Flag Shirts on Cinco de Mayo"
- Associated Press: "What should students wear? Who decides?"
- Firstamendmentcenter.org: "Student Loses Case Involving Religious Message in Speech"
- 1st and 14th Amendments of the US Constitution
- FJCC: Summary of Tinker vs. Des Moines Court Case
- FJCC: Summary of Hazelwood v. Kuhlmeier

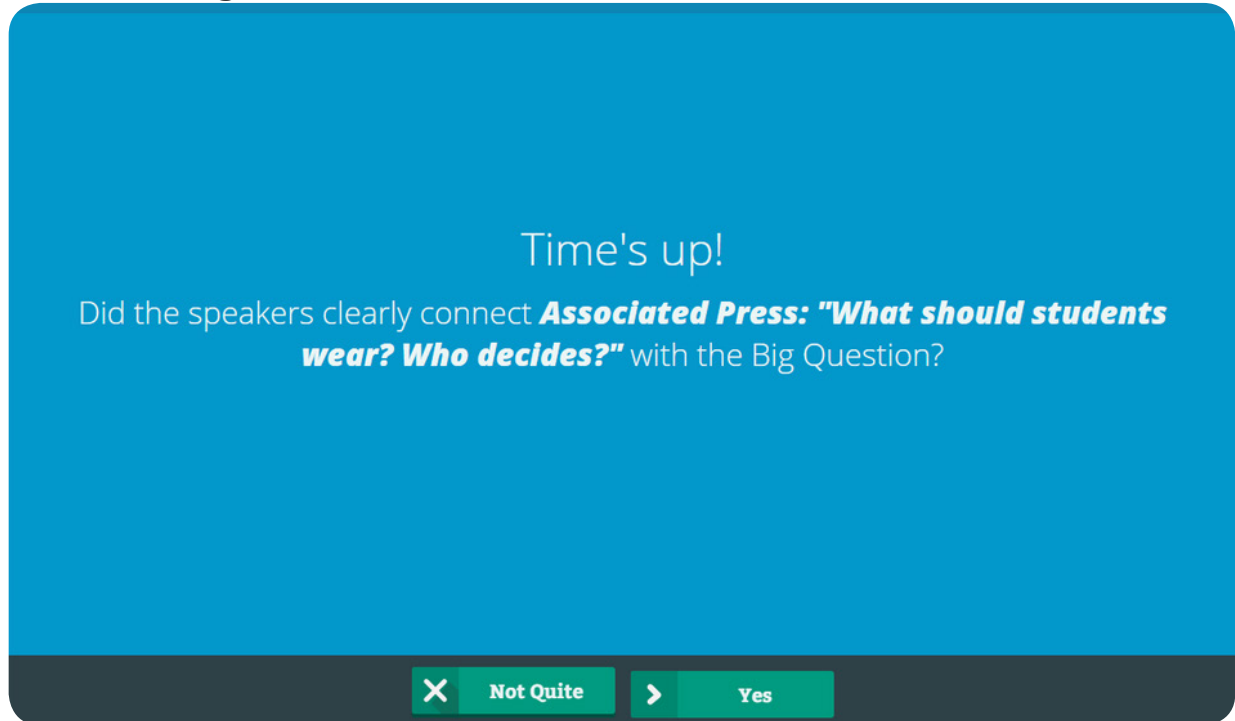
> Confirm

Then, game proceeds through same sequence.

# Judging the whole Discussion

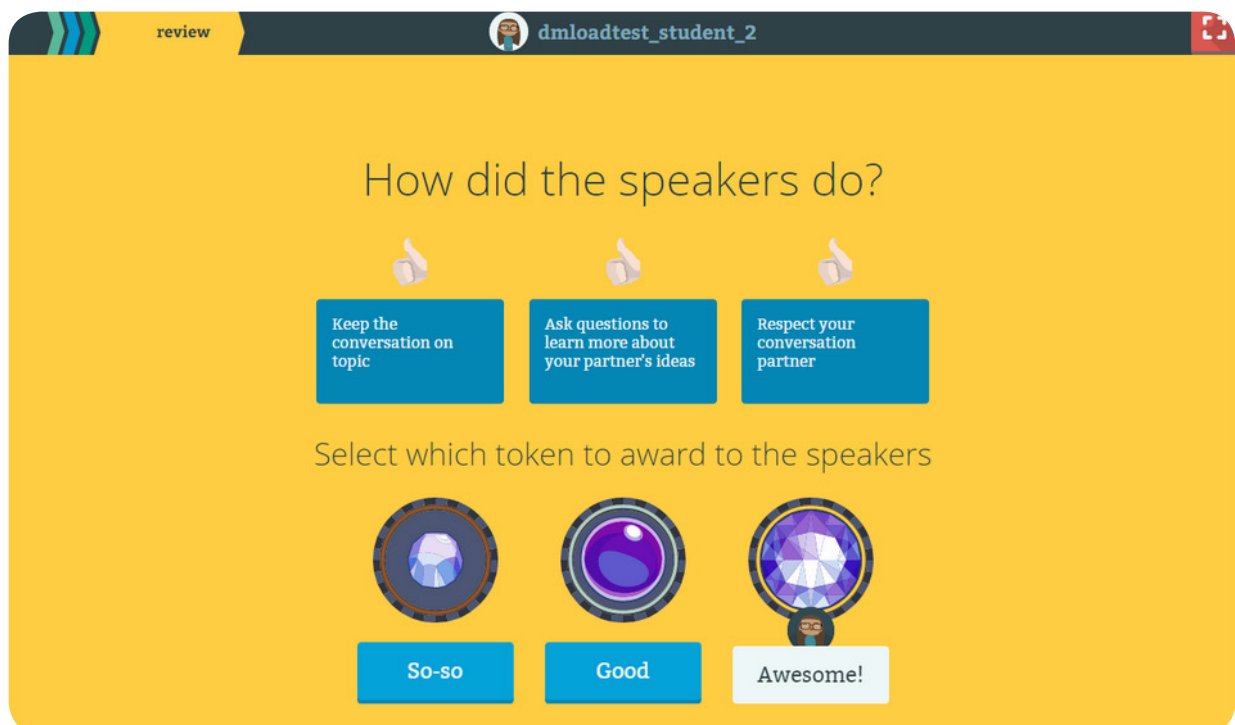
## Wrapping Up

1. **Time's Up:** the Judge can hit the "Not Quite" button to refocus Speakers on The Big Question one last time:



"Feel Free to Ask Questions Until you Understand the Question"

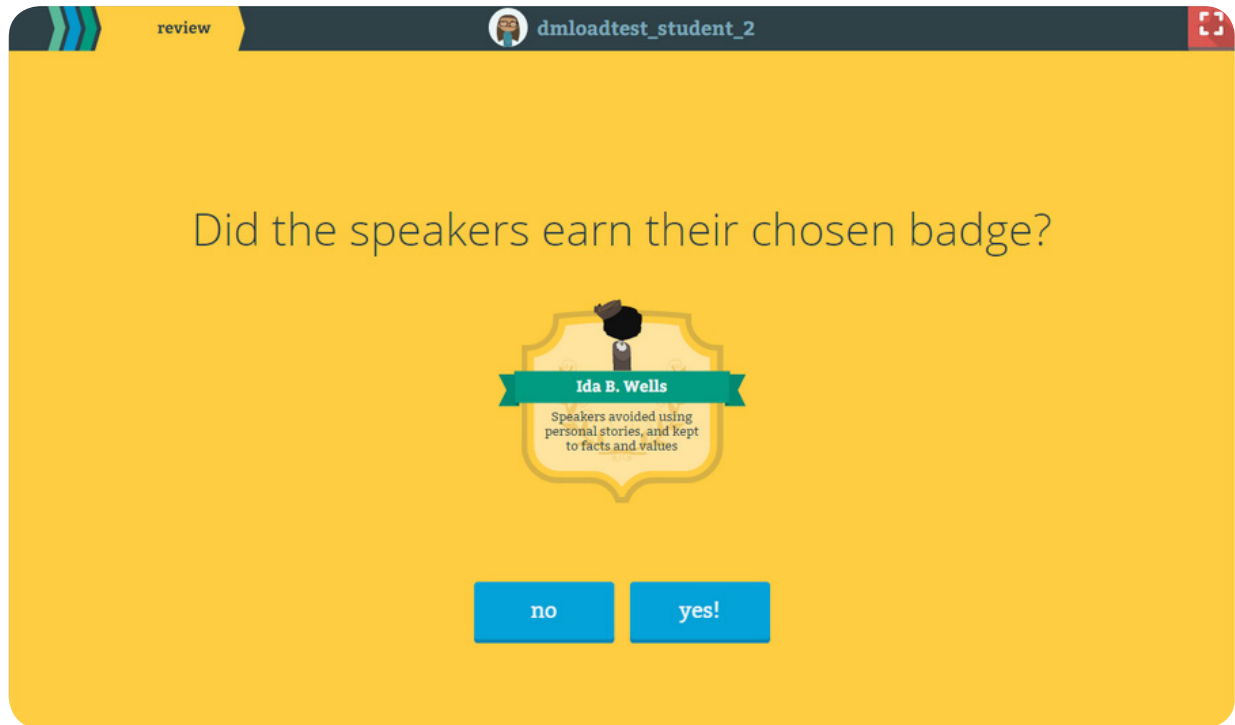
2. Second **Token** Awarded. (See step 18)



# Judging the whole Discussion

Wrapping Up

## 3. End of Game: Judges decide whether to award the Badge.



The screenshot shows a digital interface with a yellow background. At the top, there is a dark blue header bar with the word "review" on the left, a user profile icon and the name "dmloadtest\_student\_2" in the center, and a red close button on the right. The main content area contains the question "Did the speakers earn their chosen badge?" in a large, dark font. Below the question is a badge graphic. The badge is yellow with a scalloped border and a small black silhouette of a person at the top. A green banner across the middle of the badge reads "Ida B. Wells". Below the banner, the text reads "Speakers avoided using personal stories, and kept to facts and values". At the bottom of the badge is a small red heart icon. Below the badge are two blue buttons: "no" on the left and "yes!" on the right.

Judge explains why or why not they awarded the Badge.



The screenshot shows a digital interface with a yellow background. At the top, there is a dark blue header bar with the word "review" on the left, a user profile icon and the name "dmloadtest\_student\_2" in the center, and a red close button on the right. The main content area contains the instruction "Take a moment to explain why you chose to award the speakers with the **Ida B. Wells** badge." in a large, dark font. Below the instruction is a badge graphic. The badge is yellow with a scalloped border and a small black silhouette of a person at the top. A green banner across the middle of the badge reads "Ida B. Wells". Below the banner, the text reads "Speakers avoided using personal stories, and kept to facts and values". At the bottom of the badge is a small red heart icon.