

# KiVa Game 1

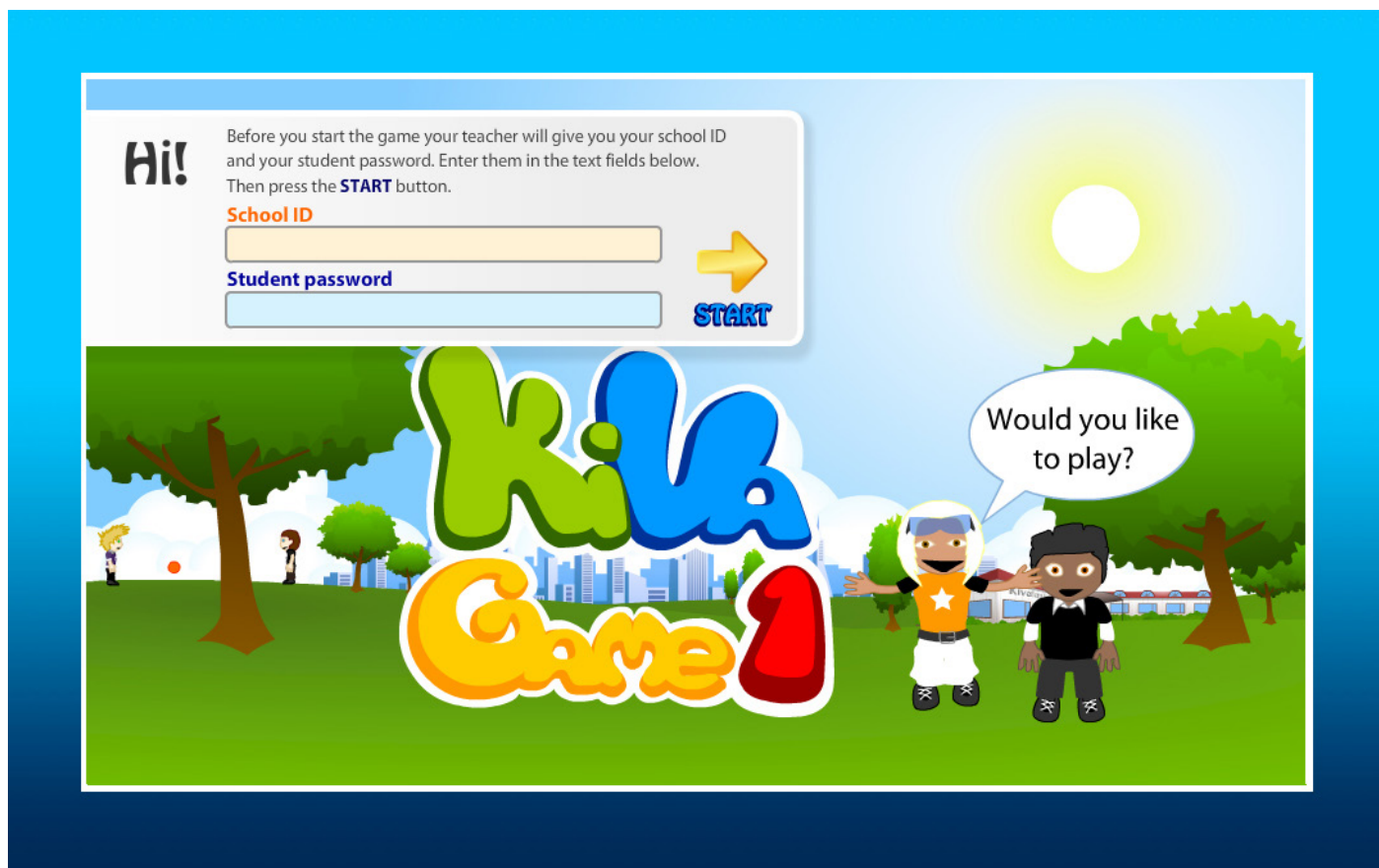
Manual for the KiVa Game Unit 1

# Sisällysluettelo

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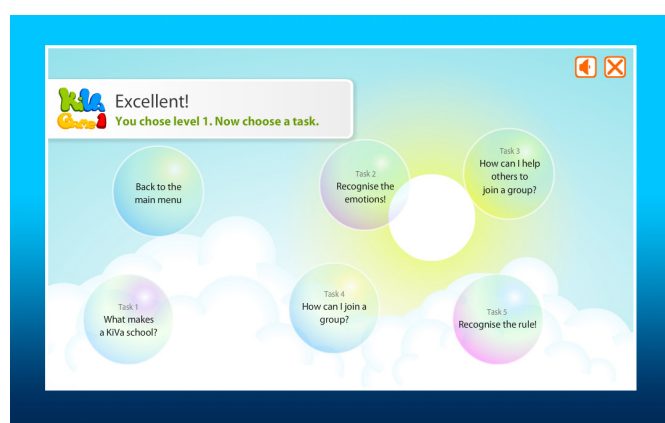
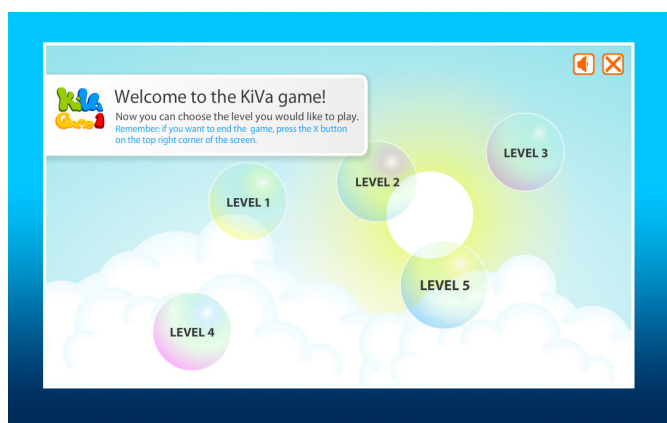
## Logging in

To play the game you must log in by entering your **school ID** and your **student password** in the text fields. You will get the ID and the password from your teacher.



## Menus

Once you have logged in, you will enter the **main menu** which contains the levels. Choose the level you would like to play by clicking on the corresponding bubble. Choose the task you would like to play from the **task menu**. Return to the main menu by clicking on "**Back to the main menu**".

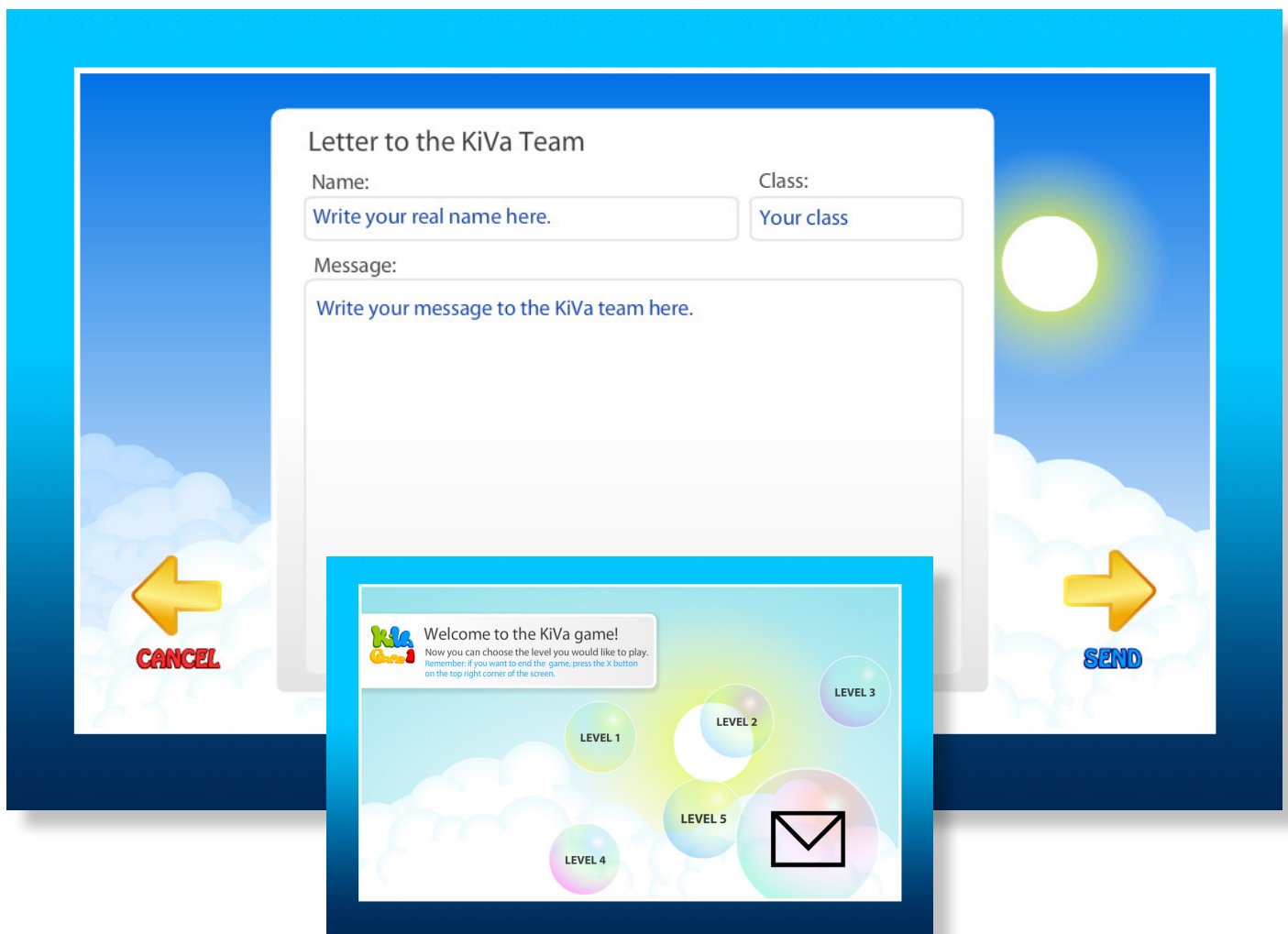


## Sending a Message to the KiVa Team

In the KiVa Game1 you can send a message to your KiVa team. When you click on “Send”, your letter is sent to your KiVa team’s email address.

Access the message window in the main menu by clicking on the bubble with a picture of an envelope. Write your message in the text field. Remember to include your name and your class. The text fields for your name and your class are located at the top of the screen, in the upper part of the letter.

When you’re done with writing your letter, click on “Send” and your message is sent to the KiVa team. If, before clicking on “Send”, you decide you don’t want to write after all, click on “Back”.



Throughout the game you will meet some of your classmates at the KiVaVille Elementary. You will notice that your classmates have unusual names. This is to avoid any association to real people (i.e. a situation where a bully or a bullied student in the game and an actual student in your class would have the same name). In the game, sometimes a character’s name tells something about what s/he’s like. For example, Slate is a tough guy and LB (short for linebacker, a position in American football) backs him up in bullying. Cyan’s name is inspired by his blue hair, and Stanza, as her name suggests, likes reading a lot and is often seen carrying a book.

## Level 1

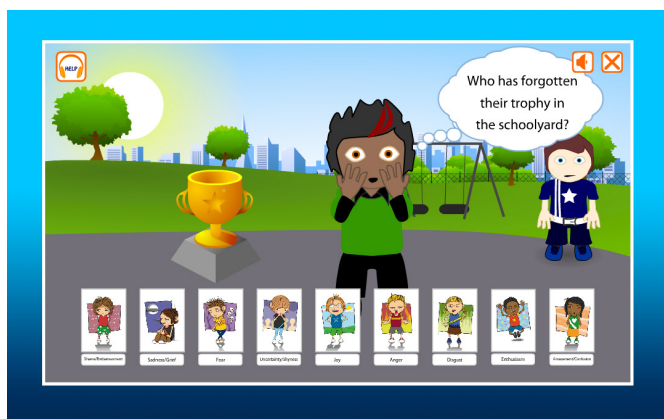
### Task 1: What makes a KiVa school?

Your task is to recognize which of the given alternatives fit the description of what a KiVa school is like and to drag them onto the school building. The game ends when you have found all the characteristics of a KiVa school.



### Task 2: Recognize the emotions

In this task your job is to recognize a variety of emotions felt by some of the KiVaVille Elementary students. Choose an emotion card which fits each situation the best and drag it onto the corresponding student. Once you have successfully recognized an emotion, you will move on to recognizing another. The game ends when you have recognized all the emotions.



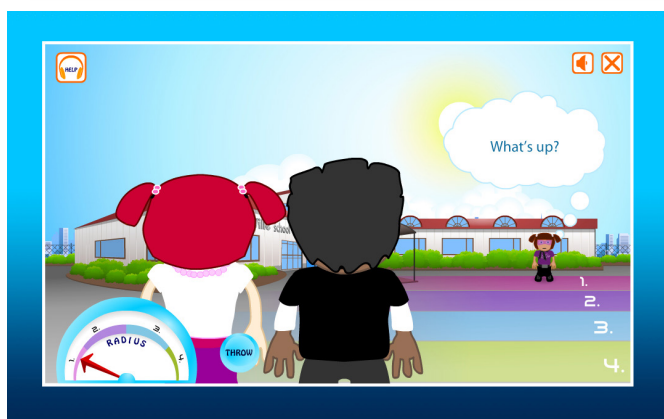
### Task 3: How can I help others to join a group?

In task 3 you will see Jazz who is alone at recess. Help him to join a group by throwing nice things to him. Click on THROW, located at the bottom of the screen, when the meter arrow points at the color of the area Jazz is standing on. The game ends when you have thrown 12 nice things to Jazz.



### Task 4: How can I join a group?

Now your task is to join a group by doing and saying the right things. Say nice things by throwing smileys to Stanza and Jazz who are standing in the foreground. Click on THROW when the arrow points at the color your character is standing on. The game ends when you have successfully thrown 12 nice things.





## Task 5: Recognize the rule!

Nasty Smudger, a mean little creature, has mixed the KiVa rules among some silly rules. Your task is to drag the correct rules onto the cover of the KiVa booklet. The game ends when you have found the correct rules.

## Level 2

### Task 1: Block the bullies!

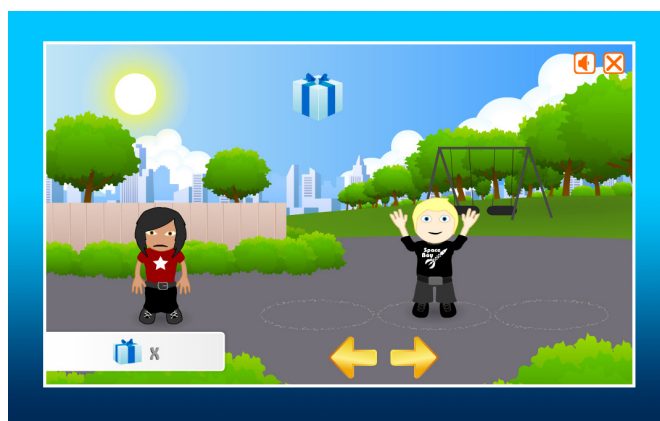
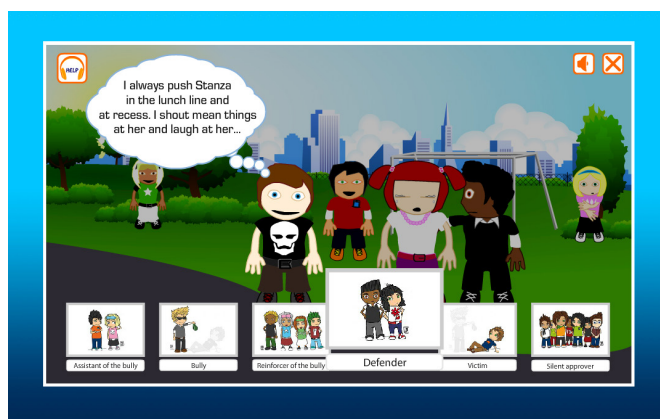
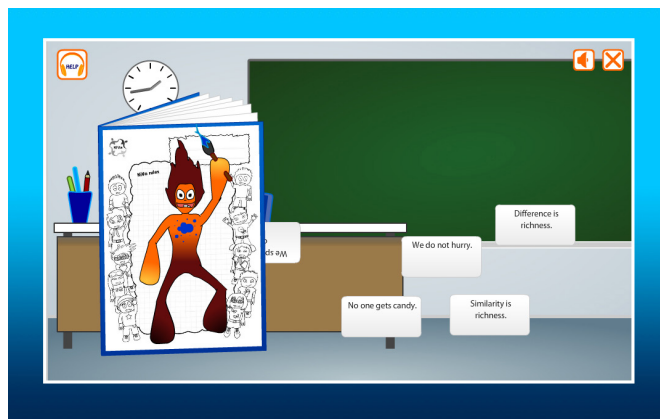
Some students are trying to get you to join in on bullying Cyan in the school yard. Block the temptations to bully flying at you by clicking on the shield located at the bottom of the screen. Each successful block increases the flight speed of the temptations. The game ends when you have managed to block at least 1 out of 12 temptations.

### Task 2: Identify the roles!

In this task you will witness some bullying incidents. Your task is to identify the roles each student has in the incidents. Out of six alternatives choose the role that describes each student the best. The game ends when you have identified each student's role.

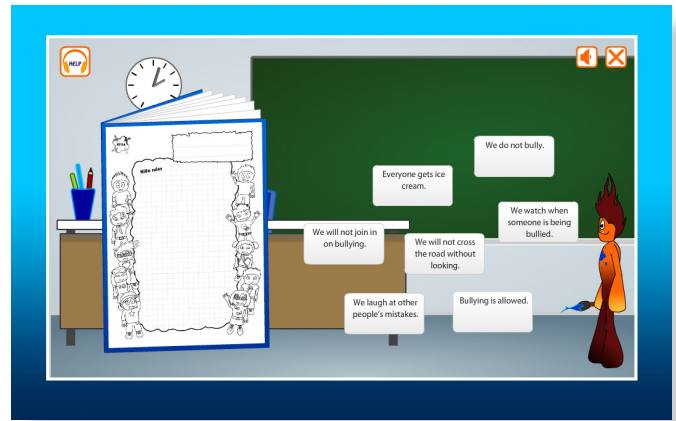
### Task 3: Good-mood gifts

In this task your job is to make a sad student happy by giving him/her good-mood gifts. Catch the gifts randomly falling from the sky and throw them to the student. Move your character either by using the arrow buttons on your keyboard or by clicking on the golden arrows on the screen by using the mouse. The more gifts you catch, the heavier the gift rain will get. The game ends when you have caught at least 2 of the 30 parcels falling down from the sky.



### Task 4: Recognize the rule!

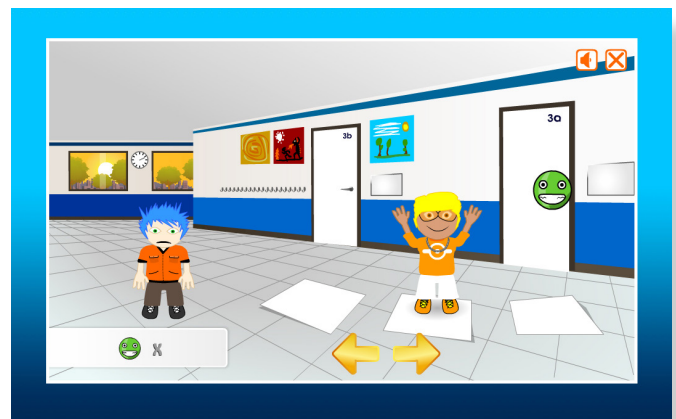
Nasty Smudger, that mean little creature, has once again mixed the KiVa rules among some silly rules. Your task is to drag the correct rules onto the cover of the KiVa booklet. The game ends when you have found the correct rules.



### Level 3

#### Task 1: The bullied child needs your support

Cheer up a bullied student by catching nice things randomly falling down from the ceiling. Move your character either by using the arrows on your keyboard or by clicking on the golden arrows on the screen. The more gifts you catch, the faster the nice things will fall. The game ends when you have caught at least 2 out of the 30 nice things falling down from the ceiling.



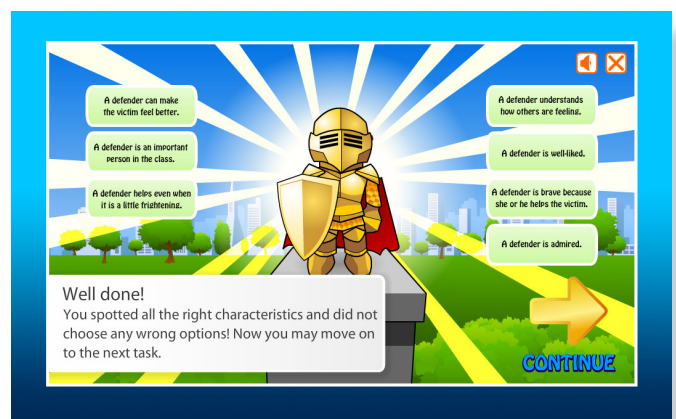
#### Task 2: Defend the victim

Slate and LB are bullying Stanza in the school yard. Your task is to block the insults and other mean things thrown at Stanza by clicking on the shield located at the bottom of the screen. Each successful block increases the flight speed of the mean things. The game ends when you have managed to block at least 2 out of the total of 20 mean things.



#### Task 3: Characteristics of a defender

In this task your job is to find characteristics of a defender. Drag the characteristics onto your character (standing in the middle of the screen). The game ends when you have recognized all the characteristics.



### Task 4: Recognize the rule!

Nasty Smudger, that mean little creature, has once again mixed the latest KiVa rule among some silly rules. Your task is to drag the correct rule onto the cover of the KiVa booklet. The game ends when you have found the correct rule.

## Level 4

### Task 1: How is the bullied child feeling?

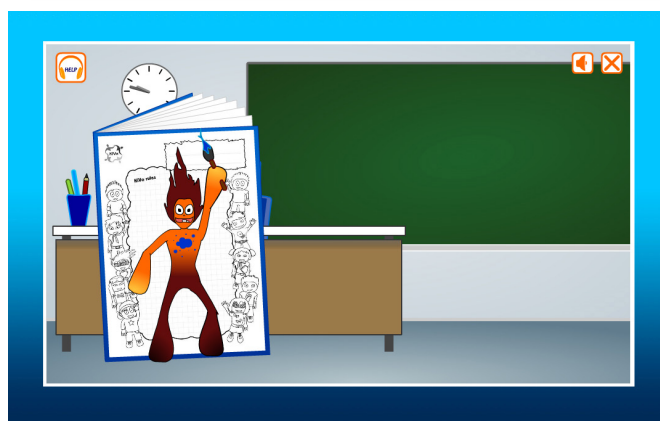
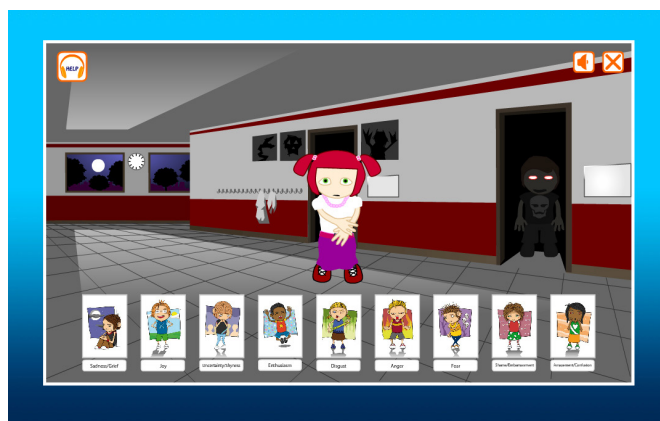
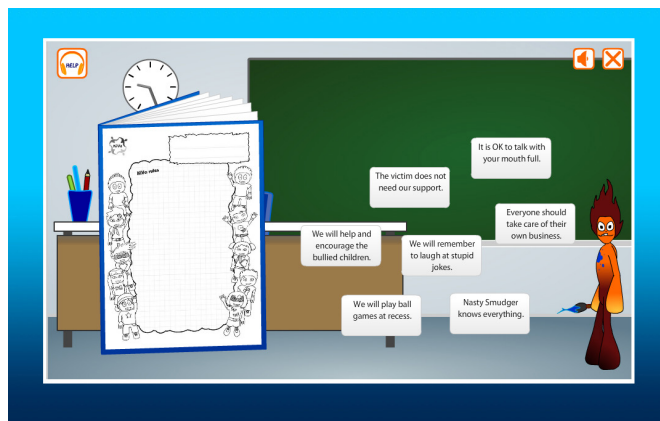
In this task you'll get to identify the emotions which a bullied student may be experiencing. Choose the correct emotion cards from the list and drag them onto Stanza who is standing in the middle of the screen. The game ends when you have recognized all the emotions.

### Task 2: How to react to bullying

Browse different students by clicking on the yellow arrows on the screen. Each student has his/her own way of reacting to bullying. Select four ways which you think would suit you the best by clicking on SELECT. The selected students will appear on the left side of the screen. You can unselect them by clicking on UNSELECT. A DONE button will appear on the screen once you have selected four ways to react to bullying.

### Task 3: Recognize the rule!

Nasty Smudger, that mean little creature, has once again mixed the latest KiVa rule among some silly rules. Your task is to drag the correct rule onto the cover of the KiVa booklet. The game ends when you have found the correct rule.





## Level 5

### Task 1: I am good

In this task you'll see a selection of 16 characteristics. Your task is to choose 5 characteristics which describe you the best. Select the characteristics by clicking on them. You can unselect by re-clicking on the characteristic you had chosen. The game ends when you click on CONTINUE which will appear on the screen after five selections.



### Task 2: The KiVa contract rules

Now your task is to build a puzzle out of the KiVa rules. You will see three rules at a time. Identify and select the correct rule hiding among the wrong ones by placing your character under the rule and clicking on "JUMP" (located at the bottom of the screen). Move your character by using the keyboard arrows or by clicking on the golden arrows on the screen. The game ends and the puzzle is completed when you have found the correct rules (6) among the incorrect ones.

