# GAME 1

## Collaborate

**Love!** The worlds so far are all about how cold the princess is. She will only be warm once music is made!

**Music!** How can we make beautiful sounding music? Research is key.

**The Princess** - Have you found her? Have you found her record player?

**Originality** - The music you make has to be different to your classmates.

**Happiness** - The music in the Nether is sad and unhappy - make it happy.

The Princess Blankets

## Teamwork

**Setup:** Fully collaborative. All players must be in the game with a host.

**All research & all coach -** Your team needs full collaboration and support to complete this world.

**Music** - Can you make a tune? A melody? A beat? Can you make different sounds? Can you use different instruments to make music?

**Magpies** - Can you re-create a popular song, melody or nursery rhyme and customise it?

**Mario** - Can you go further and build something like PixlRiffs did and make the Mario theme tune?

**Sonic the Hedgehog** - Have you heard this? Does Emerald sound like this?

## LI & SC

**Contributor,** I can contribute constructively to project teams

**Connector,** I connect with learners from a variety of backgrounds and cultures

**Collaborator,** I can setup and learn within collaborative workspaces and worlds .

**Collaborator,** I can use collaborative technologies to work with others to create solutions

**Global Citizen,** I can explore local and global issues and use collaborative technologies.

**Global Citizen,** I can learn with technologies to work with others and investigate solutions to problems.

## The Nether