Tutorial Title

Shadow Race

Subject

Language Arts
Science

Educational Level

Elementary: U.S. 1-4th
Age range: 6 - 10 year olds

Number of Levels

This tutorial has only one level. However, if the developer would like to create multiple levels that enhance the player's understanding of the science of shadows, they may. For example, a second level of this tutorial may be to have the player determine what time of day it is based upon their shadow.

Objective

The objective of this interactive tutorial is to increase comprehension. The secondary objective is to understand how shadows are created.

High Level Summary

The player needs to understand how shadows are created as described in the poem.

Format/Platform

This interactive tutorial is to be accessible and used through any Internet browser. It contains both graphical assets and a mini game. Sound is optional.

Software/Coding

HTML 5
Developer's Choice

Copyright & Credits

The following copyright notice and credits to be shown on tutorial:
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Credits: *List the names of the individuals/company*

Player's View

Third Person

Scenario/Setting

<div align="center">

Shadow Race

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Every time I've raced my shadow
When the sun was at my back,
It always ran ahead of me,
Always got the best of me.
But every time I've raced my shadow
When my face was toward the sun,
I won.

<div align="center">

-- Shel Silverstein, from *A Light in the Attic,*1974

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Scenario Assets

At artist's discretion with the following limitation: The entire poem must be included and the poet must be identified.

Mini Game Objective

The player will control the avatar as it races its shadow both away from and towards the sun and other light sources.

Creative License

Both the artist and game programmer have permission to interpret the problem and develop innovative and creative graphics and game play to engage the player. This may be an individual or collaborative effort.

Have some fun with this tutorial and encourage the player to experiment with making shadows of different sizes and shapes.
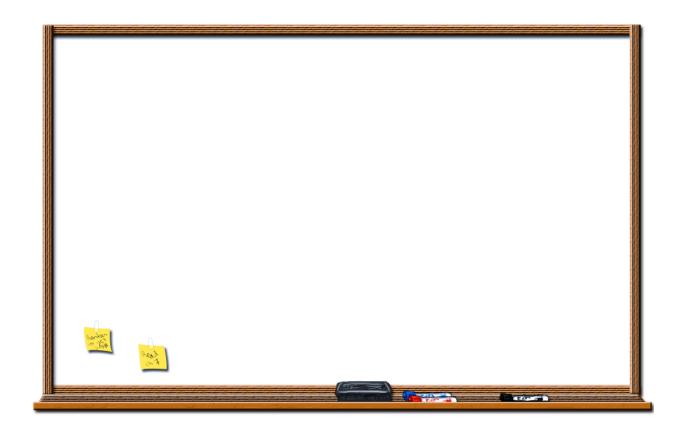
Mini Game Assets

At artist's discretion with the following minimum requirements:
1. Background including copyright and credits
2. Avatar
3. Sun
4. A "Hint" icon
5. Important Fact icon
6. Asset to request more help
7. Button to record tutorial completion in miAccount

General Tutorial Assets (.PNG and .JPG files)

At artist's discretion with credits as specified. Actual .PNG and .JPG files will be emailed upon request. Send request to sales@punaluudata.com.

Background icon:

Hint to help solve the problem icons

Important Fact icons