



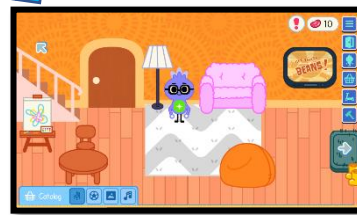
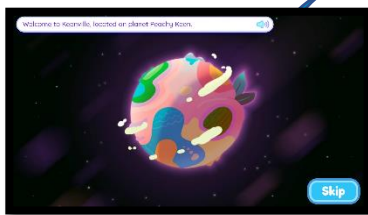
Navigating the Keenville World



Background Story

The Problem to Solve

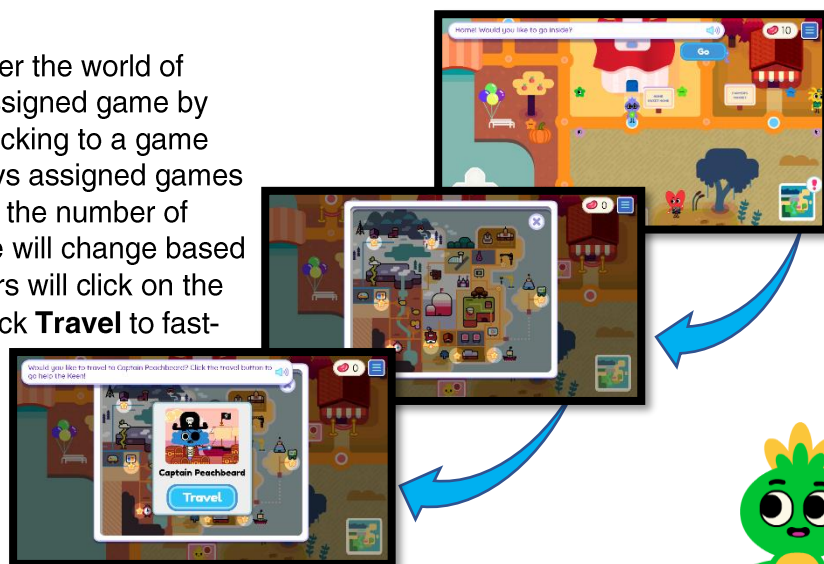
Keen Avatar's Home



Within the Keen Avatar's home, the player can use beans to buy items to decorate the Home, add a room or yard, visit the Keenville Garage to purchase a vehicle, or play **Get Those Beans!** a free-play game that players can play anytime they choose, without it being assigned to them.

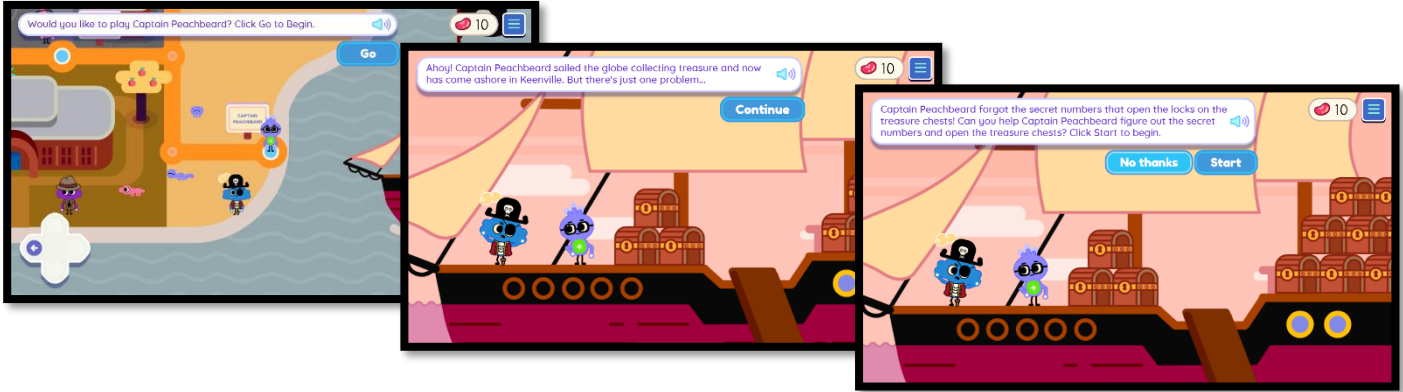


When players exit the Home and enter the world of Keenville, they can navigate to an assigned game by walking the world paths or by fast-tracking to a game via the pop-up map. The map displays assigned games with a gold star. Teachers determine the number of assigned games, so games available will change based on the teacher's assignments. Players will click on the star to reveal the game name and click **Travel** to fast-track to the game.



Navigating the Keenville Games

When players travel to the game, they can click **Go** to enter the game. Once entering the game, players will be provided the Keen's problem to help solve. They should click **Start** to play the game and help solve the Keen's problem or click **No Thanks** to exit the game site.

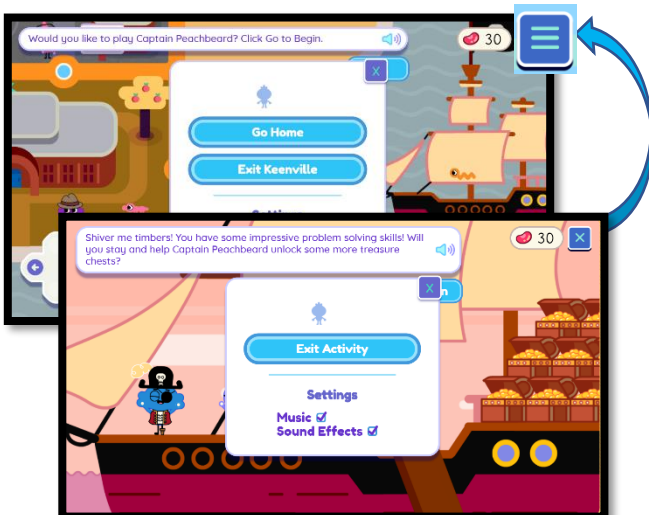
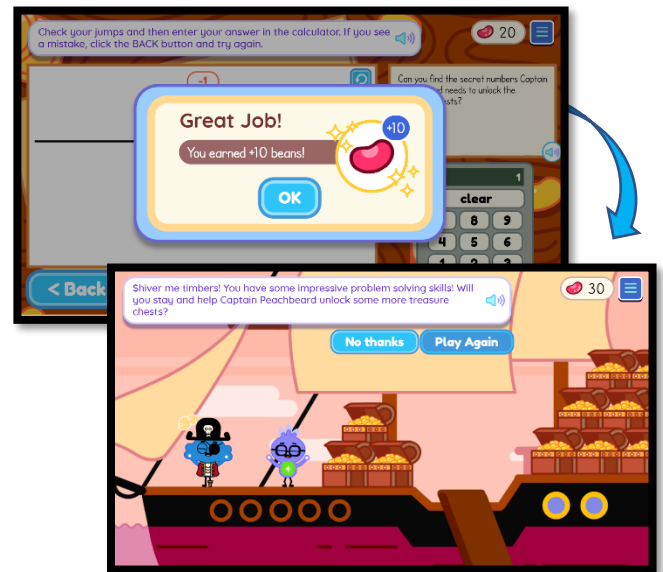


The End of a Round of Play

At the end of the round, players will receive a number of beans as a reward based on their work in the game. When the **Bean Reward** is displayed, players should click **OK** to receive their bean reward, and then determine next steps for play:

- if time is limited, click **No Thanks** to end the round of play.
- if there is ample time for continued play, click **Play Again**.

Note: if players proceed into a new round of play and do not complete that round of play, they will start over at the beginning of the round when returning to play the game.



The Navigation Button

A **Navigation Button** located in the upper right corner of the screen is always available. The **Navigation Button** allows players to **Exit an Activity, Go Home, or Exit Keenville**. Players can also edit **Music and/or Sound Effects** within the **Navigation Button**. This action will temporarily remove or add music and sound effects, as preferred by the player.