



# GETTING STARTED AND IMPLEMENTATION SUPPORT

January 2020

Welcome to the **Girls Who Game Spring 2020 Club!**

Please take the time to explore these resources for a successful club start up. Reach out to your Dell Education Strategist with any questions.

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## Logistics and Planning

Complete the following sheet with all the necessary information about your club:

- [District Information](#) Sheet
- Club Members
  - Device Tracking Information
  - Activities
  - Once you've made a copy, please share the sheet with [elizabeth\\_crisostomo@dellsalesdemo.info](mailto:elizabeth_crisostomo@dellsalesdemo.info)

## Considerations for Setting up the Club

1. Recruiting the Girls
  - a. Think about your students; who would benefit by participating in this type of club? You might want a variety of grades, technical skill sets, leadership skills etc.
  - b. Please complete the **Club Members sheet tab** in the District Information Sheet (see above)
2. Club Schedule - How often will your club meet?
  - a. Once a week, twice a week, etc.?
  - b. During Lunch, After school, other?
  - c. What is the length of time for a club session?
  - d. Where will you meet?
3. Devices
  - a. Once devices are available, you will assign a device to each club participants and record the number using the **Device Tracking tab** in the District Information sheet (see above)
  - b. There should be 2 extra devices for you to use in case there are any technical or hardware issues with a device.
    - Will the school/IT consent for the students to take the devices home? Yes/No
4. Club Permission and Media Release Forms
  - a. Ensure the all media release forms and FlipGrid consent forms have been collected and shared with Elizabeth Crisostomo: [elizabeth\\_crisostomo@dellsalesdemo.info](mailto:elizabeth_crisostomo@dellsalesdemo.info)
  - b. District Permissions- What district policies need to be addressed for permissions and media release?
5. Promoting and Celebrating Girls Who Game
  - a. To amplify on social media, please use the hashtags #girlswhogame, #TransformEDU, #Equity, and @DellEMCEdu
  - b. Do you have a personal, school, district Twitter account to promote the club?

## Professional Learning to Support Club Sponsors and the Girls

- [Advanced Learning Partnerships](#) will facilitate the professional learning to support the club.
  - Kick-off webinar for club sponsors, 1 onsite day, and up to 3 virtual hours for club sponsor
- Microsoft Teams Site for Club Sponsors
  - You will receive an email to access our GWG Teams space. This will be our main collaboration space for club sponsors.
- Curricular Guide to support GWG implementation
- If you are brand new to Minecraft EDU, consider completing the [Minecraft Journey Module](#)
  - The course will teach you how to use Minecraft EDU as a teaching and learning tool, as well as basic mechanics of in-game play.

## Communication and Collaboration

- Sharing Student Voice- Throughout the pilot, we will be asking the players to create video responses via [Flipgrid](#) to capture student voice. This will provide an opportunity for all members to communicate and collaborate across North America with other pilot districts.
  - Please use first names only and only identify the city
  - We are asking that the girls respond at least **3x** over the course of the pilot (introduction, middle and end).
  - The Dell Education Strategy Team will host the account, and all pilot clubs will contribute to the one account. This will provide all players with the opportunity to communicate and collaborate with each other in a safe environment
  - Club sponsors can provide club time for players to listen and respond to other pilot clubs from across the country, or this can be done on the players' own time.
  - **It is the responsibility of club sponsors to monitor videos submitted by their club participants.**

## Mentorship

In order to foster the pursuit of academic and career aspirations of young women, we have developed a mentorship component to the program. Each mentor is a female that works for Dell Technologies. Each mentor receives professional learning to support their understanding of their role as a mentor. You will need to decide if your mentees will be a 1:1, 1:3 or 1: many matches. Please discuss with your Dell Education Strategist how you'd like to engage the mentors with the girls in the club.

- Female mentors will be sharing their career and education pathways in our [Flipgrid](#) collaboration space.
- The mentor will focus on building an awareness for career pathways, developing a growth mindset, setting goals and creating action steps to meeting those goals.

## Launching the Club

- [Icebreakers!](#) – Try a few with the students to get them talking and working together.
- The club will participate in an onsite **session** with ALP as they launch the club. [*\*Make sure to schedule with ALP*]
- Club members will need to complete a [pre-diagnostic](#) at the beginning and post diagnostic and the end of the club.
- Select Club Activities
  - Use the **GWG curricular guide** or use specific Minecraft [lessons](#) and [challenges](#)
    - Work with club members to select activities that suit the interests, strengths and areas of growth of the club participants.
- Test Minecraft accounts to make sure all are working.
- Review Gamer Etiquette with the Girls -Polite and Courteous behavior; be friendly and welcoming to newcomers and remember that a lack of skill or how to play the game is because of inexperience. Don't take playing personally!
  - "glhf" (good luck, have fun)
  - "gg" (good game)
- Prepare and record introductions into Flipgrid.
- Additional activities to identify strengths and areas of growth for the club:
  - <https://learnersketch.com/>
  - <https://apps.quantifoundry.com/surveys/start/gamerprofile/>
    - \*They do not need to share their email to complete their profile.

## During the Club

- Meet weekly to play and have fun!
- Your Dell Education Strategist will visit clubs over the course of implementation. Please let them know the date and time for club meetings.
- Regularly connect and engage with your peers in Microsoft Teams to share artifacts, reflect on facilitation/experience, and learn from each other.
- Schedule professional learning sessions with ALP consultant (face-to-face and virtual).
- Leverage planning resources
  - Attend virtual pl sessions
  - Curriculum Resource in Microsoft Teams
  - Minecraft [lessons](#) and [challenges](#)
  - Connect with a [Minecraft Mentor](#) to support designing the learning experiences.
- Sharing **student voice** and **building our community**- Please have students respond using [Flipgrid](#) at least **3x** so we have evidence of student voice. This will also connect our clubs across the country.
  - Potential questions for reflection:
    - What caused your thinking to change?
    - What did you do when....?. Can you share that with....? How did you know.....?
    - How did *failing forward* help you solve your problem/challenge?
    - Why were you excited to come to Girls Who Game today?
- Have the girls view the different Flipgrid videos in which the mentors share their story about their career pathway.
- Take photos of gamers throughout club sessions and tweet: #Girlswhogame #Equity #TransformEDU @DellEMCEDU

## End of the Club

- Post culminating challenge in Flipgrid.
- Celebrate, celebrate, celebrate! We will have a celebration day as a closure to the pilot. Ensure your Dell Education Strategist has this date as Dell team members would like to attend.
- Club players and club sponsors complete the diagnostic over again and see what changes took place over the course of the club.
- Club sponsors complete the pilot evaluation to improve the club experience
- Collect the devices at the end of the club
  - IT can wipe the devices or Microsoft will once they are mailed back.



GIRLS



WHO



GAME

