



## Outline

### **Outreach Kit: Journey to the Cave of Bemagorn**

For grades 4-12, approx. 2 hours

“Journey to the Cave of Bemagorn” is a story-based math class inspired by fantasy role-playing games like Dungeons & Dragons or Pathfinder.

Students will be split into five teams; each team represents a character in the story. Through a combination of math, creative problem-solving, and interaction with the items in each of their “Adventure Satchel” kits, the five teams will work together to overcome obstacles and save the village!

The story is told through an immersive radio play embedded in the slides of a PowerPoint presentation. This presentation will be your main tool to navigate the story through all its twists and turns.

Your role, as the classroom teacher, in this adventure will be to:

1. Put together a worksheet of 8 math problems that your students will solve during the adventure (Prep time: appx. 20 minutes).
2. Set up the classroom space (Prep time: appx. 20 minutes).
3. Navigate through the PowerPoint slideshow and follow any directions it gives you. (During adventure, appx. 2 hours total over 2 class periods)
4. Provide direct support to students (During adventure, appx. 2 hours total over 2 class periods)

The story will do the rest!

Once you book the Outreach Kit, we’ll send you an Educator Portal which includes a full Teacher Guide, the PowerPoint, Student Script should you need it, and extra printable artwork.