

ADVANCE U: THE TALENT MACHINE



ABOUT THE GAME

Welcome to Advance U: The TALENT Machine, a fun and engaging way to introduce students to the concepts of neuroplasticity and mindset theory. Developed by the University of Oklahoma's K20 Center and designed for 11th to 12th graders, Advance U: The TALENT Machine blends Digital Game Based Learning with a contemporary setting where students must first learn and then apply the concepts of Mindset and Neuroplasticity.

A new program has been enacted at McLarin Academy. A machine has been created that measures a student's natural talents and then determines the job that student is best suited for. Unfortunately, this machine ignores the human capability to learn and grow beyond the limits of their natural talents. To reclaim their educational autonomy and stop the machine from being adopted by more schools, it is up to the students to prove that the TALENT Machine will not work by learning about neuroplasticity and mindset.

Go to k20.ou.edu/getgames for access on PC, Chromebook, and Mac. Begin navigating your way through this interactive educational adventure.

- 3 Designed for 9-12 Graders
- § Engaging, Adaptive Instruction
- ¥ Cross-Platform Learning Tool



LEARNING OBJECTIVES

BY THE TIME STUDENTS COMPLETE ADVANCE U: THE TALENT MACHINE THEY WILL BE ABLE TO ACCOMPLISH THE FOLLOWING:

NEUROPLASTICITY

Students will be able to explain the concept of neuroplasticity, describing how learning occurs in the brain and the way the brain changes as they learn.

MINDSET

Students will be able to explain the concept of mindset and identify their own mindsets and those of others.

CHANGING MINDSET

Students will be able to explain how they can change their own mindsets and help others to do the same.

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