



Classroom, Inc.

AFTER THE STORM **Quick Start Guide**

Welcome to *After the Storm*! This Quick Start Guide provides top-level guidance so that you can begin working with the program immediately. For more detailed information, please refer to the *After the Storm* Teacher Guide.

LOGGING IN

Log in to www.thedailybyte.org to begin.

- Enter student login and password in appropriate fields.
- Select an episode by toggling the arrows on screen until you see the title and image from the episode you wish to play.
- “Emergency Management” should be played first, but subsequent episodes can be played in any order.
- Select “Morning,” “Midday,” “Afternoon,” “Evening” by clicking on the appropriate button (these sections should be played in sequence).

BASIC NAVIGATION

Please note that *After the Storm* is meant to encourage exploration and discovery – these tips should not be provided to students in advance but rather used on an as needed basis.

- Each episode begins in the Editor-in-Chief’s office – you must read the lead article on the tablet on your desk and speak to the character in the room with you before the door will unlock.
- Click on other characters to talk to them.
- Mouse over items to see if they are active; click on them to examine them. (Different hotspots may be active in different sections of the game.)
- Mouse over doorways to see if they are active; click on them to move to another location. (Different locations may be active in different sections of the game.)
- If unsure of what to do next, talk to other characters or check the To Do List on your phone (accessible through the icon in the upper left hand corner of the screen) – both will provide hints of what still needs to be accomplished.

PHONE TOOLS

The phone contains four basic tools: the To Do List, a Messages Inbox, a Glossary and a Notepad tool.

- The To Do List is a guide to what actions need to be completed in a given section of the game (e.g., “Emergency Management: Morning.”) This list will animate and open when a To Do List item is completed.
- A message alert will appear on the Message Inbox icon when a text message is waiting to be read.
- Glossary items may be looked up either by clicking on a word in the game that appears in blue or by searching for the given word in the Glossary search box.
- The Notepad tool saves messages across a given episode. Click on “Review” after entering notes to save them.

ASSESSMENT ACTIVITIES

Embedded assessment activities generally take the form of messages between the Editor-in-Chief and office colleagues.

- All of the assessments in a given section of the game are tied to one To Do List item. This item will mark as complete only when a player has completed their entire assessment path for that section of the game (including any support or challenge level activities).
- Activities may appear on different hotspots in the game as a whole (e.g., the laptop in the office or the electronic whiteboard in the studio), but all activities within a given section of the game will be on the same hotspot.
- In activities with multiple-choice answers, you must click on a missing item you wish to replace and then select your answer.
- In highlighting activities, you must select the highlighter color you wish to use and mark the appropriate sentences.
- Some activities feature multiple documents – navigate between them using the tabs at the top of the documents.
- Click on the green checkmark button to submit answers.

WRITING ASSESSMENT ACTIVITIES

A standalone writing activity comprises the “Evening” portion of each episode.

- Click on a document section to edit.
- Source documents are available using the drop down “Source Documents” Tab at the upper right corner of the document.
- You can preview your work using the “PREVIEW” button and return to edit individual sections.
- Once you press the “SUBMIT” button your work will be sent to the Teacher Dashboard and you can no longer edit your document.

COMPLETING THE GAME

After completing all To Do List items, your colleagues will encourage you to go get coffee.

- Navigate to the breakroom and click on the coffee pot to finish the episode.
- If you have completed the “Morning” or “Midday” sections of the game, you will be returned to the Menu.
- If you have completed the “Afternoon” section of the game, you will be shown the results of your day at work.
 - Click on “Later That Day” to exit back to the breakroom.
 - Travel to the bullpen and click on your assembled staff to meet with them and conclude the episode.

GENERAL TECHNICAL HINTS

The below are basic setup and troubleshooting guidelines for the best experience with *After the Storm*. If you experience technical issues you cannot resolve with the help of these tips, please contact your Classroom, Inc. tech coordinator or call 1-800-258-0640.

- We encourage the use of Google Chrome for the best possible web experience. If this browser is not available, we also support IE 9.x and higher, and Safari 5.x and higher.
- If you are having difficulty logging into the application, your login information is likely incorrect.
 - Check that you are using the correct name and password.
 - Contact Classroom Inc. if you need to confirm or update login credentials.
- Do not use browser buttons during gameplay (e.g. back/forward buttons, refresh page button, etc.) or you may lose your progress.
- If your game screen is appearing too small or too large or text is difficult to read, use the browser’s zoom feature to make the game larger or smaller.
- Log out of the game and dashboards before closing your browser windows or you may remain logged in.
- If experiencing general performance issues, clear the browser’s cache and reload the game. (Alternatively, open the game in an incognito window.)